

issue or solves a problem. See additional exhibit requirements, above, for Geospatial classes. Evaluation: Use GPS/GIS Mapping Projects Evaluation.

**860 101 1\_\_ \_\_ GPS/GIS, Map:** Description - Exhibit will be one map. A map is a single product of data gathering, manipulation and presentation skills. Maps may be either be informational or directional. Maps can be computer generated or hand drawn. Multiple maps should be entered as a Geospatial Science Project exhibit. See additional exhibit requirements, above, for Geospatial classes. Evaluation: Use Map Evaluation.

## COMPUTER

1. Each exhibit piece must be labeled with the member's name, county and class number. If more than one article is contained in the exhibit each article must be labeled with the member's name, county and class number. This may be done with masking tape, attaching an index card, or writing directly on the back with a marker. All the articles that comprise the exhibit must be attached to each other.
2. Each exhibit must include the current year's edition of the appropriate Project Description for the exhibit form filled out neatly and securely attached to the exhibit. *4-H Project Description* sheets are posted on the state website. Be sure to use the newest version of the Project Descriptions for each technology exhibit. Exhibitors should answer the description page carefully and in full sentences. This is the exhibitor's opportunity to tell the judge about their project. Judging Evaluations can be found on the state website. These provide valuable information to youth on creating their project displays.
3. In some cases, the exhibit may be a poster or a three-dimensional display. Individual exhibits are **limited in size to 30" wide, 24" deep (front to back), and 36" high. Club exhibits are limited in size to 60" wide, 24" deep and 36" high.** Posters must not exceed 22"x 28".
4. These classes are open to all 4-H members without being enrolled in the 4-H computer project. See additional exhibit requirements, above, for Technology classes.
5. A print version of the program must be submitted unless otherwise noted in the class description below. Youth are responsible for submitting clear directions on how judges can access the files, read code and start programs. You may include a disk, CD or thumb/travel drive as part of your exhibit. If you do, all files must be compatible with use on a PC.
6. Value is placed on youth that can model the learning process, or show how their skills have increased while completing the project.
7. **The youth exhibitor should identify a problem to solve or create a work application involving technology. Possible ideas might include: applying existing software programs to a 4-H project area, composing music, developing a game, drawing landscape scenes, designing buildings, publishing club newsletters, creating a website, editing a video, working with photographs, etc.**
8. Online projects using Google applications or other Web 2.0 software are acceptable. Youth must make sure clear directions are given in the project explanation so the judges can find and access the project online. Website exhibits must be viewable online or on a disk, CD or thumb/travel drive.
9. Exhibits entered in the "Programming" class must be a program written, translated, or substantially (at least 30%) altered by the 4-H member. In the programming projects please submit a hard copy or thumb/travel drive for programs with excessive pages such as GameMaker

software and working files so the judge can see the code. Submit a URL that points to the development software so it can be downloaded.

**Note:** Fill in blank in class number (\_\_) with one of the following numbers for level.

- 11 Junior**, First year in this project area
- 21 Other Junior**
- 12 Intermediate**, First year in this project area
- 22 Other Intermediate**
- 13 Senior**, First year in this project area
- 23 Other Senior**
- 34 Club Exhibit**

**861 100 1\_\_ \_\_ Computer Software Application, Word Processing:** Description - Projects created by youth that show learning in the area of word processing. Project should be an original creation by the participant that shows their word processing skills. See additional exhibit requirements, above, for Computer classes. Evaluation: Use Computer Software Application Evaluation.

**861 101 1\_\_ \_\_ Computer Software Application, Excel/Spreadsheet:** Description - Projects created by youth that show learning in the area of spreadsheet design and usage. The exhibit should be a spreadsheet or chart within an Excel document, not a chart imported in to a word processing program. Project should be an original creation by the participant that shows their spreadsheet skills. Intermediate and Senior members are expected to have some formula usage in their project. See additional exhibit requirements, above, for Computer classes. Evaluation: Use Computer Software Application Evaluation.

**861 102 1\_\_ \_\_ Computer Software Application, Presentation Software:** Description - Projects should be created by youth to show learning in the area of presentation design skills. Software can be any current presentation software including online versions like Google applications or voicethread.com. Project should be created by the participant to show their presentation design skills. Youth can also submit video clips of how the presentation was used. (For example: A video clip of the youth using the presentation in a group activity.) See additional exhibit requirements, above, for Computer classes. Evaluation: Use Computer Software Application Evaluation.

**861 103 1\_\_ \_\_ Computer Software Application, Graphic Design/Digital Imaging:** Description - Projects created by youth that show learning in the area of graphic design or digital imaging. Software can be any current presentation software including online versions. Project should be created by the participant to show their graphic design or digital imaging skills. See additional exhibit requirements, above, for Computer classes. Evaluation: Use Computer Software Application Evaluation.

**861 104 1\_\_ \_\_ Computer Software Application, Database Management:** Description - Projects created by youth that show learning in the area of database management. Project should be an original creation by the participant that shows their spreadsheet skills. Intermediate and Senior members are expected to have apply their projects to real world scenarios. Youth are responsible for submitting clear directions on how judges can access the files. See additional exhibit requirements, above, for Computer classes. Evaluation: Use Computer Software Application Evaluation.

**861 105 1\_\_ \_\_ Computer Software Application, Multimedia Projects:** Description - Projects created by youth that show learning in the area of Multimedia Projects. Software can be any current software including online versions. Project should be created by the participant to