

COMPUTER SCIENCE – Exhibitors will be asked to give a presentation/explanation of their exhibit to judge. A presentation using a computer is not required. **NO COMPUTERS WILL BE FURNISHED.** Telephone modem connections are not available for use by exhibitors. Any member found to be using computer software in a manner that infringes on copyright laws would be disqualified.

Exhibitors may obtain an addendum to computer Science Exhibit Recommendations from the local Extension office or they may download the Addendum from the 4-H web site at: www.4-huiuc.edu/staff/scoresheets/computeradd.doc. The addendum outlines guidelines for exhibits that pertain to web pages.

See General Rule #16 regarding size restrictions.

* **Newbie Know-How** – Create a computer slideshow to share what you have learned about computer basics or using the Internet to gather information; **OR** exhibit a printed or electronic copy of product(s) using office software applications. Bring a science board display or a laptop computer to share your work.

* **Peer to Peer** – Create a computer slideshow to share what you have learned about creating and using computer networks or using networks for online collaborations. Bring a science board display or a laptop computer to share your work.

* **Inside the Box** – Create a computer slideshow to share what you have learned about computer operating systems, troubleshooting, tuning-up a computer, or other topics listed in your manual. Bring a science board display or a laptop computer to share your work.

* **Teens Teaching Tech** – Create a computer slideshow to share what you have learned about teaching others how to use computers, technology needs or resources in your community, activities to create access to technology, or other topics listed in your manual. Bring a science board display or a laptop computer to share your work.

* **Beginning Programming** – Exhibit a flowchart or alternative visual representation of a program that exhibitor has written, not copied from another source. Exhibitor also may choose to demonstrate the actual program. Choice of programming language is optional. Programs exhibited in this class require the use of one or more of the following kinds of commands:

1. Comments to the reader of the program (e.g., “Now subtract Taxes from Gross Pay to get Net Pay).
2. Instructions to the user of the program (e.g., “Press Q at any time to quit this program”).
3. Assignment of data into variables (e.g., “Net Pay =Gross Pay – Taxes;”)
4. Choosing between alternatives based on the current value of a variable (e.g., “IF Net Pay >=100000 THEN PRINT ‘THANK YOU, BOSS!’ ELSE GOTO 999”)
5. Looping, that is, repeating a group of instructions more than once, using a looping structure (“FOR”, ‘DO’, etc.). The ending of the loop must be controlled, not just left to loop forever (e.g., “10 GOTO 10”). Controlling the end of the looping may be done using an “IF” statement from item 4.
6. Input from, and output to a user

* **Advanced Projects** – These Projects should demonstrate high levels of knowledge, skill and experience, and involve either :

- (a) programming beyond the scope and sophistication of the beginning programming class, OR
- (b) an integrated project or product which does not readily fit into any of the other class descriptions (e.g., designing animation programs; describing a computer-based business which the member operates).

* **CLOVER CHALLENGE: Computers** – Exhibit a display illustrating the Clover Challenge area explored. See General Rule #17 regarding Clover Challenge requirements. **The completed Illinois 4-H Clover Challenge Agreement must be presented with the**