

STAR Events Glossary

The STAR Events glossary was developed to help clarify questions about terms in the *STAR Events Manual*. Be sure you understand the rules for your event.

Applied academics - The use of knowledge from general coursework (communication, math, science, social science) in projects related to Family and Consumer Sciences.

Audience - A group of listeners, or readers of a work, program, or performance.

Audio equipment-Equipment used for the broadcasting of sound (e.g., compact disc, cassette player, etc.).

Audiovisual equipment - Equipment that uses both sight and sound to present information (e.g., television, videocassette recorder, LCD projector, etc.).

Best Practices Educator—An educator who models professional qualities, continued professional development and the use of current instructional approaches and strategies for teaching and learning. A best practice educator is committed to incorporating various teaching methods and seeks to utilize relevant content to create a classroom that is student focused. The educator should be recognized by peers for excellence and be fully certified in his/her field.

Bibliography - A list of sources of information in an organized, consistent format on a given subject, period, etc.; a list of books, articles, software, etc., used or referred to by an author.

Campaign - Activities to achieve a specific objective.

Career-Related Education—Knowledge obtained through school curriculum and *community* service projects/activities that enhances a student's ability to work in a specific occupation.

Community - A group of people living in the same locality and under the same governance; the region in

which one lives (i.e., *family*, school, *peers*, town, city, *employment*, etc.).

Comprehensive Student - Students enrolled in general courses in a Family and Consumer Sciences program.

Content - The subject or ideas contained in something written, said, or represented.

Content pages -Pages of a *manual*, business plan, or *portfolio* that contain information about the project; one side of page only.

Costume/Uniform - Clothing of a distinctive design or fashion worn by members of a particular group and serving as a means of identification.

Creative thinking - The ability to generate new ideas.

Critical thinking - The ability to use communication and problem-solving skills effectively to direct, monitor, and evaluate.

Dimensions - The stated or required size of a *display*, *manual*, *portfolio*, or container (i.e., measurements, number of pages, etc.). The measured *dimensions* include all items that are a part of the *display*, *manual*, *portfolio*, or container (tablecloths, audiovisuals, *props*, equipment, moving parts, etc.). Examples include but are not limited to: tablecloths placed under a *display*, a *display* with one or more panels when the panel(s) are extended, and storage of items under or around the *display* table.

Display - An arrangement of material that includes but is not limited to photos, project samples, etc., used to showcase a chapter's service project, program of work, or Focus on Children project and is contained within a specified area that includes all materials, *visuals*, and *audiovisual equipment* to be used for the presentation.

Divider pages - Pages of a *manual* or *portfolio* that separate sections and do not contain *content* but may include *graphic* elements, titles, logos, theme decorations, page numbers, and/or a table of contents for a section.

Easel—A stand or frame that may range in size used to hold materials upright, usually during a presentation or display.

Educational Enhancement Opportunity—Knowledge obtained through job shadowing, informational interviews, or career research projects that enhance a specific *occupational* area.

Electronic Portfolio—An electronic portfolio, also known as an **e-portfolio** or **digital portfolio**, is a collection of electronic evidence assembled and managed by a user, usually on the Web (also called Webfolio). Such electronic evidence may include inputted text, electronic files such as Microsoft Word and Adobe PDF files, images, multimedia, blog entries, and hyperlinks. E-portfolios are both demonstrations of the user's abilities and platforms for self-expression, and, if they are online, they can be maintained dynamically over time. Some e-portfolio applications permit varying degrees of audience access, so the same portfolio might be used for multiple purposes.

Employment - The work in which one is engaged; an activity to which one devotes time, mayor may not include wages.

EPA Climate Ambassadors—Middle or high school students who meet at least one of the criteria found on the EPA Climate Ambassador website, www.epa.gov/climateforaction/lead/become.htm, and submit an online Climate Ambassador form.

Fabric Care—Method(s) of cleaning and making suitable for wear.

Fabric Characteristics—Information about a fabric including, ease of use, special requirements of constructing garments with this fabric,

limitations/advantages of using the fabric, and typical uses.

Family - Two or more persons, sometimes living under one roof, who nurture and support one another physically and emotionally, share resources, share responsibility for decisions, share values and goals, and have commitment to one another; environment created by caring people—regardless of blood, legal ties, adoption, or marriage—where individuals learn to be productive members of society; a context for discovery where one can comfortably accept challenges, make mistakes, have successes, be self-expressive, and grow as an individual.

