MINNESOTA 4-H PROJECT EVALUATION
COMPUTER

4-Her Name: ________________________________ Grade: __________

County or Club: ___________________________ Years in 4-H: _______ Years in Project: ____

- Purple
- Blue
- Red
- White
- Other

Comments:
- Strengths/accomplishments
- Skills learned
- Areas to work on
- Possible new challenges
- Questions to think about

<table>
<thead>
<tr>
<th>Learning Involved:</th>
<th>50% of Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Can explain how computers can be used in work, school, or home life.</td>
<td></td>
</tr>
<tr>
<td>- Can talk about similarities and differences involving computers and/or software.</td>
<td></td>
</tr>
<tr>
<td>- Shows skill development in software use.</td>
<td></td>
</tr>
<tr>
<td>- Knows computer terminology.</td>
<td></td>
</tr>
<tr>
<td>- Has developed Internet skills.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Workmanship &amp; Techniques of Project:</th>
<th>50% of Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Product – information presented is accurate and correct, terms are correctly</td>
<td></td>
</tr>
<tr>
<td>defined, component or other labels are correct, etc.</td>
<td></td>
</tr>
<tr>
<td>- Idea – exhibit communicates, in a clear, concise way, the concept or skill</td>
<td></td>
</tr>
<tr>
<td>learned.</td>
<td></td>
</tr>
<tr>
<td>- Resources used in learning are identifiable, (e.g., books, Internet, computer</td>
<td></td>
</tr>
<tr>
<td>mentor, self-directed learning, etc.).</td>
<td></td>
</tr>
</tbody>
</table>

General Appearance and Design:
- The exhibit is constructed in an appropriate way (i.e., strong enough to support components that may be attached to the exhibit).
- Complex terms are defined.
- Lettering used is of appropriate size (if a poster or display, main title or concepts are large enough to read from a reasonable distance).
- Notebooks have title, relevant graphics, etc. on cover.
### Rules
- All parts of the exhibit are labeled with the exhibitor’s name, address, club, county, and grade.

### Guidelines
- Exhibit may include models, actual computer components, diagrams, printouts or documents created, notebooks, posters, web pages, computer files, etc.
- In the case of software, the exhibit may be demonstrated using a computer: however some sort of notebook, printout, or display that can be left behind for the public to view should be a part of the exhibit.
- The size of three-dimensional displays and posters should be consistent with the size recommended by Minnesota 4-H.
- Projects are not limited to three-dimensional displays or posters – there may be actual computers, components, interactive games, etc. Creativity is encouraged!
- Resources should be credited and documented in the exhibit (e.g., books, internet, 4-H or Extension publications, person with special knowledge, magazine articles, etc.).

### Project Ideas
- Labeled chart, graph, poster or three-dimensional display showing the components of a computer and how they work. May also include a simple or complex written summary.
- Display and/or written summary about one of the following: history of computers, changes in society resulting from the invention of computers, consumer choices involved when buying a computer, computer ethics (copyright laws, privacy, software giant monopolies), etc.
- A computer program, game, or utility written by the member – could include a statement of purpose for the program, software used to build it, listing of files used, resources necessary to run the software, etc.
- Demonstrate skills gained in the use of a specific piece of software. Could include statement of purpose, plan for use, hands-on demonstration, document or printout samples, etc.
- A display showing how exhibitor uses a computer and/or the Internet in connection with 4-H, school, work, or home life.
- Report on computer related careers – Include positions available, skills needed, course work needed to obtain skills and programs offered at universities and other institutions which relate to the career.
- Report on how computers are used in various careers – or computer skills necessary for various careers and how to obtain those skills.
- Display and/or written summary including an outline or lesson plan for teaching others about computers or a plan to use the computer as a teaching tool for another topic. Could include statement of objectives (purpose) and plan for teaching.
- Internet related exhibits – for example, effective searching techniques, ISP selection and setup, e-mail etiquette, web page construction, website evaluation, newsgroup or list serve participation, etc.

---

**Resources Available:**

**Web site for Minnesota 4-H resources:**
[www.mn4-H.umn.edu/projects](http://www.mn4-H.umn.edu/projects)
[http://z.umn.edu/mn4hcomputer](http://z.umn.edu/mn4hcomputer)

**Web site for National 4-H resources:** [http://www.4-hdirectory.org/](http://www.4-hdirectory.org/) (Click Browse)

**Web site for 4HMall.org**
[http://www.4-hmall.org/Curriculum.aspx](http://www.4-hmall.org/Curriculum.aspx)

- 08346 Newbie Know How - CPU Supplement
- 08347 CPU 1: Inside the Box
- 08348 CPU 2: Peer to Peer
- 08349 CPU 3: Teens Teaching Tech Newbie Know

Searching the Internet (beware of credibility and accuracy of websites found)