



## Skill Demonstration: Wild Game Fabrication State Only Event

**Skills Demonstration: Wild Game Fabrication**, an individual or team event, recognizes participant(s) Participants present a preparation of a selected wild game animal that is legal to hunt, creating an illustration of the animal, its wholesale and retail cuts, cooking methods appropriate for those cuts and recipes that enhance the usage of the animal.

### EVENT CATEGORY

Level 1: through grade 8  
Level 2: grades 9 and 10  
Level 3: grades 11 and 12

### CAREER CLUSTERS

- Hospitality and Tourism

### ELIGIBILITY & GENERAL INFORMATION

1. Participation is open to any nationally affiliated member through grade 8 prior to regional and state competition.
2. Spectators are not allowed to view this event.
3. Participant's grade is determined by grade placement during the current school year.
4. All STAR Event projects must be developed and completed during a one-year span, beginning July 1st and ending prior to the State Leadership Conference.
5. Visuals, props, audio/or visual equipment are not allowed.
6. File folders will be returned to the participant after the evaluation is complete.

### PROCEDURES & TIME REQUIREMENTS

1. Participants will report to the designated room and submit to the room consultant at the specified time with all required materials.
2. Participants will have a setup time of 5 minutes.
3. Room consultants and evaluators will have 10 minutes to preview materials during the participant set-up time.
4. The oral presentation may be up to 10 minutes in length. A one-minute warning will be given at 9 minutes. The participant will be stopped at 10 minutes.
5. Following the presentation, evaluators will have 5 minutes to interview the participant.

6. Following the presentation, evaluators will have 5 minutes to use the rubric to score and write comments for each participant.
7. Participation in this event is approximately 35 minutes.

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### State Only Event

#### DISPLAY

A display will be used to document and illustrate the items listed below. The display may be either freestanding or tabletop. Freestanding displays should not exceed a space 48" deep by 60" wide by 72" high. Tabletop *displays* should not exceed a space 30" deep by 48" wide by 48" high. Information or props outside the display will be considered part of the display and subject to penalty (tablecloths, storage items, boxes below the table, etc.). *Scrapbooks, flip charts, portfolios, and photo albums* are not allowed. Each display must include a *project identification page* and *Planning Process* summary page.

Project Identification Page	One 8 ½" x 11" page on plain paper, with no graphics or decorations, must include participants' name(s), chapter name, school, city, event name, and project title.
FCCLA Planning Process Summary Page	One 8 ½ " x 11" summary page of how each step of the Planning Process was used to implement the project; use of the Planning Process may also be described in the oral presentation.
Retail Cuts of Animal	An illustrated outline side view of butchered animal with all retail cuts labeled correctly.
Cooking Methods Identified	Appropriate dry or moist heat cooking methods identified for each retail cut.
Recipe Selection	Must select 3 appropriate recipes for 3 different retail cuts. Recipes must be in standard form, including a list of three or more ingredients and step-by-step instructions.

#### ORAL PRESENTATION

The oral presentation may be up to 10 minutes in length and is delivered to evaluators. The oral presentation should describe cooking methods best suited for the wild game animal selection. The presentation may not be pre-recorded. Audio and/or videotape recordings are not permitted. Books and props or any other additional aids are permitted.

Presentation	Deliver oral presentation in an organized, sequential manner; concisely, and thoroughly. The presentation should include why the animal was selected, identification of wholesale and retail cuts of the animal, and cooking methods selected for the recipe selection.
Voice	Speak clearly with appropriate pitch, tempo and volume.
Body Language	Use appropriate body language, including gestures, posture, mannerisms, and eye contact.
Response to Evaluators' Questions	Provide clear and thoughtful answers to evaluators' questions regarding the project. Questions are asked after the presentation.



