

COMPUTERS Department 21

Check-In:

Tuesday, 5 - 7 p.m., Exhibition Hall

Judging:

Tuesday, 5 - 7 p.m. Individual Conference Judging, Exhibition Hall

Department Chairperson: Rachel Becker - (608) 220-2513

Eligible 4-H Project Areas: Computers

Regulations:

1. These self-determined creative computer projects will make use of computers or computer technology in activities with focus on one of these goals: community involvement, healthy living, caring for others or creative/organized learning.
2. **Bring a display of your project to leave on display during the Fair.** A display may be a report, a model, photos, poster or actual article
3. **If your project is to be demonstrated on a computer, you must bring your own computer for judging.** Be prepared to discuss your project using the display in case of computer or internet failure.

Premiums:

<u>Blue</u>	<u>Red</u>	<u>White</u>	<u>Pink</u>
\$2	\$1.75	\$1.50	\$1.25

CLASS A. Computers

Lots:

- 1) Poster about "The Importance of Computers in Our Lives"
- 2) Presentation 5 - 10 slides in length on how to do something. Subject matter is your choice (must be appropriate for the Fair), utilizing presentation software (ex. Microsoft PowerPoint or Google Slides)
- 3) Poster listing all parts of a computer and what they are used for.
- 4) Database on any subject using any database software
- 5) Any computer project done in school
- 6) Website for an organization (ex. Your 4-H Club, FFA Chapter, athletic team, school club, etc.) to include a minimum of three different screens and some hyperlinks.
- 7) Magazine, at least 4 - 6 pages in length, with a combination of graphics, photos and text, printed in color, using word processing or desktop publishing software.
- 8) Computer Programming project in any programming language. Poster should contain a flow chart and some code (or pseudocode).
- 9) Any original creative animation project using animation software (ex. Adobe Animate, Toonily or Blender)

Special Awards and Sponsorships:

Miller & Sons Supermarket - All ribbons. Trophy to Champion and Rosette to Reserve Champion of each designated class.

WOODWORKING Department 22

Check-In:

Tuesday, 1 - 7 p.m., Exhibition Hall

Judging:

Tuesday, 1 - 7 p.m. Individual Conference Judging, Exhibition Hall

Department Chairperson: ****Chairperson & Superintendents Needed.** Please email the Fair office at info@danecountyfair.com.

Eligible 4-H Project Areas: Woodworking

Exhibitor may only exhibit in the class that corresponds with his/her school grade level as of January 1 of the current year.

Regulations:

1. Individual Conference Judging rule requires exhibitors to be present for judging.
2. Entries must be finished appropriately for use.
3. **You may only enter 1 item per lot.**
4. Purchased legs for entries are permissible. However, this **must** be noted on the entry tag.
5. Items must be made from scratch, no kits (unless specifically listed: Class A Lot 9, Class B Lot 10)
6. Exhibitors are required to complete and attach a 3"x5" card with an explanation of the work done, including but not limited to: Tools used, Wood type, Type of finish, Number of finish coats and Intended use. The card will be supplied to your club leader by the Fair Office.

Premiums:

	<u>Blue</u>	<u>Red</u>	<u>White</u>	<u>Pink</u>
Class A	\$2	\$1.75	\$1.50	\$1.25
Class B	\$2.25	\$2	\$1.75	\$1.50
Class C	\$2.50	\$2.25	\$2	\$1.50
Class D	\$3	\$2.50	\$2	\$1.50

CLASS A. Woodworking (Grades 3 & 4)

- 1) Article for use in farm or home workshop
- 2) Article for use outdoors
- 3) Article for use in storage
- 4) Article for kitchen
- 5) Article for living room
- 6) Article for use in home
- 7) Toy or homemade game
- 8) Creative article from wood or wood/other materials
- 9) Article made from kit
- 10) Article made in school
- 11) Poster of common woodworking tools
- 12) Display of different nails and screws
- 13) Poster of woodworking safety practices

CLASS B. Woodworking (Grades 5 & 6)

- 1) Article for use in farm or home workshop
- 2) Article for use outdoors
- 3) Article for storage
- 4) Article for kitchen
- 5) Article for living room
- 6) Article for use in home
- 7) Toy or homemade game
- 8) Creative article from wood or wood/other materials
- 9) Exhibit of different kinds of wood, properly identified
- 10) Article made from kit
- 11) Article made in school
- 12) Display of different species of wood
- 13) Display of different finishes
- 14) Plan for a wooden item drawn to scale