



4-H Computer Science Programming Judging Sheet

Member Name: _____

County: _____

Jr. _____ Int. _____ Sr. _____ Yrs. in Project: _____

Exhibit: Completed Computer e-Record and Student Notebook (Levels 1 and 2) or manual (Level 3) presented in a sturdy binder. **Programming Exhibit:** (a printed copy of a digital presentation must be included in the e-record. **Beginning Programming Exhibit:** a program using Scratch (or other uncomplicated graphic programming language). The program must include 8 different commands including looping and getting input from the keyboard and mouse. **Intermediate Programming:** a program using Scratch (or other uncomplicated graphic programming language) that you have downloaded from the internet and modified. Compare the two programs and demonstrate the changes you have made to the original program: OR create an animated storybook or video game using Scratch (or other simple graphical programming language). If using Scratch, include a clone or list in the program. **Advanced Programming:** a program using a control or event block that controls other blocks of code or an original program using higher level programming language such as Python, JavaScript, Java, C++, etc.). Judges may use the back of the form for more comments. **Computer Science and Coding Programming:** An original program using Scratch or Python using variables, conditional statements, and loops. The program should be more advanced than programs created in previous programming units. Programs should execute code with the intended outcome.

Judging Element 1: 4-H e-Record: Complete means that everything has been filled out. Not complete means that there is something missing and needs a comment as to what is missing or why it is not complete. Project will be evaluated on the quality of information completed in e-record (25 percent) and quality of exhibit (75 percent).

American System Placing: (Check One)	
Champion	_____
Reserve Champion	_____
Placing 3-10	_____
Grand Champion	_____
Reserve Grand Champion	_____

Danish System Award: (Check One) (For County Use Only)	
Blue	_____
Red	_____
White	_____

Project Level (Check One)	
Discovering Computer Science & Programming Level 1	_____
Level 2	_____
Level 3	_____
Computer Science & Coding	_____

Criteria	Complete	Not Complete	Comments
E-Record			
Record Cover			
Project Goals			
What 4-H projects are you taking this year?			
What activities helped you learn the skills for the project? (workshops, project meetings, classes, contests, etc.)			
What leadership development experiences did you participate in?			
Citizenship/Community Service in 4-H			
Demonstrations/Presentations/Speeches			
Printed copy of digital presentation			
Project Expense/Return on Investment			
Goal Evaluation			
Project Photos			
Story			

Criteria	E	G	F	N/I	Comments
Judging Element 3: 4-H Computers – Programming Exhibit					
N/I = Needs Improvement - must have comments					
<u>Beginning Programming</u> Evidence of 8 different commands including looping & input from the keyboard & mouse.					
<u>Intermediate Programming</u> Comparison of two programs Changes made to the original					
<u>Intermediate Programming</u> Includes evidence of a clone or list Animated storybook or video game					
<u>Advanced Programming</u> Original program that executes code with the intended outcome using higher level programming language					
<u>Computer Science and Coding</u> Program is more advanced and includes variables, conditional statements, and loops; executes code with the intended outcome					