SUGGESTED COUNTY FAIR CLASSES COMPUTER CURRICULUM

The following list is intended to provide additional ideas on what to put in county fair lists. Counties will want to keep the popular existing fair entries and add some of these new project ideas. This list also provides a quick overview of the many things to make and do found in each new project booklet.

CPU 1: NEWBIE KNOW-HOW

- 1. Parts of a computer
- 2. How to operate a web browser
- 3. How to evaluate a web site
- 4. How to use a search engine
- 5. Ways to communicate using a network
- 6. How to identify potential computer risks
- 7. How to save a file
- 8. How to create folders and organize files
- 9. How to use word processing software
- 10. How to use spreadsheet software
- 11. How to use graphics software, images and clip art
- 12. Computer-generated presentation
- 13. Computer-generated graphic illustration
- 14. Computer-generated letter
- 15. Computer-generated greeting card
- 16. Computer-generated scrapbook
- 17. Computer-generated storybook
- 18. Completed member guide (08346)

CPU 2: INSIDE THE BOX

- 1. Computer toolkit
- 2. External computer components
- 3. Internal computer components
- 4. How to disassemble and reassemble a computer
- 5. How a computer uses numbers
- 6. How to troubleshoot PC hardware problems
- 7. Basic troubleshooting flowchart
- 8. Compare operating systems
- 9. Report on open source resources
- 10. How to install an operating system
- 11. Software toolkit
- 12. Compare the costs of repairing a computer to buying a new one
- 13. My ideal future computer
- 14. Computer-generated magazine or newspaper
- 15. Computer-generated T-shirt design
- 16. Completed member guide (08347)

CPU 3: PEER TO PEER

- 1. Plans for creating a network
- 2. Network hardware

- 3. Wireless networking
- 4. Network diagram with parts labeled
- 5. Types of network configurations
- 6. Types of protocols and their purposes
- 7. How to add a network peripheral
- 8. Rules of Netiquette
- 9. Network security
- 10. Compare ethical and unethical programming practices
- 11. Collaboration software
- 12. Plans for a LAN party
- 13. Completed member guide (08348)