In your car, the cell phone in your pocket, devices in your home and workplace—computers surround us! Knowing how to operate a computer and code is quickly becoming a required 21st century skill. A 4-H computer project will help members learn about software and/or hardware topics.

- Learn about computer hardware, including control, memory, input and output devices
- Explore and learn to navigate an operating system (PC or Mac) and install and use software for specific applications

The activities above are ideas to inspire further project development. This is not a complete list.
Expand Your Experiences!

**Science, Technology, Engineering, and Mathematics**
- Design and code a microcontroller to help in a scientific investigation, for example, to record temperature over a period of time
- Improve your computational thinking skills by formulating a task that uses a

**Healthy Living**
- Design and code a health app to track physical activity on your cell phone
- Research and learn about ways computers (and the Internet) have connected people and strengthened relationships; present your findings at your club meet-

**Citizenship**
- Lead a beginning computer workshop for people in your community
- Join or start a movement to get more girls interested in computers and engineering

**Leadership**
- Serve as a Junior or Teen Leader for the computer project
- Identify effective ways to facilitate meetings using computers (and the Internet)

**Resources**
- National Center for Women and Information Technology
  https://www.ncwit.org/
- Code.org
  http://code.org/
- UC Davis C-STEM Center
  http://c-stem.ucdavis.edu/
- Technovation: Coding for girls ages 10-23
  www.technovationchallenge.org/home/
- Computer Science Education Week
  http://csedweek.org/
- Techbridge: Inspire a girl to change the world
  http://www.techbridgegirls.org/
- Association of Computing Machinery
  http://www.acm.org/
- Computational Thinking
  csta.acm.org/Curriculum/sub/CurrFiles/CompThinkingFlyer.pdf
- Society of Women Engineers

**Connections & Events**
- **Presentation Days** – Share what you’ve learned with others through a presenta-
  tion.
- **Field Days** – At these events, 4-H members may partici-
  pate in a variety of contests related to their project area.
  Contact your county 4-H office to determine additional opportunities available, such as a field day.

**Curriculum**
- **Junk Drawer Robotics, Level 3: Mechatronics**
  4-h.org/robotics/
- **Computer Science Unplugged**
  http://csunplugged.org/
- **Computer Power Unlimited**
  www.4-h.org/resource-library/curriculum/4-h-computer/

4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their experiences, learning and development.

4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals.

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