



COLORADO STATE UNIVERSITY EXTENSION

4-H Computer



Computer Power Unlimited is a Computer Science Project for 4-H members interested in gaining experience in computer building, repairing, and networking, engaging young people and their project helpers in computer science activities and community service. A website provides links and resources to a variety of extended learning opportunities in topics such as open source software development and learning programming languages. Each guide in the series is designed with a specific purpose, and collectively the series supports youth and their adult helpers in the pursuit of technological competence and meaningful leadership.

Newbie Know-How Jr./Int./Sr.

Newbie Know-How is for member's ages 8-18 years old. This unit is designed for the member with little or no prior experience. Learning Experiences:

- Identify and use the basic components of a personal computer
- Identify the similarities and differences in basic office software application
- Deliver a computer-aided slide show presentation based on their interests

Inside the Box Jr./Int./Sr.

Inside the Box is for member's ages 8-18 years old. Learning Experiences:

- Identify internal computer components
- Identify operating systems and their processes
- Develop knowledge of the building, maintenance and repair of computers.

Peer to Peer Jr./Int./Sr.

Peer to Peer is for member's ages 11-18 years old. Learning experiences:

- Understanding of what networking is and how it is accomplished
- Work with adults and peers to build a functioning network
- Become familiar with protocols and program languages that support computer networking
- Analyze the negative impacts that exist as a result of networking

Teens Teaching Technology Sr.

Teens Teaching Technology is for member's ages 14-18 years old. Learning Experiences:

- Work with peers, adult and community partners to develop service related computer goals
- Create a community-based computer lab
- Develop lesson plans to teach diverse populations basic computer skills

Discovering Computer Science Sr.

Discovering Computer Science and Programming Through Scratch Learning Experiences

- Interact with a series of tutorials and challenges with the Scratch environment
- Introduces youth to the five fundamental principles of computer programming

Hand Molded Unit 6 Sr.

Computers in 21st Century. Learning Experiences

- For youth who are 11-18 years old.
- Gain knowledge on a variety of topics , for example: application design, operation and development, writing code to perform task and much more.

Resources and Links

[Computer Tip Sheet](#)

[Computer e-Record](#)

[Computer Score Sheet](#)

[State Fair Exhibit Requirements](#)

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