

The Reinventing Spaces Competitive Event is State Event conducted at the NJ FCCLA State Leadership Conference. It is an **individual** or **team** event that focuses on a living space that must be adapted for an alternate purpose. Participants must work to create a functional and appealing room design and floor plan that differs from the current purpose of the living space. Students must solve this design challenge using homestyler.com, floorplanner.com or sketchup.com. Participants must prepare an **oral presentation** and a **display board**. For the 2022 State Leadership Conference, participants must reinvent a children's playroom into a home office/guest room space.

NEW JERSEY CORE CURRICULUM STANDARDS

- SL.9-10.1 Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with peers on *grades 9–10 topics, texts, and issues*, building on others' ideas and expressing their own clearly and persuasively.
- SL.11-12.2 Integrate multiple sources of information presented in diverse media or formats (e.g., visually, quantitatively, qualitatively, orally) evaluating the credibility and accuracy of each source.
- SL.11-12.4 Present information, findings, and supporting evidence, conveying a clear and distinct perspective, such that listeners can follow the line of reasoning, alternative or opposing perspectives are addressed, and the organization, development, substance, and style are appropriate to purpose, audience, and a range of formal and informal tasks.
- WHST.11-12.6 Use technology, including the Internet, to produce, share, and update writing products in response to ongoing feedback, including new arguments or information.
- W.11-12.2 Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly and accurately through the effective selection, organization, and analysis of content.
- W.11-12.8 Gather relevant information from multiple authoritative print and digital sources, using advanced searches effectively; assess the strengths and limitations of each source in terms of the task, purpose, and audience; integrate information into the text selectively to maintain the flow of ideas, avoiding plagiarism and overreliance on any one source and following a standard format for citation.
- 4.MD.A.1 Know relative sizes of measurement units within one system of units including km, m, cm, mm; kg, g; lb, oz.; l, ml; hr, min, sec.
- 7.G.A.2 Draw (with technology, with ruler and protractor as well as freehand) geometric shapes with given conditions.
- HSG-MG.A.3 Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios).
- HSF-LE.A.1a Prove that linear functions grow by equal differences over equal intervals, and that exponential functions grow by equal factors over equal intervals.
- 9.3.12.AR-VIS.2 Analyze how the application of visual arts elements and principles of design communicate and express ideas.
- 9.3.12. AR-VIS.3 Analyze and create two and three-dimensional visual art forms using various media.
- 9.2.8.CAP.3 Explain how career choices, educational choices, skills, economic conditions, and personal behavior affect income.
- 9.2.12.CAP.6: Identify transferable skills in career choices and design alternative career plans based on those skills
- 9.2.8.CAP.9: Analyze how a variety of activities related to career impacts postsecondary options
- 9.2.8.CAP.12: Assess personal strengths, talents, values, and interests to appropriate jobs and careers to maximize career potential.
- 9.2.8.CAP.16: Research different ways workers/ employees improve their earning power through education and the acquisition of new knowledge and skills.
- 9.4.12.CI.3 Investigate new challenges / opportunities for personal growth, advancement, and transition.
- 9.4.8.CI.4: Explore the role of creativity and innovation in career pathways and industries
- 9.4.12.IML.8 Evaluate media sources for point of view, bias, and motivations.
- 9.4.8.IML.3 Create a digital visualization that effectively communicates a data set using formatting techniques such as form, position, size, color, movement, and spatial grouping.
- 9.4.8.IML.7 Use information from a variety of sources, contexts, disciplines, and cultures for a specific purpose.

CAREER READY PRACTICES

- ✓ Apply appropriate academic and technical skills.
- ✓ Communicate clearly and effectively with reason.
- ✓ Demonstrate creativity and innovation.
- ✓ Employ valid and reliable research strategies.
- ✓ Utilize critical thinking to make sense of problems and persevere in solving them.
- ✓ Use technology to enhance productivity.
- ✓ Work productively in a team while using global competence.

NATIONAL STANDARDS FOR FAMILY AND CONSUMER SCIENCES

- 11.2.1 Evaluate the use of elements and principles of design in housing and commercial and residential interiors.
- 11.3.1 Analyze the product information, including but not limited to floor coverings, wall coverings, textiles, window treatments, furniture, lighting fixtures.
- 11.3.3 Demonstrate measuring, estimating, ordering, purchasing, pricing, and repurposing skills.
- 11.4.4 Arrange furniture placement with reference to principles of design, traffic flow, activity, and existing architectural features.
- 11.4.1 Create floor plans using architectural drafting skills and computer aided design software.
- 16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects.

