

COMPUTER POWER UNLIMITED SERIES

General/Natural
Resources Projects



Resources

- MC0201A Newbie Know-How Unit 1
- MC0202A Inside the Box Unit 2
- MC0203A Peer to Peer Unit 3
- MC0204A Teens Teaching Tech Unit 4
- MC0205A Disc. Computer Science: Youth Guide
- MC0206A Disc. Computer Science: Facilitator Guide
- Computer Tip Sheet
- Computer Score Sheet
- Computer e-Record
- State Fair Exhibit Requirements

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	Inside the Box Jr./Int./Sr.	Peer to Peer Jr./Int./Sr.	Teens Teaching Technology Sr.	Discovering Computer Scienc	Computers in 21st Century
Newbie Know-How is for member's ages 8-18 years old.	Inside the Box is for member's ages 8-18 years old.	Peer to Peer is for member's ages 11-18 years old.	Teens Teaching Technology is for member's ages 14-18 years old.	Discovering Computer Science and Programming Through Scratch	Computer in the 21st Century
This unit is designed for the member with little or no prior experience.					
Learning Experiences:	Learning Experiences:	Learning Experiences:	Learning Experiences:	Learning Experiences	Learning Experiences
<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • Identify internal computer components • Identify operating systems and their processes • Develop knowledge of the building, maintenance and repair of computers. 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • Interact with a series of tutorials and challenges with the Scratch environment • Introduces youth to the five fundamental principles of computer programming 	<ul style="list-style-type: none"> • 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.