

STEM Computers

This category gives 4-H'ers a chance to display their knowledge of computers. Through participation in this category 4-H'ers will develop presentations that show judges their knowledge in the different aspects of computer science. Involvement in STEM Computers gives participants a first-hand experience in modern technology. For help getting started with this project contact your county 4-H extension office.

Rules

1. The name and county of each exhibitor should appear separately on the back of each board, poster or article and on the front cover of the notebooks so owner of the exhibit may be identified if the entry tag is separated from the exhibit.
2. Demonstration boards should include an overall title for the display, plus other necessary labeling.
3. Reports should be written using the scientific method whenever possible (Background, the Question or hypothesis, what you plan to do and what you did, Method used and observations, Results: what you learned.) All reports should be computer generated and enclosed in a clear plastic cover. The reports should be attached securely to the display.
4. Reports should be written using the scientific method whenever possible (Background, the Question or hypothesis, what you plan to do and what you did, Method used and observations. Results: What you learned. All reports should be computer generated and enclosed in a clear, plastic cover. The reports should be attached securely to the display.
5. Please refer to the General Rules for the policy regarding firearms, items with a blade, and other related items.
6. Please refer to the General Rules for the policy regarding use of copywritten images.
7. Premier 4-H Science Award is available in this area.
8. **Team Entries:** To qualify for entry at the Nebraska State Fair team materials entered in H860008 - Maker Space/Digital Fabrication must clearly be the work of a team instead of an individual and must have at least 50% of all team members enrolled in 4-H. Additionally, all enrolled 4-H members on the team should complete and attach an entry tag to the materials. A supplemental page documenting the individual contributions to the project should be included. The entry will be judged as a team, with all team members receiving the same ribbon placing.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at <http://go.unl.edu/ne4hcomputers>.

Divisions

Computer Mysteries: Unit 1

Class

86061L – Not Eligible for State Fair - Any project introduced in Unit 1 project manual.

Computer Mysteries: Unit 2

Class

H860001 - Computer Application Notebook - (SF277) - 4-H exhibitor should use computer application to create a graphic notebook utilizing computer technology. 4-H'er may create any of the following: greeting card (5 different cards such as a birthday, wedding, anniversary, sympathy get well or other); a business card (3 cards for 3 different individuals and businesses); menu (minimum of 2 pages including short description of foods and pricing); book layout (I-book); promotional flyer (3 flyers promoting 3 different events); newsletter (minimum 2 pages); or other: examples such as precision farming or family business logo etc. This exhibit consists of a notebook (8.5x11 inches) which should include a (1) 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 (2) print out of your project. Project may be in color or black and white.

H860002 - Produce a Computer Slideshow Presentation - (SF276) - Using presentation software a 4-H Exhibitor designs a multimedia computer presentation on one topic related to youth. A notebook with a printout of all the slides should be submitted. Slideshow should include a minimum of 10 slides and not more than 25. Incorporate appropriate slide layouts, graphics, animations, and audio (music or voice and transition sounds do not count). Each slide should include notes for a presentation. All slideshows must be uploaded. State Fair qualified entries should be submitted to <https://go.unl.edu/2024nesfset> by August 10th, 2024. Or entries can be uploaded to a cloud sharing service and exhibitors MUST provide a hard copy QR code for viewing. Exhibitors should test their codes or links on several devices to check for appropriate permissions for public viewing.

Computer Mysteries: Unit 3

Class

H860003 - Produce an Audio/Video Computer Presentation - (SF276) – Using presentation software a 4-H exhibitor designs a multimedia computer presentation on one topic related to youth, including audio and/or video elements. A notebook with a printout of all the slides should be submitted. 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. State Fair qualified entries should be submitted to <https://go.unl.edu/2024nesfset> by August 10th, 2024. Or entries can be uploaded to a cloud streaming service and exhibitors MUST provide a hard copy QR code for viewing. Exhibitors should test their codes or links on several devices to check for appropriate permissions for public viewing.

