

DIVISION 910: COMPUTER TECHNOLOGY

Superintendent:

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Exhibits are entered on Tuesday, July 31, from 10 am to 8 pm at the Clark County Fair Grounds in the Event Center Exhibit Hall A – 4-H Still Exhibit Area.

RULES & REGULATIONS:

Exhibitors must be enrolled in the 4-H Computer project. Curriculum can be found at

<https://pubs.wsu.edu/ListItems.aspx?Keyword=C0861> or

<http://www.4-hmall.org/Catalog/SearchResults.aspx?SearchQuery=computers>

Be creative to produce an exhibit for the Clark County Fair. There are many ways to reflect your creative talents. By using your existing software you can create and/or enhance many common everyday things.

A 3x5 card is required with the following information for each entry.

A. Introduction:

- 1) Your age, grade in school, number of years using a computer, and the name of your 4-H club.

B. Project:

- 1) What project did you select?
- 2) Why did you decide to do this project?

C. Materials:

- 1) What materials did you use (software, Hardware, books, etc.)?
- 2) What made you choose these materials?

D. Steps:

- 1) List the steps that you used to create your project.

E. Results:

- 1) Show an example of your final project.
- 2) Did you like the project?
- 3) Was the final project what you expected it to be when you were done?
- 4) If you were to do it again would you have done anything differently; explain?
- 5) What did you learn from your experience?

F. Guidelines to follow:

Each project must have a hard copy of your project for display and judging at the Clark County Fair. Exhibitors can have a total of 10 entries with no more than three of the same type.

Points will be awarded by the judge using the following guidelines:

- 1) Content
- 2) Neatness
- 3) Difficulty

Points: Blue – 14 Red – 10 White – 6

CLASS – 1: Exhibitors can have a total of 10 entries. Limited to 3 entries of the same type.

- A. 4-H records
- B. Document your community service projects
- C. Compose music
- D. Develop games
- E. Layout landscape scenes

- F. Create building designs
- G. Write up club newsletters
- H. Create newspaper articles
- I. Write computer manuals/guides
- J. Outline and track a nutrition program
- K. Accounting or record keeping
- L. Other

CLASS - 2 Geospatial

Objectives: Explore geographic positions; Use navigational tools, Measure distances, Create maps, Assess community problems, and Solve complex problems using technology. Exhibitor must be enrolled in the Geospatial Science Project (HA).

Curriculum can be found at <http://www.4-hmall.org/Category/4-hcurriculum-geospatial.aspx>

Any item or display must have a 3x5 card is required with the following information for each entry.

- A. Introduction:
 - 1) Your age, grade in school, number of years using a computer, and the name of your 4-H club.

- B. Project:
 - 1) What project did you select?
 - 2) Why did you decide to do this project?

- C. Materials:
 - 1) What materials did you use (software, Hardware, books, etc.)?
 - 2) What made you choose these materials?

- D. Steps:
 - 1) List the steps that you used to create your project.

- E. Results:
 - 1) Show an example of your final project.
 - 2) Did you like the project?
 - 3) Was the final project what you expected it to be when you were done?
 - 4) If you were to do it again would you have done anything differently; explain?
 - 5) What did you learn from your experience?

- F. Guidelines to follow:

Each project must have a hard copy of your project for display and judging at the Clark County Fair. Exhibitors can have a total of 10 entries with no more than three of the same type.

Points will be awarded by the judge using this guideline:

- 1) Content
- 2) Neatness
- 3) Difficulty