# PLANNING YOUR SCIENCE FAIR PROJECT

This information was obtained from CSRA Regional Science & Engineering Fair, Inc. website at http://www.csrascience.org/.

#### The Scientific Method

- The scientific method is one way to solve problems.
- Scientists use this method because its step by step pattern and giving of facts is easy for others to understand.

### WHAT IS A SCIENCE FAIR PROJECT?

- A good science fair project is a way of finding out about something you want to know more about.
- During your experiments, you write a DIARY or JOURNAL about what is happening.
- This diary or journal is called a LOG or LOGBOOK.
- After you finish the experiments, you will write a FORMAL REPORT about what you have done.
- Finally you will make a DISPLAY of your work.

# ALWAYS WRITE EVERYTHING YOU DO IN YOUR LOGBOOK

#### THE STEPS OF THE SCIENTIFIC METHOD

#### 1. QUESTION or PROBLEM

- This introduces your topic in a statement that will tell others what you are trying to understand.
- Think of some science question you want to answer.
- o Or think or something in science you want to find more about.

# (Write the question or problem in your logbook.)

# 2. HYPOTHESIS

- Read about your topic.
- Then make a good guess about what you think will happen when you work with your problem or question.

# (Write the hypothesis in your logbook.)

# 3. EXPERIMENTAL PLAN

- Write down the steps you will use to find out about your question or problem.
- o Find ways to test your hypothesis.
- o Include any measurements you will be making.

o Include the materials you will be using.

(Write the plan in your logbook.)

# 4. OBSERVATION or DATA from your EXPERIMENT

- Follow your experimental plan.
- o Everything you do with your experiment must be written in your logbook.
- This is usually done day by day.
- o It may change according to your plan.
- o All measurements should be in metric units.

(Write in your logbook all the data or information.)

# 5. RESULTS

- Put your data from the experiment in an order that helps you understand what has happened.
- o Make a bar graph, line graph or pie graph to show what has happened.

(Write all your results in your logbook.)

# 6. CONCLUSIONS

- Explain how you arrived at your conclusions.
- o Do the results of your experiments support your hypothesis?
- Explain how the results support your hypothesis.
- Or explain how the results DO NOT support your hypothesis.
- YOUR EXPERIMENT IS NOT A FAILURE JUST BECAUSE THE RESULTS DO NOT AGREE WITH YOUR HYPOTHESIS!

(Write your conclusions in your logbook.)

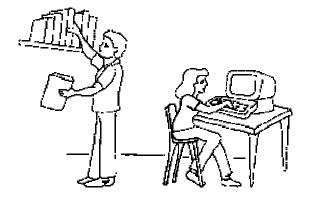
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# DOING YOUR SCIENCE FAIR PROJECT

Anytime you see the word write, you can either print or use cursive writing.

# **PART A: YOUR TOPIC**



# • CHOOSE YOUR TOPIC

- Get a logbook.
- Start your logbook by writing your question in it.
- Make a list of things that interest you.
- o Think of five or six things you like to do, read about or watch on TV.
- Choose a topic that will work.

# Ask these questions:

- 1. Can I find enough information on this topic?
- 2. Does the experiment need anything special?
- 3. Do I have enough time to do the project?
- o Make sure you can experiment with the thing you are interested in..
- Don't just make or build something.
- Write the topic in the form of a question or problem statement.
- o What do you hope to learn by doing this project?

	Things that interest me	Questions I can ask about them
1.		1.
2.		2.
3.		3.
4.		4.
5.		5.
	( <i>Write</i> in your logbook a	about everything you are doing.)

#### PART B: GETTING READY FOR YOUR EXPERIMENTS

# 1. GATHER INFORMATION

- Visit the Media Center at your school.
- Visit the public library or even a library at a college.
- Don't forget to use magazines, books and other library materials besides just encyclopedia.
- Ask the media specialist to help you select materials.
- Write what you find in your logbook.
- Make sure you write down the name of the book, who wrote it, who made the book, and the year it was printed.
- Talk with experts.
- Ask your parents, guardian or teacher to help you set up an interview with someone who knows about your topic.
- Write for information from companies or experts.

# 1. MAKE A HYPOTHESIS

- The hypothesis is my best guess based on what I know and read.
- o It will be what will happen because of changes I make.
- o The hypothesis should show that one thing will change another thing.
- This is called cause and effect.