EVENT CATEGORIES

Junior: Participants in grades 6-8

Senior: Participants in a comprehensive program in grades 9-12

Occupational: Participants in an occupational program in grades 9-12

ELIGIBILITY

1. Participation is open to any affiliated FCCLA member.
2. A chapter may submit two (2) entries in category.
3. An entry is defined as one (1) participant or one (1) team comprised of a maximum of three (3) members.
4. An event category is determined by the participant's grade in school and type of Family and Consumer Sciences program.

PROCEDURES & REGULATIONS

1. Participants must use homestyler.com, floorplanner.com or SketchUp.com to create a floor plan for the living space. The floor plan must be drawn to scale and should include the following:
 - Desk/computer station with a chair
 - Conversation seating/sofa
 - Filing system
 - Storage spaces
 - Appropriate accessories
2. Although, this is an in-person event, each entry will have a digital folder. An assigned digital folder to submit the project materials via Google Drive will be provided to the adviser upon competitive event registration. All digital materials must be submitted by **March 15, 2022** and privacy settings must be viewable to anyone with the link.

3. Each entry must submit a digital file with the following information:
 - A. Project Identification Page
 - Participant(s) Name(s)
 - School Name
 - Chapter Name
 - Event Name (Reinventing Spaces)
 - Event Category
 - Title of Project
 - B. 5 digital pictures of the display. One full page picture of the entire display and 4 close-up pictures- one of each of the quadrants of the display that shows the content of the display.
4. The display board must not exceed **36" deep by 48" wide by 48" high**. No electrical outlets will be available.
5. The display may include visuals such as floor plans, photographs, material samples, models, charts, etc.
6. A typewritten three (3)-by-five (5) inch index card must be ***attached to the upper left side of the display board***. The index card must contain the following information:
 - A. Participant(s) Name(s)
 - B. School Name
 - C. Chapter Name
 - D. Event Name (Reinventing Spaces)
 - E. Event Category
 - F. Title of Project
7. Each entry must set up the display during the designated time period at the beginning of the State Leadership Conference (see the conference program for the exact time and location). No other persons may assist.
8. The oral presentation should be three (3) to five (5) minutes in length and will be delivered to evaluators. The presentation should concentrate on the inspiration of the plan, furniture arrangement, budgeting plan, and the effective use of the elements and principles of design to coordinate cohesive room design.
9. See GENERAL INFORMATION AND RULES of the Competitive Event guidelines.

REINVENTING SPACES SPECIFICATION

Scenario

Your family has outgrown the need for a child's playroom in your home. You have decided to help your parents convert the playroom into a home office/guest room with a budget of \$3,000. Your family already owns a desktop computer that will be put in the office. The floor plan must fit within the required dimensions (12' x 14'). The room must have a door and at least one window. The room will also serve as a guest room for an occasional visitor. However, the room's primary purpose is a home office.

Project Design

The floor plan must fit within the required dimensions (12' x 14') and must be constructed using homestyler.com, floorplanner.com or sketchup.com. The floor plan must include all furniture and appropriate accessories, including a desk/computer station with a chair, conversation seating/sofa, filing system, storage space(s) and appropriate accessories.

Function and Appearance	Finished room employs principles and elements of design. The design has a realistic approach and a balance between form and function.
Creativity of Design	Design is artistic in nature. The design has a realistic approach but exhibits creativity and a cohesive look. There is a balance between form and function.
Inspiration / Theme	The design and decorations follow a cohesive theme. The design inspires both productivity and rest.
Display of Materials	Design demonstrates the ability to use the online programs homestyler.com, floorplanner.com or sketchup.com.
Effective Use of Color	Design effectively uses pleasing color combinations.
Variety of Texture	Design utilizes materials that are interesting, varied, and that complement one another.
Craftsmanship / Quality of Work	Design demonstrates a high level of craftsmanship, with appropriate proportion. Workmanship is clean and crisp.
Degree of Difficulty	Design is well organized, exhibits, a high level of skill, and effectively utilizes all materials.
Overall Function and Appearance of Finished Product	Design visually enhances the appearance of the living space and functions appropriately.

