



| | |
|-----------------------------------|-------|
| Completed (40 possible) | _____ |
| Accuracy of answers (30 possible) | _____ |
| Appropriate grammar (15 possible) | _____ |
| Neatness of record (15 possible) | _____ |
| Total | _____ |
| A = 86-100 points | |
| B = 71-85 points | |
| C = 70 points or less | |

4-H Video Gaming and Computer Coding Level 1 (Grades 3-5) Record Sheet

Record for Year _____

A completed record sheet is due by the last business day of June to exhibit each project at the fair.
Use any 4-H publications, the internet, the library, or a professional to help you prepare your responses.

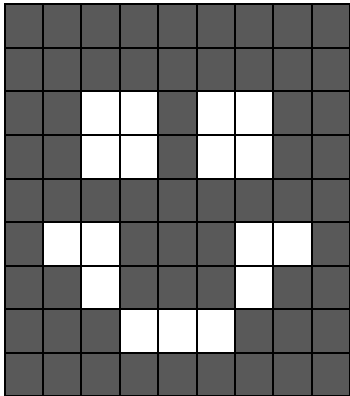
The Basics

Name _____ 4-H Club _____

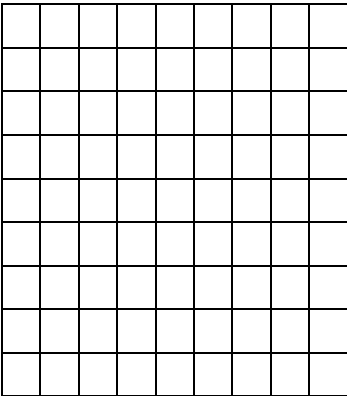
Years in 4-H _____ Grade _____ Years in Project _____

Powering On

Binary code is a digital instruction system for computers developed with only two possibilities, off and on, represented by 0 and 1. For our purposes, 0 will represent a white space, and 1 will represent a shaded or color-filled space. Practice very basic coding by completing the bit array (or bitmap) to the right based on the example to the left.



111111111
111111111
110010011
110010011
111111111
100111001
110111011
111000111
111111111



000010000
000111000
001101100
011111110
001111100
001111100
001101100
001101100
001101100
001101100

Define high definition as it relates to TV or computer screens. _____

Nintendo originated as a card game manufacturer, but quickly gained popularity with game consoles. Name three home or handheld Nintendo game consoles, current or historic.

1. _____
2. _____
3. _____

List three types of video game systems or computers and their approximate retail price. Put a star by your favorite.

1. _____ \$ _____
2. _____ \$ _____
3. _____ \$ _____

The Entertainment Software Rating Board uses symbols to rate the age appropriateness of video games. Describe the age appropriateness of each symbol below.



| | | |
|--|--|--|
| | | |
|--|--|--|

Processing

What are the benefits of video games or computer games for youth your age? _____

How much screen time is too much screen time? _____

What kind of conversations have you had at your house about internet safety? What rules are in place at your house, if any, in regards to time spent online, the sharing of personal information, in-game purchases, the need to ask permission to play, etc.? _____

Game Over

What is one thing you learned or sparked your interest as a result of completing this project? _____

In what way does this project apply to your life, or why is this subject matter important to you? _____

