



Computers Information Technology

Georgia 4-H Project Achievement empowers young people with skills for a lifetime. Through a competitive process, students explore their interests, unleash their creativity, share their work, and celebrate their achievements! This guide provides 9th—12th graders with examples for getting started with their project exploration.

Description of Project:

4-H'ers may explore aspects of technology as it relates to computers and emerging technologies, such as smart phones, web-based technology, robotics, and other systems. Through this project 4-H'ers may:

- develop an understanding of the underlying principles and theories behind technological devices that are used to access, organize, transmit, and communicate information
- develop an understanding of the effects and impacts of computer technology on humankind and the environment
- promote knowledge of safe practices and procedures as it relates to computer information and systems
- acquire knowledge regarding efficient utilization of computer information tools in home, school, and industry
- increase awareness, concern, and knowledge regarding technology systems and their use in transmitting, receiving, and processing knowledge electronically
- explore career opportunities related to computer information technology

Overview:

- ⇒ Choose project
- ⇒ Develop skills in:
 - Project
 - Leadership
 - Service
- ⇒ Prepare portfolio for work completed from January 1—December 31
- ⇒ Prepare presentation
- ⇒ Practice
- ⇒ Compete
- ⇒ Reflect

Examples of Project Development Experiences:

- Build a computer, install software, configure a server, and network your home devices
- Enroll in courses at school and online to develop computer skills
- Join the Georgia 4-H Communications and Technology Team and/or your local robotics team
- Program a video game or learn to write html code and design a website
- Interview a professional who works with computers and write a report on what you learned
- Program a robot to complete a task
- Acquire and read books, magazines, pamphlets, and online resources that related to topic
- Research the history and development of computer technology and programming

Project Sharing and Helping Examples:

- Teach internet and smartphone safety to peers and adults
- Lead a cyber-bullying prevention class
- Teach someone how to use an online software package
- Mentor youth on a software or programming team
- Take a robot you programmed to share at a local senior center or the library
- Organize a service project to recycle used technology
- Manage the social media group for your local 4-H club
- Demonstrate ways to use and care for computers and equipment
- Share what you have learned in the Computer Information Technology project with 4-H club members, school classes, civic clubs, and senior centers
- Exhibit a Computer Information Technology-related mini-booth at a fair
- Share helpful computer information materials at schools, libraries, and community events
- Mentor a 4-H'er in the Computer Information Technology project
- Lead a community club focusing on computer information technology

Recommended Resources:

- Georgia4h.org/ProjectAchievement
- Georgia4h.org/public/edops/techteam/
- gcflearnfree.org/subjects/technology/
- w3schools.com
- hourofcode.com/us/learn
- georgia4h.org/public/more/facsprojectsissues/Internet%20and%20Social%20Networking%20Safety/internetsafety.htm

Special Considerations:

- Youth should practice internet safety. A best practice is to include a friend or parent in all communications and interactions.
- Give plenty of notice for any mentoring requests.
- Be aware of fraudulent information and double-check the facts in your presentation with credible sources.
- Youth should review business etiquette prior to shadowing a professional at work or engaging in a work-study or internship.
- Contact your local county Extension staff to discuss your plan for community involvement.

At Competition:

Computer Information Technology 4-H projects may use posters, artifacts, biofacts, and/or technology to support their presentation. The time limit for these presentations is 12 minutes. Computers, projectors, screens, and other technological devices may be used.

Prepared by: Keri Hobbs, Steve Walker and Polly C. Crumbley
Reviewed by: Natalie Bock and Jason Estep

Date: 3/1/17

Sources:

The University of Georgia CAES. 2016. Project Achievement. <http://www.georgia4h.org/projectachievement/>

