

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.

- 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.
- Demonstration boards should include an overall title for the display, plus other necessary labeling.
- 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.
- Please refer to the General Rules for the policy regarding firearms, items with a blade, and other related items.
- Please refer to the General Rules for the policy regarding use of copyrighted images.
- Premier 4-H Science Award is available in this area.

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

PREMIUMS: Purple-\$3.00; Blue-\$2.00; Red-\$1.50; White-\$1.00

DIVISION 859 - COMPUTERS I

BOOTING UP – UNIT I

H859001 **POSTER** – Create a poster on a lesson learned in Unit I. Examples might include: hardware, software programs, how to take care of a computer and operating systems.

DIVISION 860 - COMPUTERS

COMPUTER MYSTERIES – UNIT II

H860001* **COMPUTER APPLICATION NOTEBOOK** - 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 1/2" x 11") which should include (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. (SF277)

H860002* **PRODUCE A COMPUTER SLIDESHOW PRESENTATION** - 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 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 presentation. All slideshows must be up-loaded. Entries should be submitted to Steve Pritchard (spritchard1@unl.edu) by July 1, 2024 OR videos 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. (SF276)

COMPUTER MYSTERIES – UNIT III

H860003* **PRODUCE AN AUDIO/VIDEO COMPUTER PRESENTATION** - 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 with appropriate graphics, sound and either a video clip, animation or voice-over and/or original video clip. Entries should be submitted to Steve Pritchard (spritchard1@unl.edu) by July 1, 2024 OR videos can be up-loaded 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. (SF276)

- H860004* **HOW TO STEM (Science, Technology, Engineering and Math) 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-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 Steve Pritchard (spritchard1@unl.edu) by July 1, 2024 OR videos can be up-loaded 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. (SF276)
- H860005* **VIRTUAL PLATFORM PRESENTATION** - Youth design a fully automated education 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. Entries should be submitted to Steve Pritchard (spritchard1@unl.edu) by July 1, 2024 OR videos can be up-loaded 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. (SF276)
- H860006* **CREATE A WEBSITE, BLOG, OR APP** - 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 accepted such as Google Sites, IBuildApp, Wix, etc. If the website, blog, or app isn't live, included all files on a flash drive in a plastic case. Entries should be submitted to Steve Pritchard (spritchard1@unl.edu) by July 1, 2024 OR entries can be up-loaded 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 check for appropriate permissions for public viewing. (SF275)
- H860007* **3D PRINTING** - 3D printing uses plastic or other materials to build a 3 dimensional (3D) object from a digital design (including 3D Pen Creation). Youth may use original designs or someone else's they have re-designed 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 project. 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 “a” above. If design was modified multiple times, please indicate what change was made with each modification, and what prompted the need for the change. ie., 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. (SF1050)
 - 7.
- H860008* **MAKER SPACE/DIGITAL FABRICATION** - This project is a computer generated project 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 (SF1051)
- **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.