H860004 - How to STEM (Science, Technology, Engineering, and Math) Presentation - (SF276) – Youth design a fully automated 2 to 5 minute 4-H “How to” video. Submission should incorporate a picture or video of the 4-H'er, as well as their name (first only), age (as of January 1 of the current year), years in 4-H, and their personal interests or hobbies. State Fair eligible entries should be submitted to <https://go.unl.edu/2024nesfset> by August 10th, 2024 or videos can be uploaded to a video streaming application and exhibitors MUST provide a hard copy QR code for viewing. Exhibitors should test their codes or links on several devices to check for appropriate permissions for public viewing.

H860005 - Virtual Platform Presentation - (SF276) – Youth design a fully automated educational presentation using any multimedia platform, such as TikTok, YouTube, Canva, Canvas, etc. Submissions may include a notebook, poster, etc., explaining the process, experience, and/or presentation. All submissions must include a link to the virtual presentation. State Fair qualified entries should be submitted to <https://go.unl.edu.2024nesfset> by August 10th, 2024. Entries can also be uploaded to a cloud sharing service. Exhibitors **MUST** provide a hard copy QR code for viewing. Exhibitors are encouraged to test their codes or links on several devices to check for appropriate permissions for public viewing.

H860006 - Create a Web Site/Blog or App - (SF275) – Design a simple website, blog, or app for providing information about a topic related to youth. Include an explanation of why the entry was created. Any current website, blog, or app development platform is acceptable such as, Google Sites, iBuildApp, Wix, etc. If the website, blog, or app isn't live, include all files on a flash drive in a plastic case. State Fair qualified entries should be submitted to <https://go.unl.edu/2024nesfset> by August 10th, 2024. Entries can be uploaded to a cloud sharing service., Exhibitors **MUST** provide a hard copy QR code for viewing. Exhibitors are encouraged to test their codes or links on several devices to check for appropriate permissions for public viewing.

H860007 - 3D Printing - (SF1050) - 3D printing uses plastic or other materials to build a three-dimensional (3D) object from a digital design (including 3D Pen Creation). Youth may use original designs or someone else's they have redesigned in a unique way. Exhibits will be judged based on the motivation and/or problem identified. For example, 3D objects printed as part of the design process for robots or other engineering projects. Must include design notebook that addresses the following questions:

1. What was the motivation for your design or the problem you were solving with your design? ie. Is your item a functional or decorative piece?
2. Please include a picture of original design, citation of designer/website OR if design is completely original (you created it using CAD software), then state that it's original. If item was not completely original, indicate what you did to the original design to modify it to better meet the design problem stated in #1 above. Its design was modified multiple times, please indicate what change was made with each modification, and what prompted the need for the change. I.e. I printed it and the design was too fragile, so I resliced the print to make thicker external walls, or to have a denser infill.
3. Define your process for designing/printing. What software and/or hardware was used (indicate type of 3D printer or if item was created with 3D pen)?
4. What materials were selected for your project?
5. If your final design has any moving parts, define how you determined appropriate allowance in your design.
6. Identify any changes that you would make to improve your design.

H860008 - Maker Space/Digital Fabrication - (SF1051) - This project is a computer generated projected created using a laser cutter, vinyl cutter, heat press or CNC router. Vector or 3D based software such as Corel Draw or Fusion 360 would be an example of an appropriate software used to create your finished project. Project should include a notebook with the following:

1. What motivated you to create this project
2. Software and equipment used
3. Directions on how to create the project
4. Prototype of plans
5. Cost of creating project
6. Iterations or modifications made to original plans
7. Changes you would make if you remade the project

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complete and attach an entry tag to the materials. A supplemental page documenting the individual contributions to the project should be included. The entry will be judged as a team, with all team members receiving the same ribbon placing.

Resources

STEM: Computers

Learn about hardware and software; Discuss Internet safety; Create and save data; Use Internet search engines; Take apart a computer; Participate in a chat room; Create a newspaper or magazine; Build your own computer system; Design a Web site; Develop a multimedia presentation; Use spreadsheets

URL: https://4curriculum.unl.edu/index.php/main/program_project/123