

Science Fair 2014

March 1st, 2014



Schedule

Due Date	What's Due
January 31 st , 2014	Entry Form
March 1 st , 2014	Final Project

This packet contains the K-5 science fair entry form as well as forms outlining the scientific method. Please return the entry form **ONLY** to the Saint John the Baptist front office by **January 31st, 2014**. When displaying your project you can either use the attached forms or create your own format with the same information. At the end of this packet are some suggestions for finding a science fair project idea. If you are still stumped and want to do a project, check out <http://www.sciencebuddies.org>. Both partner projects and individual projects are allowed for the K-5 science fair.

K-5th Science projects need to follow the same display rules as the 6th -8th grade projects. We appreciate everyone's understanding and help with this. Display rules will be distributed on February 7th, 2014. Please note size rules are the MAXIMUM display size allowed, generally student displays are smaller than the maximum. If you have any questions about the K-5 science fair rules, please contact Rachel Merz, rmerz@stjohnsfw.org.

Saint John the Baptist School Science Fair Entry Form Grades K-5

Please return THIS PAGE ONLY to the front office by January 31st , 2014

Please check one of the following

- Partner Entry (Must be in the same grade)
- Family Entry
- Individual Entry

Your Name(s): _____

Grade: _____

Teacher Name: _____

Title of Project: _____

Purpose: (Question):

Hypothesis: (Prediction)

If _____, then _____.

(what the student is changing)

(the result of the change)

Parent Signature:

Homeroom Teacher Signature:

How to get ideas for my science fair project...

1. Look at lists of science categories and pick one that you are interested in, then narrow that down to a project. (example, say you pick psychology, then narrow it to the differences between boys and girls, then to a topic like “Do boys remember boy-type pictures (footballs) better than girl-type pictures (flowers)?”
2. Use your experiences. Remember a time you noticed something and thought “I wonder how that works?” or “I wonder what would happen if...” then turn that into a project. Check the science section of the library. Browse and look at book titles, then look inside the ones that look interesting to you. Also thumb through encyclopedias and magazines.
3. Think about current events. Look at the newspaper. People are hungry in Africa because of droughts – a project on growing plants without much rain, which types grow ok with little water? Or the ozone hole over Antarctica – how can we reduce ozone? – a project on non-aerosol ways to spray things. Or oil spills – how can we clean them up? –a project on how to clean oil out of water.
4. Watch commercials on TV. Test their claims. Does that anti-perspirant really stop wetness better than other ones? What are the real differences between Barbie and imitation Barbie dolls? Can kids tell the difference between coke and pepsi if they don't know which they are drinking?

Remember any experiment done on and animal or person (vertebrate) needs special permission!

What Makes a Good Project?

As kids and parents think about Science Fair projects, they sometimes wonder how to pick a topic – not how to find an idea but how to decide if the idea is a good one.

Here are some more thoughts:

1. You are interested in the topic – it's something you like to think about.
2. You can do a test to find an answer to a question.
3. A good project is an experiment – that means it's a test to find an answer to a question you have. For example, if you are interested in bugs and you saw some ants moving real slowly once on a cold day, you might test to see what effect temperature has on the rate at which bugs move. You'd get some bugs, find a way to make their container a little colder than normal and measure how fast they moved somehow. Then you'd make their container a little warmer than normal and measure what happened. Don't do demonstrations or simple reports – those don't use the scientific methods. They are just showing what you know about something. For example, a diagram or model of something with no test/experiment.
4. You can do it with help from parents, teachers and friends. The reason to do a project is because it's fun and you will learn something you didn't know before. Having someone else help too much takes away some of your fun and you don't learn as much. Your project doesn't have to be perfect, just neat and following the scientific method. Don't be afraid to ask for help if you really need it.
5. It doesn't hurt or scare people or animals, including you. It's not only a bad idea, but it is against the rules to hurt or scare people or animals as part of a science fair experiment. You also may not use dangerous materials in your project except in very special situations when you get permission from your teacher. Ask for advice from your teacher and parents.
6. It's a project that, even when you are done with it, makes you think of new things you want to know.

Science is fun! Enjoy your project!