

# Science Fair Information



Presented by: DMS 7<sup>th</sup> Grade  
Science Teachers



*Courtesy of Science Buddies: Providing free science fair project ideas, answers, and tools for serious students. Visit us online at [www.sciencebuddies.org](http://www.sciencebuddies.org).*

April 7, 2008

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# Introduction

7<sup>th</sup> graders must complete a science fair project.

Over the weekend start thinking about what your topics are going to be.

# What is a science fair?

- A journey of scientific inquiry
  - Students answer a scientific question by conducting an experiment.
  - The process ends with a showcase event that shows students that their work matters to the school community.

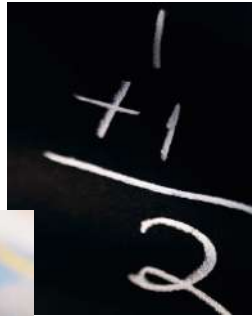


# Student Benefits

- Inquiry and Experiential
  - This is their own learning adventure.
  - They might explore topics such as:
    - Timing ocean tides
    - How gears work
    - Chemistry of baking ingredients



# Student Benefits, continued



- Integrates skills they've learned in other classes:
  - Math skills
  - Computer skills
  - Research skills
  - Writing and presentation skills

# Student Benefits, continued

- Furthers students' interest in science
  - Serves as a basis for future science fairs, which present opportunities for scholarships, awards, and prestige
  - Promotes interest in a science career



# Project Planning

- Our planning involves breaking the science project into small, manageable assignments that are spread out over time.
- We will provide students with detailed guides to explain exactly what needs to be done at each step of the project.





# What do the students need to do?





# Overview

- 6 Science Fair Project Steps

1. Ask a question.
2. Do background research.
3. Construct a hypothesis.
4. Test the hypothesis by doing an experiment.
5. Analyze the data and draw a conclusion.
6. Communicate the results.



# Log Book

- You will document your experiment, thoughts, ideas, actions, and conclusions in a Log book. This is like a journal.
- There are strict guidelines on keeping your log book.
- The book must have at least 30 logs.



# Ask a question.

- This is the foundation.
- If you identify a question that is safe and can be answered through experimentation, the rest of the project will follow.





# Ask a question, continued

## How to Pick a Good Question

- The question should be interesting enough to read about and then work on for the next couple months.
- There should be at least three sources of written information on the subject.
- Make sure the experiment is safe to perform.
- Ensure there is enough time to do the experiment before the science fair. For example, most plants take weeks to grow. If you choose to do a project on plants, you will need to start early.

*Visit [www.sciencebuddies.org](http://www.sciencebuddies.org) for more helpful tips.*



## Ask a question, continued

Here's a helpful resource to find a great project idea.

Visit the Science Buddies website at [www.sciencebuddies.org](http://www.sciencebuddies.org)

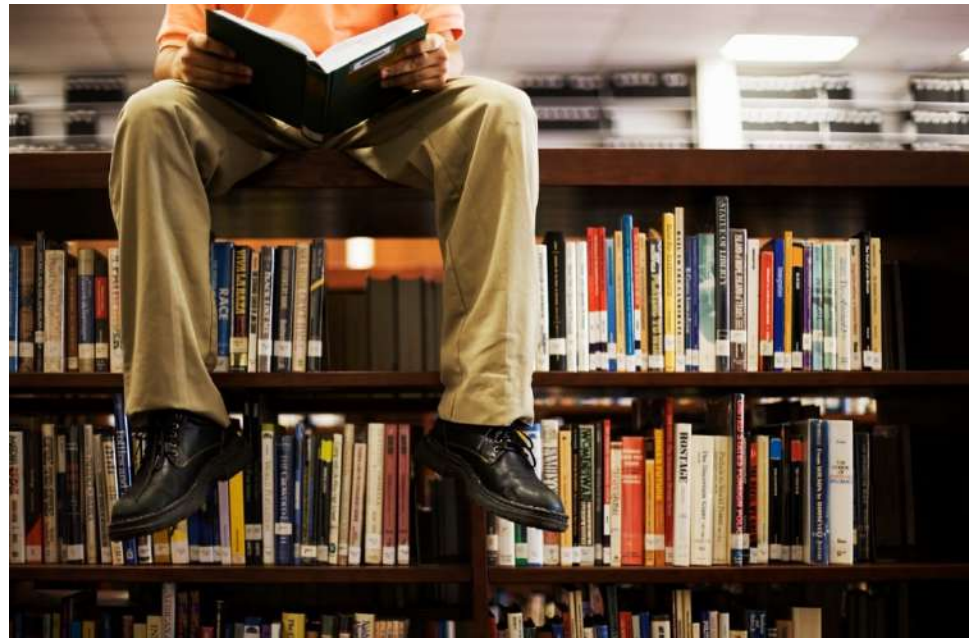
to utilize these tools:

- The Topic Selection Wizard This brief online survey recommends project ideas that are best for you, based on your interests.
- Project Ideas Pick from a huge selection of project ideas, organized by difficulty level, and featuring safety guidelines, materials lists, and required time for each project.