## Skill Demonstration: Wild Game Fabrication Point Summary Form

Name of Participant/s: \_\_\_\_\_

Chapter: \_\_\_\_\_ Level: \_\_\_\_\_

**DIRECTIONS:**

1. Make sure all information at the top is correct. If a participant does not show, please write "No Show" across the top and return with other forms.
2. Before the student presentation, the room consultants must check participants' display using the criteria and standards listed below and fill in the boxes.
3. At the conclusion of the presentation, verify evaluator scores and fill in information below. Calculate the final score and ask for evaluators' verification. Place this form in front of the completed rubrics and staple all items related to the presentation together.
4. At the end of competition in the room, **double check all scores**, names, and chapters to ensure accuracy. Then turn in all results to the WI FCCLA State Conference tabulation room.
5. Please check with the STAR Event Coordinators or FCCLA State Adviser if there are any questions regarding the evaluation process.

ROOM CONSULTANT CHECK			POINTS
<b>Registration/Orientation</b> Participant attended STAR Event orientation meeting	Did not attend orientation <b>0</b>	Attended orientation <b>2</b>	
<b>Display Set Up</b>	Display was set up in the allotted time frame <b>0      1      2</b>		
<b>Display Dimensions</b>	Display fits within appropriate dimensions <b>0      1      2      3</b>		
<b>Project ID Page</b>	Project ID page is present and completed correctly <b>0      1</b>		
<b>Planning Process Page</b>	Planning process page is present and completed correctly <b>0      1</b>		
<b>Punctuality</b>	Participant was on time for presentation <b>0      1</b>		
Evaluator 1: _____	Initials: _____	(10 points possible)	
Evaluator 2: _____	Initials: _____		
Evaluator 3: _____	Initials: _____	<b>AVERAGE EVALUATOR SCORE</b> (90 points possible)	_ _ . _ _
Total Score: _____	<i>Divide total score by number of evaluators to get the</i> <b>AVERAGE EVALUATOR SCORE</b>		<b>FINAL SCORE</b>
Average Eval. Score: _____	<i>Round only to the nearest hundredth (i.e. 79.99 not 80.00)</i>		(Avg. Evaluator Score + Room Consultant Total) _ _ . _ _

**RATING ACHIEVED:** (circle one)      **Gold:** 90-100      **Silver:** 70-89.99      **Bronze:** 1-69.99

**VERIFICATION OF FINAL SCORE AND RATING:** (please initial)

Evaluator 1: \_\_\_\_\_ Evaluator 2: \_\_\_\_\_ Evaluator 3: \_\_\_\_\_ Room Consultant: \_\_\_\_\_ WI STAR Mgt. Coordinator: \_\_\_\_\_

# Skill Demonstration: Wild Game Fabrication

## Rubric

Name of Participant: \_\_\_\_\_

Chapter: \_\_\_\_\_ Level: \_\_\_\_\_

Evaluation Criteria	Poor	Fair	Good	Very Good	Excellent	Score	Comments
<b>DISPLAY</b>							
<b>Planning Process</b> The Planning Process is used to plan the project. Each step is fully explained	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Retail Cuts of Animal</b> Visuals included an outline side view of butchered animal with retail cuts of animal labeled correctly.	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Cooking Methods Identified</b> Appropriate dry or moist heat cooking methods identified for each retail cut.	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Appropriate Recipe Selection</b> Three appropriate recipes provided for 3 different retail cuts. Recipes are in standard form with 3 or more ingredients.	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Appearance</b> Appearance of the display is creative, appropriate and of high quality.	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>ORAL PRESENTATION</b>							
<b>Organization and Delivery</b> Presentation covers all relevant information with a seamless and logical delivery	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Knowledge of Animal Fabrication</b> Knowledge is evident and incorporated throughout the presentation	1 - 2	3 - 4	5 - 6	7 - 8	9 - 10		
<b>Use of Display During Presentation</b> Presentation moves seamlessly between oral presentation and display	0 - 1	2	3	4	5		
<b>Voice &amp; Grammar</b> Pitch, tempo, and volume of voice are appropriate for the presentation, presentation has no grammatical errors	0 - 1	2	3	4	5		
<b>Body Language</b> Gestures, posture, mannerisms, and eye contact are appropriate for the presentation.	0 - 1	2	3	4	5		
<b>Response to Evaluators' Questions</b> Responses to evaluators' questions were appropriate and thorough	0 - 1	2	3	4	5		

(90 Points Possible)  
**Total Score:**

Please use whole numbers only and double check math.