Computer
4-H Project Newsletter

CANADA
4-H Nova Scotia

This Computer Project Newsletter contains information specific to the Computer Project. Please use it in conjunction with the General 4-H Information Bulletin, so that you are aware of Achievement Day completion requirements as well as general opportunities and information pertaining to all 4-H members. This Project Newsletter, as well as the General 4-H Information Bulletin, will be updated in October of each year, if necessary, based on changes made at the 4-H Nova Scotia Leadership Forum.

Welcome to the 4-H Computer Project! Whether you are new to the project or experienced in computer use, the Computer project has lots to offer and provides a great opportunity to learn useful skills which will help you throughout your personal, academic, and professional life. This newsletter will give you an overview of the Computer project, answer some of your questions concerning expectations of the project, and provide you with project ideas and some resources. Project newsletters are an excellent reference to keep on hand to refer to throughout the year. Enjoy your year in the Computer project and when working on your project, remember to "Learn to do by Doing." If you have any questions, please contact your Regional Program Coordinator.

Computer Project Work Requirements

On Achievement Day, Computer members will be required to display three (3) projects, having no more than two (2) entries from any one section of the Computer class list.

4-H Nova Scotia Provincial Show Class & Sections:

Each county is eligible to send the top two (2) junior and top two (2) senior articles to the 4-H Nova Scotia Provincial Show. The sections are as follows:

CLASS 18: COMPUTER

SECTION 1:	Word Processing, Presentations, Spreadsheets - document, letter, report, greeting cards, brochure, newsletter, resume, storybook, poster, etc. *Spreadsheets and Databases* - spreadsheets showing formulas and finished result, database and resulting report, etc. Presentations (slide show, etc.)
SECTION 2:	App and Program Design and Programming, Databases
SECTION 3:	Webpages Design and Development - web pages including a copy of source code
SECTION 4:	Computer Builds, Rebuilds and Parts Display
SECTION 5:	Posters, Reports – related to any computer-related topic
SECTION 6:	Specialty Items (Not included in any other category)
SECTION 7:	Graphic Design, Animation, Production, Editing

Suggestion: *Reports should be a minimum of 1 page in length (approx. 250 words) and should include diagrams and/or photos where possible.*

LEADER RESOURCES

Please ask your Regional Program Coordinator for the Computer Project Leaders' Manual, which includes information on the following:

Computer Leaders' Manual Units:

UNIT 1:	Components of Computers
UNIT 2:	Buying and Beginning to Use a Computer
UNIT 3:	Word Processing
UNIT 4:	Spreadsheets and Databases
UNIT 5:	Using the Internet
UNIT 6:	Designing Web Pages
UNIT 7:	Other Topics to Explore

All members should review units 1 and 2 at the beginning of the year. After that, members can learn about the topics in the other units that are appropriate to their knowledge level. Members do NOT have to cover all topics in one (1) year. The number and type of topics chosen each year should reflect the member's current level of knowledge. (e.g., new computer users may spend their first year in the first three units, while a more knowledgeable member may cover several of the advanced topics in a year).

NOTE: All reports, posters or displays must include a bibliography for information taken from a source other than the 4-H member. For example, should a member utilize information or pictures from a reference book or from the internet, then the member must include credit for the source of the information.

NOTE: 4-H members must complete their project at achievement day in order to compete in, or to participate in, any further county, provincial, or national 4-H competitions relating to that project in the current 4-H year. (i.e., judging, project competitions, etc.)

NOTE: Web pages and programming projects should include a copy of source code as well as the finished product.

NOTE: If modified graphics are exhibited, both the original and the modified/enhanced graphics must be shown.

NOTE: Members requiring a computer to display their work at any level are responsible for bringing a computer and appropriate power bars, extension cords, etc.

NOTE: If members require video/slide equipment to display their project, specialty item or project activity, they must provide their own equipment at Achievement Day, exhibition and 4-H Nova Scotia Provincial Show.