My hypothesis	s:		
predict that		 	 
oecause			 

2. IDENTIFY YOUR VARIABLES

- Variables are all the things that can change in your experiment.
- Only change one thing at a time!

(Write you hypothesis in your logbook.)

- o Find out what <u>causes</u> something to happen.
- You don't need to find a cause if you are just looking at something or counting something.
- What happens when you change the cause and the effect.
  - The <u>cause</u> is the <u>independent</u> or <u>manipulated</u> variable.
  - The effect is the dependent or responding variable.
- The only thing you change is the independent or manipulated variable.
- What happens is the dependent or responding variable.



# Baby Crying + Bottle of Milk = Quiet, happy baby

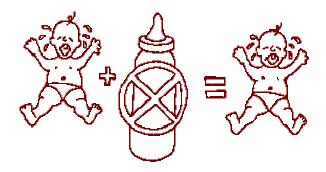
- 3. QUESTION + INDEPENDENT VARIABLE = DEPENDENT VARIABLE
  4. or, in other words
- 5. PROBLEM + MANIPULATED VARIABLE = RESPONDING VARIABLE
  - 6. What things might affect my experiments? (These are my VARIABLES)

1			
2.			
3.			
4			
5			

# 7. PLAN A CONTROL EXPERIMENT

- 8. What is a CONTROL?
- o How will you know if what you change is really causing the result?
- When you do the CONTROL experiment, MAKE NO CHANGES.

This is the **CONTROL** experiment:



Baby Crying + NO Bottle of Milk = Baby still crying

# QUESTION OR PROBLEM + NO CHANGE IN ANYTHING = CONTROL

- If you have a project where you are just looking at something, you don't need a control.
- If you have a project where you are just counting something, you don't need a control.

# 1. PLANNING AHEAD

- List your materials and equipment.
- o Include how much, how many and what size.

(Write your list of materials in your logbook.)

- List the steps in your experiment.
  - Number the steps.
  - Keep the steps in the correct order.

(Write your steps in your logbook.)

# **PART C: DO THE EXPERIMENT**



- Do the experiment at least THREE times.
- Follow the steps you made.
- Write down everything you do each time.
- Write down everything you see each time.
- Write down everything that happens, no matter how silly.
- If you measure things, use metric system units such as centimeters, grams, or liters.
- · Collect your data every day.
- Write down the time and date in your logbook.
- · You can include drawings and photos of what is happening.
- Don't worry about a logbook that is not neat!
- Don't ever erase mistakes in your logbook!
- You may put a single line through your mistakes.

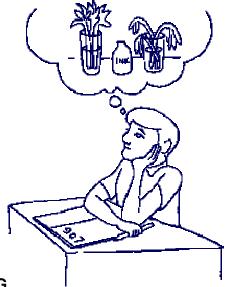
(Write everything you do in your logbook.)

# PART D: PUT THE RESULTS IN ORDER

- Put what you found from your experiments in a chart.
- If you can, make graphs from what happened in your experiments.
- DO YOU SEE A PATTERN?

(Write any pattern down in your logbook.)

It is OK if what happens is not the same as what you expected.



**PART E: FINISHING** 

# Figuring it all out

- Think about everything that happened.
- Did the things that happened go along with what you expected?
- Were there any surprised in what happened?
- It is important that you try to find the reasons.
- Scientists call this the CONCLUSION.

**CONCLUSION**: My results agree with my hypothesis because ...

or

**CONCLUSION**: My results do not agree with my hypothesis because ...

(Write your conclusion in your logbook.)

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# **PART F: WRITE A FORMAL REPORT**

- The formal report is how people can read about what you have done.
- The information for your formal report comes from your logbook.
- Use these parts for your report:

# Title Page:

Make a good title for your project.

# Abstract:

Write what you wanted to do, what you did, and what you found out. Do this using <u>only</u> three or four sentences.

### Purpose:

Write why you did the project. Use no more than three sentences.

### **Hypothesis:**

Write the hypothesis you used.

# **Library information:**

Write what you found out about your topic when you went to the Media Center, Library, or talked with people.

# **Materials and Experiment:**

List the materials you used for your project. Write how you did your experiment.