# Do background research.

- Collect information.
  - Define what to look for.
  - Look in a variety of sources.
  - **Key Goal:** Obtain enough information to make a prediction of what will happen in the experiment.







# Do background research, continued

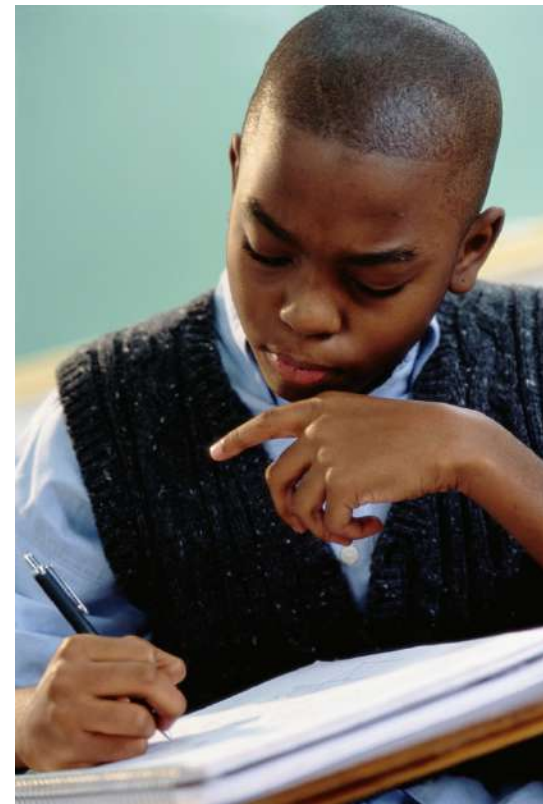
- Organize research.
  - With organized research that is based on questions, the writing will flow.
    - Use multiple sources, no copying.
    - Writing should be focused on the project.





# Construct a hypothesis.

- **What is a hypothesis?**  
An educated guess about the answer to a question.
- **If/then:** If I do [this], then [this] will happen.
  - “If I increase the temperature of water in a cup, then the more sugar will dissolve.”



# Test the hypothesis by doing an experiment.



- Process

- Part 1: Design an experimental procedure.
  - Steps and materials should be spelled out.
- Part 2: Do an experiment.
  - Actual testing of hypothesis occurs, answering the question.





# Do an experiment.

- Expectations

- It's ok if the first experiment goes wrong and you have to modify the procedure.
- It's ok if the experiment disproves the hypothesis.
- Safety, safety, safety!
- It takes time!

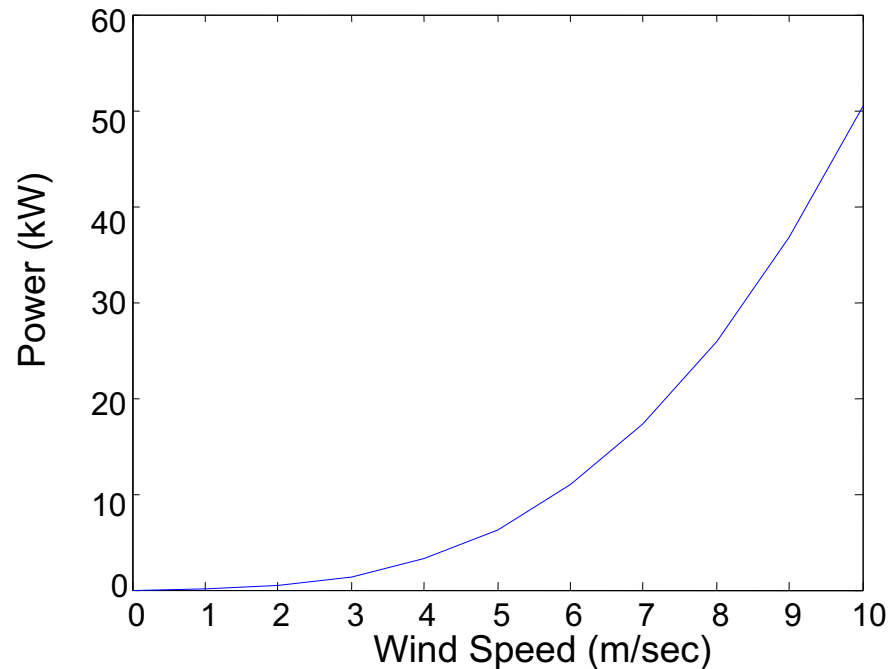


# Analyze the data and draw a conclusion.



## Example of a graph that draws a conclusion:

How wind generator power changes with wind speed.