Fiber Content—The types and amounts of different fibers in a fabric or garment.

File folder -A letter-size folder 8 1/2" x 11" with one fold on lower horizontal edge and open on the other 3 sides; may have a tab at the top or may be straight cut. Within the *file folder*, each set of materials should be stapled separately.

Flip chart - A chart consisting of sheets hinged on one side that can be flipped over to present information sequentially.

Focus Group—A small group of individuals, not participating in the event, who test and/or evaluate an idea, event, or product with the intent of suggesting revisions for improvement.

Graphic - A picture, border, map, or graph used for illustration or demonstration.

Hard copy - Readable printed copy of the output of a machine, such as a computer.

In-depth service project - A detailed project that addresses one specific interest, concern, or need.

Individual event - An event completed by one person.

Lesson plan - A set of plans for teaching a concept that includes objective(s), plan of action, time schedule, resources, supplies, equipment, and evaluation process.

Manual - An arrangement of materials in an FCCLA scrapbook containing information about an in-depth chapter service project or chapter program of work that may include but is not limited to pictures, news clippings, and program booklets.

Model—A 3-D object which represents, in detail, the intent of a final version of a product.

National programs -Frameworks for FCCLA action that encourage members to enhance their personal growth and build leadership skills.

Occupational student - An *occupational student* is one who has completed or is currently taking a concentrated program that prepares individuals for paid *employment*.

Peer - A person who is equal to another in a particular category such as ability, age, rank, and/or qualifications.

Peer education - To provide with information, teach, or instruct a person or group equal in ability, age, rank, and/or qualifications (e.g., teens teaching teens).

Plain paper - 8 1/2" x 11" paper with no *graphics* or design. Paper may be any color.

Planning process - A five-step method (identify concerns, set a goal, form a plan, act, and follow up) to help FCCLA chapter members and advisers plan individual, group, or chapter activities.

Pointer - *see prop*. Laser *pointers* are not allowed.

Portfolio - A record/collection of a person's work organized in a format that best suits the project and meets the requirements of the event. Portfolio may be either hardcopy or electronic. See event

specifications for allowable format.

Problem solving - The ability to recognize problems and devise and implement plans of action to solve the problems.

Professional - Worthy of the high standards of a profession.

Project identification page - A page at the front of a document or display containing headings specifically called for by event rules.

Prop - An object used to enhance a theme or presentation (e.g., book, puppet, *pointer*, etc.) that does not include *visuals*, audiovisuals, or *costumes/uniforms*. Live objects are not allowed.

Prototype Formula—The ingredients, their quantities, and the process directions used to produce a food item.

Reliable—Sources should be respected in the field and information found in the source should be able to be backed up by other sources or legitimate research.

Resources—Any source of information or assistance in carrying out a project. May be any medium (e.g. book, internet, chapter member, speaker, etc.) but must be cited appropriately when used.

School relationships -Relationships within an educational institution (e.g., student to student, student to educator, student to organization, etc.).

Seating and Traffic Standards—Standards for the amount of space needed for and around seating areas with various levels of traffic produced by the National Kitchen and Bath Association (Kitchen Planning Guidelines 8 & 9). NKBA Planning Guidelines can be found online at: <http://www.nkba.com/guidelines/kitchen.aspx>.

Skit - A short, rehearsed, theatrical sketch that could include interaction with others (also called role play).

Sound business practices - Practices that are comprehensive, ethical, realistic, and profitable.

Steward Project—A project carried out by participants in their home, school, or community which actively works to counteract, reverse, or prevent the presence of an environmental concern or issue.

Team - A *team* may be composed of one, two, or three participants from the same chapter and/or school with the following exception: the Parliamentary Procedure *team* may have four to eight participants from the same chapter and/or school.

Team event - An event that can be completed by an entire chapter but may be presented by a *team* of two, or three members.

Technology - A method, system, or process for handling a specific, technical problem.

Uniform - see *costume*

Visual equipment - Equipment used for visual projection without sound (e.g., projectors, VCRs, LCD projector).

Visuals - Posters, charts, slides, transparencies, presentation software, etc.

