4-H Fundraising!!!

Save the date!!! June 1, 2018

Our annual Sporting Clays Tournament Fundraiser will be held at the NWTF Palmetto Shooting Complex on Friday, June 1, 2018. Proceeds from this event support South Carolina youth participation in national 4-H events and programs, as well as scholarship opportunities. Register your sponsorship or team/individual shooters here: https://secure.touchnet.net/C20569_ustores/web/classic/store_cat.jsp?STOREID=103&CATID=179&SOLESTORE=true. Donations can be made at any time to the 4-H program by designating “4H Annual Fund” here https://cualumni.clemson.edu/give/psa or contacting Kim Arp at kimarp@clemson.edu !!!

Upcoming Statewide Programs:

- **Honey Bee Project**
  - March – August 2018
  - independent-study project related to pollinators (for all age divisions)
  - Register by February 2nd

- **Sr. Teen Weekend**
  - Friday-Sunday, March 2-4, 2018
  - explore all the various aspects of 4-H (for senior age division)
  - Register by February 14th

- **Horse Bowl and Hippology**
  - February 24-25, 2018
  - state contests on horses and horse-related topics (for all age divisions)
  - Register by February 9th

- **Legislative Day**
  - Tuesday, March 13, 2018
  - opportunity to meet legislators and celebrate of 4-H (for older youth)
  - Register by March 1st

- **Engineering Challenge**
  - Saturday, April 14, 2018
  - compete in a variety of STEM-based challenges (for 9-19 year olds)
  - Register by March 23rd

“To make the best better!” 4-H Motto

JOANN is helping 4-H bring more hands-on programs to local communities across the nation to inspire kids to lead lives with their hearts, hands and minds. Current & lifetime members, parents of members, volunteers and 4-H staff can save 15% off total in-store and online purchases every day with 4-H Rewards. JOANN will give a minimum of 2.5% of every eligible transaction to support 4-H programming.

http://www.joann.com/4-h/
Monthly 4-H Club Activity Idea
Adapted from Google by Ashley Burns

Doodle for Google

Objective: To introduce computer coding concepts and provide an outlet for positive self-expression.

Age Range: 9-18 years of age (good for beginner and advanced coders); use adaptation for younger audiences.

Hands-on Activity: To create a Google logo for Valentine’s Day.

Life Skills: HEAD – learning to learn, problem solving;
HEART – cooperation, concern for others, sharing;
HANDS – responsible citizenship, contribution to group effort;
HEALTH – character, stress management, and disease prevention.

Introduction

The CS First team at Google has customized the Create your own Google logo activity for youth to celebrate Valentine’s Day 2018 by putting coding into action. Youth can design and code their own Google logo about something or someone they care about! As you may know, Google Doodles are special logos that appear on the Google homepage that celebrate anniversaries, lives of famous artists, pioneers and scientists, and holidays like Valentine’s Day. The creativity that over 400,000 students from around that world have exhibited with this project is astounding! Now, they can build on the fun by showing their appreciation for Valentine’s day. “Create your own Google logo” for Valentine’s Day is a fun activity that can be completed in 30 minutes to an hour.

Activity Instructions

Anyone can teach it and no computer science background is required! All you need is a computer or chromebook with internet access for youth to participate. Public libraries or computer labs at school make perfect settings for this activity. You can check out what CS First students have already created here.

Click here to review the digital lesson plans and other materials for educators, and click here to get started with the activity!

Youth can also customize a Google logo for 4-H! See what other youth have created in the 4-H Studio on Scratch here.

Allow youth to be creative and explore the fun world of coding! Remember you can learn as much or more from them as they can from you. This is a great activity for sharing and self-expression in a positive, safe environment!

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Adaptation

In addition to a coding project, this activity at its core is an art project. Art has many benefits for youth including self-expression in a safe, reflective way. Art allows for youth to explore feelings, use a variety of media, and share and connect with others.

For younger audiences (5-8 years old) or environments without computers with Internet access, youth can simply draw the Google logo. “Doodle 4 Google” is actually a national contest for youth (grades K-12) to submit their self-inspired Google logo online [here](https://doodles.google.com/d4g/classroom.html). The theme of the art is “What inspires me”. Have youth draw, paint, or sculpt their work incorporating the letters G-O-O-G-L-E and what inspires them. The deadline for the national contest Doodle 4 Google is Friday, March 2, 2018.

Have everyone share their work and what inspires them within a small group or before the whole 4-H club.

Reflective questions

What did you learn about yourself?

Why is it important that each person has his or her own inspiration?

Did you encourage anyone through this activity?

What was difficult about this project?

What do you want to explore next?

Additional Resources:

- Code.org: Hour of Code activities. [https://code.org/learn](https://code.org/learn)
- Doodle 4 Google Teacher Guides. [https://doodles.google.com/d4g/classroom.html](https://doodles.google.com/d4g/classroom.html)
- Joann and 4-H Partnership. [http://www.joann.com/4-h/](http://www.joann.com/4-h/)

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