# Writing the paper

- The paper will contain all the parts of the experiment.
- The paper must be 3-5 pages not including the following:
  - Cover page
  - Abstract
  - Table of contents
  - Acknowledgements
  - Sources/bibliography



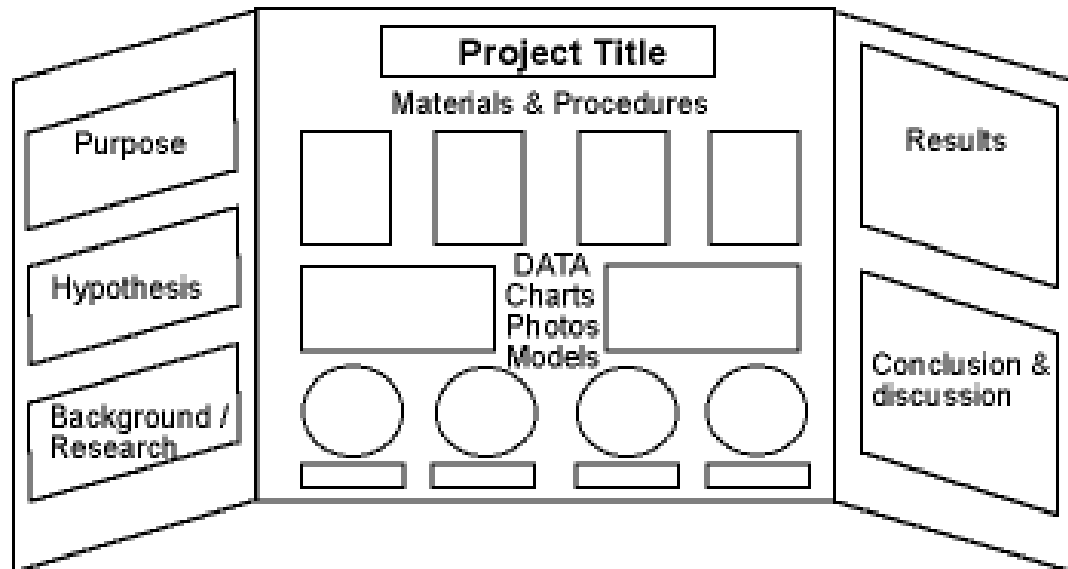
# Research paper sections

- Cover Page
- Table of contents
- Abstract
- Background information (Introduction)
  - Question and Hypothesis
- Experiment and Data
  - Materials
  - Procedures
  - Data/Analysis
- Conclusions
- Acknowledgements
- bibliography

# Communicate results.



You can find this diagram and a lot of helpful information about display boards at [www.sciencebuddies.org](http://www.sciencebuddies.org).



# "LOOKS FUNNY ... SAVES MONEY"

**Question**  
How do I save money on electricity?

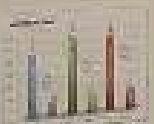
**Hypothesis**  
If I use energy saving light bulbs, I will save money on my electricity bill.

**Experimental**  
I tested 20 different energy saving light bulbs to see which one saves the most money.

**Conclusion**  
I found that energy saving light bulbs save money on electricity bills.



**1** Energy saving light bulbs use less electricity than incandescent bulbs. This means they save money on electricity bills.



**2** Energy saving light bulbs use less electricity than incandescent bulbs. This means they save money on electricity bills.



# Float like a butterfly, sting like a bee.



**Why?**  
Jellyfish are very old animals. They have been around for over 600 million years.

**How do they sting?**  
Jellyfish have stinging cells called nematocysts. These cells can inject venom into their prey or predators.



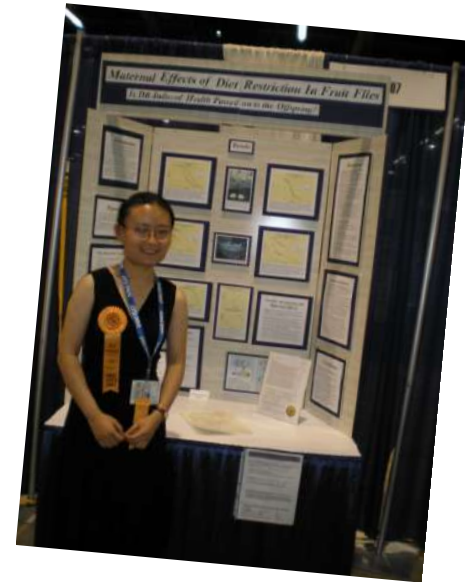
## Box Jellyfish

**Box Jellyfish**  
The box jellyfish is one of the most dangerous jellyfish in the world. It has four eyes and can sting humans.

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# Have fun!



# The Final Product

- Backboard
- Paper
- Logbook
- Experiment (if applicable)