

COMPUTER DIVISION

Computer Rules and Regulations

1. In order to exhibit in the Computer division, the 4 -H member must be enrolled in: **Computer Mysteries I ,Computer Mysteries II –OR Computer Mysteries III**
2. See General Projects Guidelines
3. Projects must be work from the current 4 -H year.
4. Members will be asked to give a presentation/explanation of their exhibit to judge.
5. Members may enter only one computer division class.
6. Computers will not be furnished. Members may bring their own equipment, including extension cords and power surge protectors, at their own risk.
7. County may submit two entries for State Fair.

Class 01 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 products using office software applications. Bring a poster board display or a laptop to share your work.

Class 02 – Peer to Peer

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

Class 03 – Inside the Box

Create a computer slideshow to share what you learned about computer operating systems, troubleshooting, tuning up a computer, or other topics listed in your manual. Bring a poster board display or a laptop computer to share your work.

Class 04 – 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 poster board display or a laptop computer to share your work.

Class 05 –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. (NOTE: #7 above in rules and guidelines.) Choice of programming language is optional. Contact the Extension office for further exhibit recommendations.

Class 05 – 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.

Examples: designing animation programs, describing a computer-based business which the member operates.