

Donate Life Vermont High School Poster Contest Ten Tips for Students



Tip #1: Did you read the contest information?

You don't want your submission to be ruled out because you didn't follow the contest rules.

Tip #2: Know the Info!

You can find facts and statistics about donation online at www.DonateLifeNewEngland.org; www.donatelife.net; www.organdonor.gov

Tip #3: Keep it simple!

Your message can be short, but still powerful. You don't need to be technical or provide massive amounts of information.

Tip #4: Neatness Counts!

You don't have to be Van Gogh to create a great poster, but you do have to be neat. Posters that can be read and easily understood are appeal to people and our judges.

Tip #5: Spelling Counts, too!

That's right, words must be spelled correctly. It happens, you create a great poster but you misspelled a word. Don't let that happen, proof-read your work.

Tip #6: Don't be gross!

Although our topic is organ and tissue donation and these gifts are recovered from deceased donors posters shouldn't be gory. Focus on a positive message.

Tip #7: Don't rush!

As you begin to design your poster take time before you draw to think about your piece. Map out your design and determine how it will fit on your paper. Ask others to look at it to see if it makes sense to them.

Tip #8: Think like our judges!

All submissions will be displayed around a room for our judges to look at. Take a look at your piece from a distance as you're designing it, you'll notice it will look different close up and from a distance.

Tip #9: Consider colors...

Contrasting colors (light on dark and dark on light) are the most visible. Unless you are working on a very dark or black poster board, avoid using yellow in your lettering. Too many colors can spoil the mix! Use same family colors like: dark blue-sky blue-white, green-yellow-green-yellow or white, brown-gold-flesh, etc.

Tip #10: Have fun!

We hope you enjoy creating a poster for organ & tissue donation awareness and look forward to seeing your artwork!