Computer

Exhibit Introduction

1. While youth are encouraged to develop programs that can be published either on the web or via CD, publishing the program is NOT a requirement or an expectation.
2. The exhibit topics provide ideas/suggestions for exhibits. Other exhibit topics are acceptable as long as they are comparable in knowledge and skill.

All posters, notebooks, and display boards must include a reference list indicating where information was obtained, giving credit to the original author, to complete the 4-H members exhibit. This reference list should/might include web site links, people and professionals interviewed, books, magazines, etc. It is recommended this reference list be attached to the back of a poster or display board, be the last page of a notebook, or included as part of the display visible to the public. A judge is not to discredit an exhibit for the manner in which references are listed.

Requirements

Level: Level 1 (Suggested for youth in grades 3 - 5 or open for no more than three years to 4-H members who feel they are capable of meeting the exhibit requirements of the project.)

Exhibit Categories

Curriculum resource: BU - 08346 "Newbie Know-How." Choose one of the following to exhibit at the fair:

- Posters
- Notebook report
  (prepare proposal-like report covering the five W's and H. Who, What, Where, When, Why and How.) Please include screen shots in the report.

Requirements for your poster are:
1. Size: 22" x 28"
2. Mounted on stiff backing foamboard, pegboard, or very stiff cardboard
3. Your poster should be displayed horizontally and covered with plastic.

Note: If you choose to develop a computer program, a poster or notebook report depicting the program will be necessary for display at the fair.

Suggested Exhibit Topics

Your poster may cover one of the following areas (The exhibit topic each year must be different from previous years' exhibit.)

- An educational exhibit you could use at school or for a demonstration that shows one part or several parts of computer equipment. Example: A poster showing the parts of a home computer system, or a poster illustrating the differences in the storage devices used in computers, or a poster showing how CD-ROM works. (Anything educational illustrating computer hardware would be acceptable. If you have questions call your 4-H leader or the Extension Office.)
- A poster showing how computers are used to accomplish different tasks.
- A poster showing how a career or occupation has been dramatically changed by computer technology.
- A poster on any topic covered in the manual.
- Any exhibit as described in the Level 1 manual.
1. Cards for All Occasions
   Develop a series of 4 to 6 greeting cards for a variety of holidays or special occasions. Use clip art, scanned photos, or draw your own pictures. Can use software such as Word, Wordperfect, PrintShop or Publisher.

2. Graphic Illustration
   Use a software program such as Paint, Paintbrush, Kid Pix Studio, or CorelDRAW, to make your own drawing and print it. Be creative.

3. Computer Presentation
   Use a presentation software program such as PowerPoint, Kid Pix Studio, or HyperStudio to design a computer presentation on a topic you enjoy. You can present on your computer or print out overhead transparencies or display prints on a poster.

4. Photograph Series
   Take a photograph and design a series of 4 to 6 special effects photos. You can use a morphing software such as MorphMan or Morph Filter software programs such as Adobe Gallery Effects, or

5. Scrapbook or Poster
   Put together a scrapbook(notebook)or poster on a topic that you have investigated on the Web. The topic can be anything such as dinosaurs, space, favorite TV stars, music, science fiction characters, sports cars, fun vacation spots, etc. Print off the information you found on the Web and display it in a scrapbook (notebook) or on a poster.

6. Storybook
   Write a story and illustrate it with pictures. Pictures can be original drawings, clip art or photos. Put them together in a storybook format.

Requirements

Level: Level 2 (Suggested for 4-H members in grades 6 - 8 or those who feel they are capable of meeting the exhibit requirements of the project)

Exhibit Categories

There are two curriculum options for Level 2:

1) BU - 08347 "Inside the Box" focuses on hardware and repair
2) BU - 08348 "Peer-to-Peer" focuses on networking, protocols and security.

You can choose either track for 1 year or three years depending on your interest.

Choose one of the following to exhibit at the fair:

- Posters

Requirements for your poster are
1. Size: 22" x 28"
2. Mounted on stiff backing foamboard, pegboard, or very stiff cardboard
3. Your poster should be displayed horizontally and covered with plastic.

Note: If you choose to develop a computer program, a poster or notebook report depicting the program will be necessary for display at the fair.

Suggested Exhibit Topics

Areas of emphasis that may be the focus of your exhibit include:
1. Operating System Exhibit (DOS, Windows, OS/2, Mac OS, etc.)
   - Create an educational poster or action demonstration that illustrates what DOS, Windows,
   OS/2, or Mac OS is and some of its major functions or contrast or compare operating systems.

2. Word Processing Exhibit
   - Design an educational poster or action demonstration that illustrates the advantages of word
   processing.

3. Database Or Network Exhibit
   - Create a database on any database software and illustrate the different ways to manipulate
   data using the software.
   - Establish a network and diagram the components and flow

4. Spreadsheet Exhibit
   - Make a simple spreadsheet that uses at least 100 cells. Show how you created it and how
   you plan to use it. Be sure to mention which software program you used and also submit a
   removable storage unit (i.e., disk, CD-ROM) containing the template you created.

5. Educational Exhibit
   - Design an educational exhibit that illustrates at least three educational computer software
   programs for children or adults (choose one or the other). Show how these programs benefit
   the user.
   - Illustrate decisions flowchart on whether to repair or replace a system or establish a network
   security.
   - Prepare a poster that illustrates the importance of computers in the classroom and how
   school has changed because of computer use.

