NATIONAL 4-H COUNCIL

4-H Tech Changemakers Project
October Update

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Agenda

Welcome

Snapshots & Stories

Mid-Term Report

Guidebook

Online Shopping Lesson

Questions

Snapshots & Stories

- Deadlines:
  - November 15
  - February 15
  - May 15
- Marketing Toolkit
  - Storytelling
    - 4-H Snapshot & Impact Story Guide
- National 4-H Council Media Information Release Forms

4-H is the youth development organization of our nation's Cooperative Extension System and USDA.

Mid-Term Report

- Each county should have submitted a mid-term report by September 16.

- Contact state PI and National 4-H Council if your report has not been submitted.

This is VERY important!

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Guidebook: Have you downloaded it?

https://4-h.org/ways-to-give/corporate-foundation-support/microsoft-tech-changemakers/

Running a 4-H Tech Changemakers Program

4-H and Microsoft are making it easy for communities to create a 4-H Tech Changemakers program with the *4-H Tech Changemakers Guidebook*. The guidebook offers best practices and guidelines for youth/adult partnerships to plan, implement and evaluate a Tech Changemakers program in local communiti

The guidebook will help those seeking to implement the program learn:

- What to consider before starting a Tech Changemakers program, including recommendati   g experiences to help prepare your group for project planning.
- Best practices on topics like project management, program promotion and ment
- Lesson plans to fit your community's needs, covering skills like ommunic   etiquette, privacy, social media and more.
- How to create an action plan framework to help you get the   ed.

DOWNLOAD NOW

The Value of Being a 4-H Tech Changemaker

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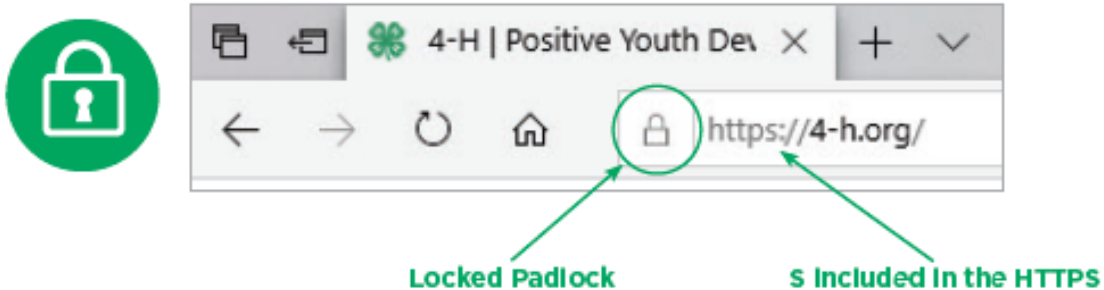
Grab and Go: Online Shopping

Online shopping offers the benefits of price comparison and the convenience of being able to shop at any time.

The biggest drawbacks to online shopping are issues with privacy and security, which can cause financial loss and unwarranted advertisements.
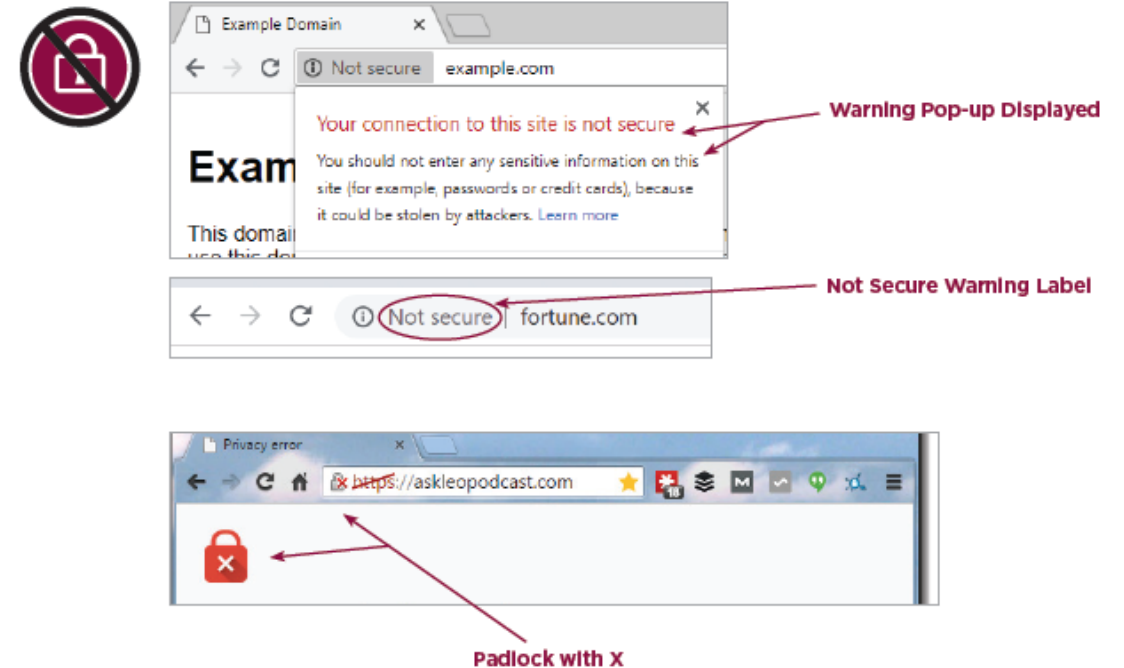
Activity 1: Buying an Item Online

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Activity 2: Deleting Cookies

A cookie is a small packet of data that helps websites keep track of your visits and activity. By themselves, cookies generally do not pose a risk to the user. However, some websites can track usage across various websites to gather analytics of a person's web browsing behavior and can capture information the user is not aware of.

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Activity 3: Mobile Wallets

Participants will use flip charts and markers to complete a pro/con chart for each of the following mobile wallet services:

	PROS	CONS
Apple Pay Banks		
Samsung Pay Banks		
PayPal		

NOTE: *Depending on the skill level of the participants, facilitators may need to help participants through the review process, record the information on the flip chart, etc.*

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Reflection Questions

While the intent is for the activity to build online shopping skills related to technology, it is important for the facilitator to lead a debrief discussion at the end of the lesson.

Potential debrief questions could include:
- What are some things to consider before shopping online?
- Why is it important to manage cookies?
- How can a mobile wallet help manage finances online?

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Success Sharing

What is working well in your communities?

- Target Populations
- Locations
- Topics
- Partners

Questions?

Thank You!

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