Display

The display must not exceed **36" deep by 48" wide by 48" high** and must contain the required information below. No electrical outlets will be available. The display must be labeled with a typewritten three (3) by-five (5) inch index card ***attached to the upper left side of the display.*** The index card must contain the following information:

- A. Participant(s) Name(s)
- B. School Name
- C. Chapter Name
- D. Event Name (Reinventing Spaces)
- E. Event Category
- F. Title of Project

Floor Plan	The floor plan is created using the online programs homestyler.com, floorplanner.com or sketchup.com. The floor plan does not exceed the required dimensions, including all items within the room. Floor plan must be drawn to scale. Include the scale of the floor plan.
Furniture and Accessories	Provide a specific photo of each item in the room, including all furniture (desk, chair, shelves, etc.) and accessories (ceiling, lighting fixtures, artwork, floor rugs, etc). The items should be researched and selected from a retailer, and must include size and price information.
Material Samples	Include samples of each item in the room, including fabrics, flooring, wall color/covering, etc.
3D Rendering	Include on the display, at least one large computer-generated 3D rendering of the finished room.
Inventory / Budget	All items in the room, including new and existing furniture and accessories, must be included in an itemized cost list, not to exceed \$3,000.
Summary Statement	A summary statement, not to exceed one (1) page, detailing the inspiration for the project, what was learned from completing the project, and how this knowledge can be transferred to future design projects.

Oral Presentation

The oral presentation should be three (3) to five (5) minutes in length and will be delivered to evaluators. The presentation should concentrate on the inspiration of the plan, furniture arrangement, budgeting plan, and the effective use of the elements and principles of design to coordinate cohesive room design.

Organization	Presentation should discuss plans for solving the room design challenge. Presentation flows in sequence. The inspiration for the design, reasoning for furniture arrangement, and budget plan are discussed. Successes of the final product as well as possible improvements are discussed.
Knowledge of Interior Design	Participant(s) should demonstrate a competent understanding of elements and principles of design.
Rationale of Solving Room Challenge	The problem/scenario was clearly addressed with realistic solutions.
Voice, Body Language, Grammar, and Pronunciation	Participant(s) should speak clearly with appropriate grammar, terminology, pitch, tempo, volume, body language, and appropriate handling of notes if used.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding subject matter.

REINVENTING SPACES RATING SHEET

Name _____ School _____

Check One Event Category: ☐ Junior ☐ Senior ☐ Occupational

INSTRUCTIONS:

Write the appropriate rating under the “SCORE” column. Points given may range between 0 and maximum number indicated. Where information is missing, assign a score of 0. Total the points and enter under “TOTAL SCORE.”

Evaluation Criteria	Poor	Fair	Good	Very Good	Excellent	Score	Comments
PROJECT DESIGN							
Function / Appearance	0	1		2	3		
Creativity of Design	0	1		2	3		
Display of Materials	0-1	2	3	4	5		
Inspiration / Theme	0-1	2	3	4	5		
Effective Use of Color	0	1		2	3		
Variety of Texture	0	1		2	3		
Craftsmanship / Quality of Work	0	1		2	3		
Degree of Difficulty	0-1	2	3	4	5		
Overall Function and Appearance of Final Product	0-2	3-4	5-6	7-8	9-10		
DISPLAY							
Floor Plan	0-2	3-4	5-6	7-8	9-10		
Furniture and Accessories	0-1	2	3	4	5		
Material Samples	0-1	2	3	4	5		
3D Rendering	0-1	2	3	4	5		
Inventory / Budget	0-1	2	3	4	5		
Summary Statement	0-1	2	3	4	5		
Overall Effectiveness	0-1	2	3	4	5		
ORAL PRESENTATION							
Organization	0-1	2	3	4	5		
Knowledge of Interior Design Rationale of Solving Room Challenge	0-1	2	3	4	5		
Voice, Body Language, Grammar and Pronunciation	0-1	2	3	4	5		
Responses to Evaluators’ Questions	0-1	2	3	4	5		

Total Score _____

Verification of Total Score (please initial)

Evaluator _____

Room Consultant _____

Lead Consultant _____

Circle Rating Achieved:

Gold: 90-100

Silver: 79-89

Bronze: 70-78