#### Results

Write two or three sentences about everything that happened when you did your experiment.

# **Conclusions:**

Write two sentences about everything you found out about your question or problem.

#### List of books:

List at least three books or magazines you used to do your project.

# Who Helped Me:

Write the names of all the people who helped you with your project and tell what they did for you.

# THE FORMAL REPORT FOR YOUNGER STUDENTS IN GRADES K-3

- Students in grades Kindergarten through third grade may want to do a shorter report.
- Check with your teacher.

# The parts for the shorter report are these:

Title Page:					
▶ Make a good title for your project:					
Purpose:					
<ul><li>▶Write why you did the project.</li><li>▶Use one sentence.</li><li>I did my project because</li></ul>					
Hypothesis:					
Write the hypothesis you used.  My hypothesis is					

# **Library information:**

<ul> <li>Write some things you found out in the Media Center or Library.</li> <li>Use one or two sentences.</li> <li>In the library I found out</li> </ul>	
Materials and Experiment:	
<ul><li>▶Use one or two sentences.</li><li>▶Write some things you used for your experiment.</li><li>I used</li></ul>	
Write how you experimented.	
Results:	
<ul><li>▶ Use one or two sentences.</li><li>▶ Write what happened when you experimented.</li><li>When I experimented this happened:</li></ul>	
Write what you found out I found out this:	
List of books:	

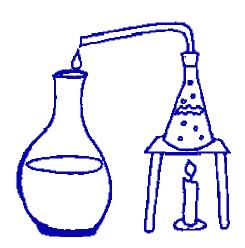
# Who Helped Me:

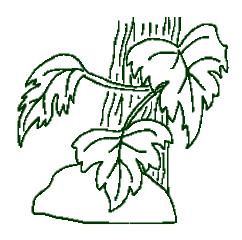
List the names of all the people who helped you do your project.
These people helped me:

Write the title and author of at least one book you used for your project.

You may want to draw some pictures about your project.

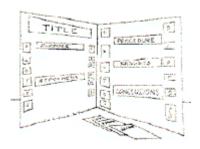
Don't use these -- draw your own.



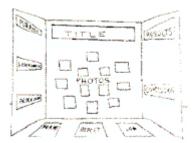


# PART G: MAKING YOUR BACKBOARD

- You can buy cardboard backboards or make your own from cardboard boxes. Some people make backboard from wood.
- Follow the pictures below for a couple of ways to make your backboard. The materials can go in a different order or place if you want. Don't use the <u>word</u> "TITLE", just <u>write</u> the title!



This is one way to do your backboard. Click on the picture to make it bigger.



# This is another way to do your backboard.

Click on the picture to make it bigger.

### The maximum size limits are:

- 76 cm (30 in) front to back
- 122 cm (48 in) side to side
- 274 cm (108 in) above the floor. (The tables are about 76 cm [30 inches] high).

# **HOW MY TEACHER MAY HELP!**

- Depending on the student's ability, it is recommended that the teacher read and explain the handbook and guide the student in the project.
- Demonstrate the scientific method numerous times.
- Introduce and explain the vocabulary.
- Suggest reference materials and sources from libraries, magazines, trade journals, local hospital or medical places, local businesses, the agriculture department, etc.
- Suggest references for a topic early in the year, by asking me questions about things I am interested in.
- Act as the Adult Sponsor, if assigning and/or providing guidance for the project.
- Check my progress along the way by ...
  - o reviewing the science fair rules before starting the project.
  - o making sure necessary forms are completed.
  - o applying proper safety measures.
  - o demonstrating correct use of metric system.
- Provide access to computers and programs to assist with the project.
- Allow 12 weeks for the development and completion of the project.
- Check for spelling errors on the display.

# **HOW MY PARENTS MAY HELP!**

# Parents may give guidance and support by ...

- showing interest and giving encouragement.
- providing technical assistance when requested.
- checking grammar and mechanics.
- providing space at home to work assuming responsibility for safety.
- suggesting resources.
- acquiring materials.
- transporting child to the library
- acting as a sounding board for the student's ideas.

# Parents may also help by realizing that ...

- the student must do the project him/herself.
- the project should be age appropriate.

- the project **need not** be expensive.
  the primary purpose of the project is that the students learns, understands and enjoys the experience.
- the secondary purpose is winning.

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