

JACKSON COUNTY FAIR

JUNIOR CLASS – COMPUTERS

DEPARTMENT 21 – COMPUTERS ATCP NO. 160.68A

SUPERINTENDENT: VINNIE PONTERIO 715-299-2094

REGULATIONS: For exhibitors choosing to submit a CD/DVD for review, a computer will be on-site for this purpose. If specialized software was used for the project, the exhibitor should either provide a paper copy of the project or supply a computer with the appropriate software for the judge to view. Please see the general fair rules on our website at www.jacksoncountyfairwi.com

CLASS A – NEWBIE KNOW HOW (Grades 3-5)

1st - \$2.00 2nd - \$1.75 3rd - \$1.50 4th - \$1.25

- Item
1. Educational exhibit used at school for a demonstration that shows one or several parts of computer equipment. (example: a poster showing the parts of a home computer)
 2. A poster showing how computers are used to accomplish different tasks
 3. A poster showing how a career or occupation has been dramatically changed by computer technology
 4. Computer generated letter
 5. Computer generated Birthday Card
 6. Computer generated Scrapbook
 7. Computer generated Storybook
 8. Mailing labels or return address (example Avery)
 9. Business cards (example Avery)
 10. Windo cling or magnets
 11. Computer generated CD label stuck to a CD
 12. A poster on any topic covered in the manual (BU-08346)
 13. Completed member guide (BU-08346)
 14. Any exhibit as described in the BU-08346 manual
 15. A burned DVD with 2 or more video or sound effects, Less than 2 minutes in length. Unless you include a note at what point to look for effects.

CLASS B – INSIDE THE BOX & PEER-TO-PEER (Grades 6-8)

1st - \$2.50 2nd - \$2.25 3rd - \$2.00 4th - \$1.75

- Item
1. Poster on an operating system and some of its major functions, contrast and compare
 2. Poster that illustrates the advantages of word processing
 3. Create a database on any software and illustrate the different ways to manipulate data using the software
 4. Establish a network and diagram the components and flow
 5. A spreadsheet that uses at least 100 cells. Show how to use it.
 6. Poster on importance of computers in the classroom
 7. Poster on how computer games are made. Add info on computer game industry
 8. Create a homepage with at least 3 HTM files with navigation links
 9. Create a t-shirt design using a design software program. Iron it onto the t-shirt
 10. Create an animated presentation on your topic of choice using a presentation software program
 11. Create a magazine using word processing software program. Minimum of 5 pages with text and graphics
 12. Create a series of special effects photos using an imaging program. Use at least 3 photos
 13. Burned DVD with at least 5 videos or sound effects. Same rule as A-15

CLASS C – TEENS TEACHING TEENS (Grades 9 and above)

1st - \$3.00 2nd - \$2.75 3rd - \$2.50 4th - \$2.25

- Item
1. Prepare a lesson plan in a 3 ring binder: Identify your success, life skills, and the goa and standards for your lesson and learner(s)
 2. A poster on different programming languages commonly used to create computer software
 3. Design a spreadsheet template to solve a problem that could you or someone you know
 4. Use a multimedia software package to produce a computer program that incorporates the features of multimedia
 5. Develop a www homepage that incorporates some advanced programming skills. (FLASH, Java, JavaScript)
 6. Design an animated computer presentation on a presentation software program. Minimum 10 slides and include a video or sound clip
 7. Design a website for your club or group using a website editor program. Minimum of 5 different scenes and 2 hyperlinks
 8. Create a magazine using a word processing software program. Minimum 8 pages and in color print
 9. Create an animation presentation using an animation software program
 10. Create a map of your community using a geographic information system (GIS) program
 11. Burned DVD with at least 10 videos or sound effects. Same rule as A-15

OUTSTANDING AWARD - RIBBONS
BEST OF SHOW AWARD - RIBBON