

DEPT. H / DIV. 860

COMPUTERS

(Classes 901–906 NOT Eligible for State Fair)

COMPUTER MYSTERIES – UNIT 2

Class 1 Computer Application Demonstration – 4-H exhibitor demonstrates how to accomplish a task using a computer application software such as a spreadsheet, database, publishing, graphic design, accounting or precision farming program. This exhibit consists of a notebook (8.5x11 inches) which should include:

1. Cover page
2. A detailed report describing:
 - a. the task to be completed
 - b. the computer application software required to complete the task
 - c. specific features of the computer application software necessary for completing the task and;
 - d. other tasks that can be accomplished using the computer application software.
3. Print out of your project.

Examples: design a logo for your school; enhance a digital image for a newspaper story; manage a checking account; create a poster to publicize an event; or to design scrapbook pages, or other.

Class 2 Produce a Computer Slideshow Presentation – Using presentation software like Microsoft PowerPoint and following the Checklist for Creating Your Next PowerPoint Presentation located at <http://cit.information.unl.edu/info0806.htm> the 4-H exhibitor develops a slideshow about a topic related to youth. The slideshow should include a minimum of 10 slides and no more than 25. Incorporate appropriate slide layouts, graphics and animations. Each slide should include notes for a presenter. The exhibit includes a copy of the presentation saved to a CD-ROM along with a printout of the notes pages in a clear plastic cover. Slide presentation should relate to one topic.

Class 3 Teach an Adult – The 4-H exhibitor writes a report between 1 and 3 pages describing a situation in which he or she has taught an adult(s) a computer skill. The report should include pictures of the 4-H'er working with the adult(s). The report should be in a clear plastic cover.

COMPUTER MYSTERIES – UNIT 3

Class 4 Produce an Audio/Video Computer Presentation – using presentation software a 4-H exhibitor designs a multimedia computer presentation on one topic related to youth. The presentation should be at least 2 minutes in length and no more than 5 minutes in length, appropriate graphics, sound and either a video clip, animation or voice over and/or original video clip. The presentation must be able to be played and viewed on a PC using Windows Media Player, Real Player, iTunes or QuickTime Player.

Class 5 Know How Know Now Computer Presentation - Youth design a fully automated 2 to 5 minute 4-H "how to" video. Submissions should incorporate a picture or video of the 4-H'er, as well as their name (first name only), age (as of January 1 of the current year), years in 4-H, and their personal interests or hobbies. Videos should be designed for web viewing. Any of the following formats will be accepted: .mpeg, .rm, .wmv, .mp4, .ov, .ppt, or .avi. Submissions in this category will be put on the web, so must include a permission form which can be downloaded at <http://www.pawnee.unl.edu/knowhowknownow>.

Class 6 Build a Web Site – Design a simple Web site for providing information about a topic related to youth using either software programs such as an HTML editor like Microsoft's FrontPage or Macromedia's Dreamweaver, and image editor like Irfan View or GIMP or online using a WIKI such as Google Sites. If the Web site isn't live include all files comprising the Web site on a CD-ROM in a plastic case along with the explanation of why the site was created. If developed using a WIKI or other online tool include a link to the website in the explanation of why the site was created.

CAREER EXPLORATION

Class 10 Careers Interview: Interview someone who is working in the field of computers and research that career. Interviews can either be written or in a multimedia format (CD/DVD). Written interviews should be in a notebook. Written reports should be 3 to 5 pages, double spaced, 12 point font, and 1" margins. Multimedia reports should be between 3 to 5 minutes in length.

Exhibits from these classes (901-904) are NOT eligible to go on to State Fair

Class 901 Computer Designed Greeting Card: Exhibit will consist of six greeting cards, each for a different occasion/holiday. Exhibit should be created on 8 ½" x 11" paper using a commercially available graphics program and a color printer/plotter or single color printer/plotter. The cards should vary in folds and design. Prefabricated cards from commercially available card programs will not be accepted. No theme required.

Class 902 Promotional Flyer: Exhibit should be created on 8 ½" x 11" page using a commercially available graphics software package. Flier can be color or black and white. Fliers can be a whole page or a folded brochure.

Class 903 Digital Camera Display: Exhibit will consist of a series of pictures showing how you used computer software to enhance or change a single digital camera picture. Exhibit should explain what hardware and software was used and how software was used to change each picture.

Class 904 Memory Card/CD Display: Exhibit will consist of one or more pictures transferred to your computer and printed on your printer. Exhibit should explain what hardware and software was used to create it.

ELECTRICITY

STATE FAIR ENTRIES:

Premier 4-H Science Award is available in this area.

DEPT. H / DIV. 870

ELECTRICITY

POSTERS:

The following 4-H electricity related posters (classes 901 and 902) exhibiting and judging should refer to Department B, Division 152, Posters, for general requirements. **Exhibits from these classes (901-902) are NOT eligible to go on to State Fair**

Class 901 Electricity Safety Poster: Must deal with a specific topic. EXAMPLE: "Overhead Power Line Safety," "Safety In The Home", "On Farm Safety."

Class 902 Electric Energy Conservation: Must show useful methods of efficient use of electrical energy and conservation.

ELECTRICITY CLASSES: The following 4-H Electricity Exhibits should refer to the 4-H Electricity Manuals for general guidelines.

ELECTRIC EXCITEMENT 1

Exhibits from these classes (903-906) are NOT eligible to go on to State Fair

Class 903 Bright Lights: Create your own flashlight using items found around your house. Flashlights should be made out of items that could be recycled or reused. No kits please.

Class 904 Control the Flow: Make a switch. Use the following items: D cell battery, battery holder, insulated wire, 2 or 2.5 volt light bulb, bulb holder, paper clip, cardboard, and two brass paper fasteners to create a circuit that you can open and close.