

Division - SET 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 SET 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 the 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 H860007 - 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.

For General Rule [click here](#)

Eligibility - All static exhibits must have received a purple ribbon at the county fair to advance to the State Fair.

Quota - Maximum of 2 entries per class. Each individual is limited to one exhibit per class.

Scoresheets, Forms, and Contest Study Materials - and additional resources can be found at <http://go.unl.edu/ne4hcomputers>.

Class - Computer Mysteries: Unit 2

***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. Entries should be submitted to <https://go.unl.edu/2023nesfset> by August 15th, 2023 or videos can be uploaded to a video streaming application and 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. A notebook with a printout of all the slides should be submitted. Slideshow should include a minimum of 10 slides and no 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 presenter. All slideshows must be uploaded.

Class - Computer Mysteries: Unit 3

***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. Entries should be submitted to <https://go.unl.edu/2023nesfset> by August 15th, 2023, or videos can be uploaded to a video streaming application and 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. 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.

***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. Submissions should incorporate a picture or video of the 4-Her, 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. Entries should be submitted to <https://go.unl.edu/2023nesfset> by August 15th, 2023, or videos can be uploaded to a video streaming application and 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.

***H860005 - Virtual Platform Presentation - (SF276)** - Youth design a fully automated education presentation (video, notebook, poster, etc.). Videos should be submitted to <https://go.unl.edu/2023nesfset> by August 15th, 2023 or videos can be uploaded to a video streaming application and 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 permissions.

***H860006 - Create a Web Site/Blog or App - (SF275)** - Design a simple Web site/ blog or app for providing information about a topic related to youth. Examples include, 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 Website, Blog, or App isn't live include all files comprising the Website, Blog or App should be submitted on a flash drive in a plastic case along with the explanation of why the site was created or may be shared through a hard copy share link or QR code for viewing. If developed using a WIKI or other online tool include a link to the website in the explanation of why the site was created. Entries should be submitted to <https://go.unl.edu/2023nesfset> by August 15th, 2023, or videos can be uploaded to a video streaming application and 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.

***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 robot 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? i.e. 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 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 an 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 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

Team Entry Option: To qualify for entry at the Nebraska State Fair team materials entered in

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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

Computer Mysteries 1 - Learn about hardware and software; Discuss Internet safety; Create and save data

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

Computer Mysteries 2 - Use Internet search engines; Take apart a computer; Participate in a chat room; Create a newspaper or magazine

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/124

Computer Mysteries 3 - Build your own computer system; Design a Web site; Develop a multimedia presentation; Use spreadsheets

URL: https://4hcurriculum.unl.edu/index.php/main/program_project/125