



Minnesota 4-H Exhibit Evaluation

Wildlife Biology & Management

4-H'er Name: _____ Grade: _____

County or Club: _____ Years in 4-H: _____ Years in Project: _____

About the project/exhibit	About your exhibit
☐ Purple ☐ Blue ☐ Red ☐ White ☐ Other	Comments: • Strengths/accomplishments • Skills learned • Areas to work on • Possible new challenges • Questions to think about
50% of Score Learning Involved: • Can explain new skills they developed • Understands how living things interact with one another • Shows knowledge and respect of wildlife • Can explain best management practices for wildlife survival • Has shown how ethical behavior came into play in their project • Can explain project goals and how they achieved them	
50% of Score Workmanship & Techniques of Exhibit: • Exhibit gives complete and accurate information, organizes the writing and display in logical steps. • Exhibit shows originality and creativity. • Exhibit is complete, and labeled and mounted correctly. • Exhibit construction is suitable for intended use, guidelines were followed appropriately, suitable use of materials, used an appropriate finish, etc. General Appearance and Design: • The exhibit attracts and holds attention. • Exhibit is neat and attractive in appearance. • Design elements and art principles were used where suitable.	

(over)

Area	Details
Requirements	All wild game used in exhibits must be tagged appropriately according to state laws.
Guidelines	- Poster exhibits may not exceed 22" wide x 28" high. Three dimensional displays may not exceed 12" deep x 24" wide x 36" high. - Exhibits are not limited to three dimensional displays or posters. They may be actual models, games or technology related exhibits. - Creativity is encouraged. - Resources should be credited and documented for written aspects of the project (e.g., books, websites, 4-H or Extension publications, mentors, magazine articles, etc.).
Exhibit Ideas	- Develop a wildlife management plan--show practices related to land use and forest management for wildlife such as controlled burns, logging, planting, etc. - Explore basic concepts of Wildlife Management (waterfowl wingboards, birdhouse trails, carrying capacity, game animal habitat requirements, history of game management, etc). - Explain some factors that threaten or endanger animal species such as urbanization, climate change, or habitat loss. Or explore a species that went extinct and why it happened. - Build a bird or bat house, nesting structure, hibernaculum, animal shelter or feeder and explain the history of artificial shelter structures how it can benefit a species. - Display a collection of identified wildlife scat (droppings), skulls or skins. How do they differ? Why? - Show how wildlife can be classified into herbivores, carnivores or omnivores using skull diagrams - Write a wildlife landscape habitat plan - Report on animal adaptations, such as animal camouflage. How do adaptations of plants and animals match the environment they live in? - Make a display that details a food chain/web of a particular habitat. - Explain the life cycle of your favorite wild animal in a video, poster or display. - Shadow or volunteer at a nature center or park and share your experience using a journal, video, or display. Learn about rules and policies in place to protect or manage certain species of wildlife. - Identify, mount and label a book of plants native to a certain region - Animal signs, animal tracks, homes or foods - Do a bird study, including beak type, wings, feet, song, feeding patterns, etc. - Make a collection of wildflowers growing near where you live or a place you visit

Revised April 2026

Available resources

Minnesota 4-H resources

[Browse the Minnesota 4-H Wildlife Biology & Management Project Webpage](#)

National 4-H resources

[Browse National 4-H resources at https://shop4-h.org/](https://shop4-h.org/)
[WHEP \(Wildlife Habitat Education Program\)](#)

Other resources

[Browse Minnesota Conservation Volunteer at http://z.umn.edu/mnvolunteermagazine](http://z.umn.edu/mnvolunteermagazine)