6. Computer Games Exhibit
   - Prepare a poster that illustrates how computer games can be beneficial to people.
   - Design an educational exhibit that illustrates how computer games are made, what the market
   is for them, and how big a business the computer game industry is.

7. WWW Homepage
   - Create a homepage that includes at least three HTM files with appropriate navigational links.
   The homepage should include both text and graphics.

8. An exhibit that you created that fulfills one of these options.
   - T-Shirt
     Use a design software program such as Print Shop Deluxe or Publisher to create a T-shirt
     design using a combination of graphics and text. Use clip art, scanned photos, or draw your
     own pictures. Print your design on a T-shirt or on a piece of paper.
   - Animated Presentation
     Use a presentation software program such as PowerPoint, Kid Pix Studio, or HyperStudio,
     design an animated computer presentation on a topic you enjoy. You can animate text and
     other objects.
   - Magazine
     Use a word processing or desktop publishing software (Microsoft Works, Word, PageMaker,
     Publish It, Print Shop Deluxe, Claris Works) to create a magazine. The magazine should be at
     least eight pages and use a combination of graphics and text.
   - Photograph Series
     Use an imaging program like Adobe Photoshop, Jasc's Paint Shop Pro or Adobe Gallery
     Effects to create a series of special effects photos. The series of photos should use at least
     three of the following effects: textures, changing brightness and contrast, filters, magic wand
     techniques, composite images, cropping, or resizing.

Requirements
Level: Level 3 (Suggested for 4-H members in grades 9 - 12 or those who feel they are capable of meeting the exhibit requirements of the project)

Exhibit Categories
Curriculum resource: BU-08349 "Teens Teaching Tech"

Choose one of the following to exhibit at the fair

- **Posters**
- **Notebook report** (prepare proposal-like report covering the five W's and H: Who, What, Where, When, Why and How.) Please include screen shots in the report.

Requirements for your poster are
1. Size: 22" x 28"
2. Mounted on stiff backing foamboard, pegboard, or very stiff cardboard
3. Your poster should be displayed horizontally and covered with plastic.

Note: If you choose to develop a computer program, a poster or notebook report depicting the program will be necessary for display at the fair.

Suggested Exhibit Topics

1. **Desktop Publishing Exhibit**
   Using desktop publishing software, prepare an educational poster illustrating what desktop publishing is and how it is used. Also submit a written report detailing the information presented with the poster. The report should also include details of a visit with someone who uses desktop publishing professionally. The completed exhibit should use both graphics and typewritten words to illustrate what desktop publishing is and how it is used.

2. **Advanced Spreadsheet Use**
   Design a spreadsheet template to solve a problem that could help you or someone you know. The template should be created by you, and should use at least 500 cells and at least one macro. Exhibit the completed template on a removable storage unit (i.e., disk, CD-ROM) and include a typewritten user's guide that explains what the template does, a listing of all cells, and step-by-step instructions on how to use the template.

3. **Integrated Software Package**
   Use integrated software (minimum of two software applications; i.e., create a document using a word processor to type the document and import a spreadsheet graph into the word processing document). Exhibit the completed document on a removable storage unit (i.e., disk, CD-ROM) and include a written report detailing the information presented with the display.

4. **Multimedia Software Package**
   Use a multimedia software package to produce a computer program that incorporates the features of multimedia. Along with the computer program, prepare an educational display or written report explaining how you developed the program.

5. **WWW Homepage**
   Develop a WWW homepage that incorporate some advanced programming skills such as, but not limited to FLASH, Java or JavaScript.

6. **An exhibit that you created that fulfills one of these options.**
   a. **Multimedia Computer Presentation**
      Use a presentation software program such as Microsoft's Power Point, Appleworks, Hyperstudio, Kid Pix Studio, The Multimedia Workshop, QuickTime VR Authoring Studio, Lotus Freelance Graphics, Macromedia Director Shockwave Studio, Flash and Fireworks, Asymmetric Tool Book, or Final Cut Pro) to design an animated computer presentation on a topic you enjoy. It should contain a minimum of 10 screens and include some graphics, sound and either a video clip or animation.
   b. **Web Site for an Organization**
Use a web editor such as Sunburst's Web Workshop, Claris Home Page, Adobe Page Mill, Hot Dog, BB Edit, Microsoft's FrontPage Express, Netscape Composer or using HTML to design a Web site for an organization. It can be your 4-H club, an athletic team, school club, dance group, etc. The site should include a minimum of five different screens and some hyperlinks.

c. Magazine
Use a word processing or desktop publishing software such as Microsoft Works, Word, PageMaker, Publish It, Print Shop Deluxe, Claris Works to create a magazine. The magazine should be at least 12 pages and use a combination of graphics and text. Print in color.

d. Animated Program
Use an animation program such as Macromedia Director Shockwave Studio, Flash and Fireworks, Asymmetric Tool Book, or Final Cut Pro to create an animation program that can be used in a presentation.

e. GIS Map
Use a geographic information system (GIS) program like Arcview or Esc to make a map of your community. You may use prepared data or make your own. Try to include all the important features that make your community unique.