

Displaying a Science Study (including product testing)

Not an experiment - no hypothesis needed.

What you wanted to find out

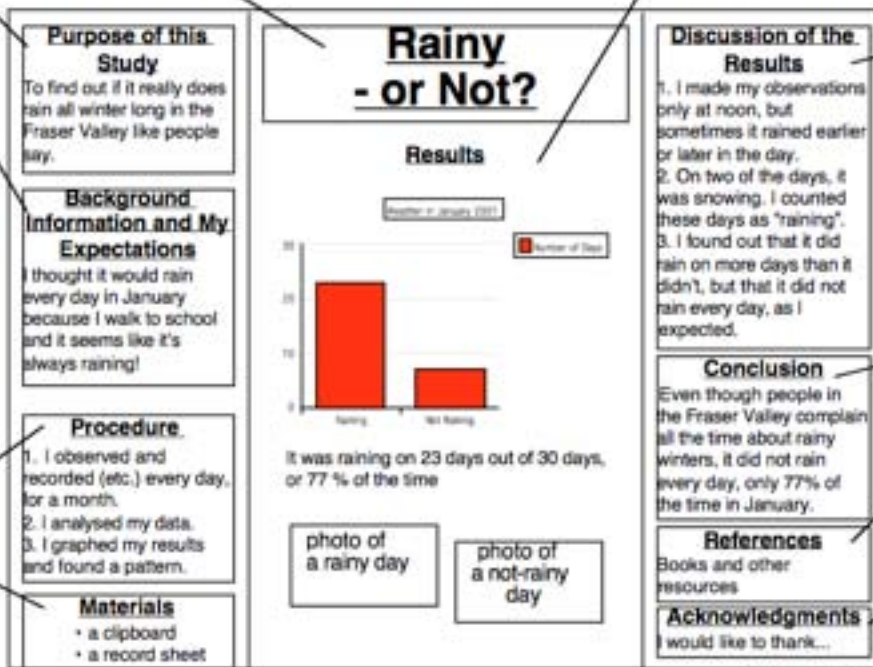
What you know already based on your previous experiences or your library or internet research. Include definitions if appropriate. What did you think would happen? Why did this topic interest you?

What you did

What supplies or equipment you used

Title

What you found out:
"The Data"



What did your observation tell you? Discuss anything interesting or unexpected that happened

What you learned

Where you found your information

People and associations who helped you

Clare Brooks '00

A study involves the collection and analysis of data to reveal evidence of a fact, situation, or pattern of scientific interest. The data should be original, the methods should be sound, and the analysis should be insightful. The study might investigate a cause and effect relationship; if so, then the student might include an hypothesis, but it is not always necessary.

Note: product testing is usually a study, not an experiment.

Displaying a Science Model

Not an experiment - no hypothesis needed.

What you found out from talking to people, or from library or internet research

	<p>Title</p> <p>Hovercraft: A Way to Go!</p>	
<p>What you want to show</p> <p>Why this topic interests you and how your display informs the viewer</p> <p>What you did</p> <p>The materials you used to make your model</p>	<p>Purpose To show how hovercraft work and describe where they are used.</p> <p>Significance of my Topic A hovercraft is an excellent Search and Rescue vehicle because it can go fast where other vehicles cannot: in low, marshy, muddy areas, or ... etc.</p> <p>Materials a plastic frisbee a cooling fan from a computer 2m electrical wire 3 AA (1.5 volt) batteries a switch Red Green tape</p>	<p>Uses for Hovercraft Hovercraft are used not only in Search and Rescue, but also as ferries for people, for example, in ... etc.</p> <p>History of Hovercraft Design (include a timeline)</p> <p>Conclusion My model of a hovercraft works. When the fan is running, my hovercraft glides over a surface in the same way a real hovercraft works, by riding on a cushion of air which supports its weight. This reduces friction between the surface and the craft.</p> <p>References Books and other resources</p> <p>Acknowledgments I would like to thank...</p>
	<p>Description Hovercraft ride on a cushion of air. This actually makes them an aircraft. The cushion of air is created by a fan ... etc.</p> <p>Diagram of how a hovercraft works</p> <p>photo photo</p> <p>Model Construction 1. I visited the Search and Rescue station at the Vancouver airport. I talked to the pilot. 2. I researched hovercraft at the library and on the internet. 3. I built the model: (describe how...)</p> <p>Plans for your model</p>	<p>What does your model teach the viewer? Is it a working model?</p> <p>Where you found your information</p> <p>People and associations who helped you</p>

Claire Brooks '00

Displaying a Science Experiment

Traditionally, the most common "Science Fair Project"

Title — What happened / what you observed; charts, tables, graphs etc.

Purpose — What you wanted to find out

Hypothesis — What you thought would happen

Background Information — What you learned before you started from library research etc.

Procedure — What you did

Materials — What materials and equipment you used

Results — What did your observations tell you? Discuss anything interesting or unexpected that happened.

Discussion of the Results

Conclusion — What you have shown

References — Where you found your information

Acknowledgments — People and associations who helped you

Constants — What you kept the same, and the one thing you changed

Variable

Results

Height of Plants

	12h light					24h light					
	A	B	C	D	E	G	H	I	J	K	L
7 days											
14 days											
21 days											
28 days											

Photos of the two groups of plants during the experiment

Constants
planting conditions
growing conditions (except for light):
water, temperature

Variable
hours of light given each day

Discussion of the Results
found that the amount of light did make a difference in how tall my plants grew, but not as much as I expected. I thought that two times the light would make the plants grow twice as tall (etc.). Even so, my experiment showed me why vegetables grow so big up north.

Conclusion
The number of hours of light does affect plant growth. More hours of light results in taller plants. However the relationship between hours of light and plant height was not linear.

References
(Books and other resources)

Acknowledgments
would like to thank...

Claire Brooks '00

The student designs an experiment to test a specific hypothesis which links "A" to "B". The student recognises and controls variables, and collects, analyses, and presents data. **Note:** the following are worthwhile projects but are not experiments and do not require an hypothesis: a demonstration, a model, a report, a study, an innovation/invention. For ideas on how to present them, see additional information sheets.

Displaying a Science Demonstration

Note: Kids' science books often call such demonstrations "experiments" but they are not experiments, according to Science Fair guidelines; no hypothesis is needed.

Title What happened / what you observed; charts, tables, graphs etc.

Purpose
To demonstrate... (some interesting science phenomenon or concept)

Background Information
A scientific explanation (what you learned before you started). Include definitions if appropriate.

Procedure
What you did

Materials

Magnetic Attraction

Results

	Attracted?	
	Yes	No
Cork		✓
Foil		✓
Erok	✓	
~~~~~		
~~~~~		

Diagram of magnetic forces

Discussion of the Results
What did your observations tell you? Discuss anything interesting or unexpected that happened.

Conclusion
What you have shown

References
Where you found your information

Acknowledgments
People and associations who helped you

"Hands-on" materials on display

Clare Brooks '00

To demonstrate a science phenomenon or concept that is interesting but already well known and understood (even if not by the student). The demonstration shows how it works and why.

Displaying an Innovation/Invention

Not an experiment - no hypothesis needed.

Describe how your invention works. Draw a detailed picture / diagram / flow chart / schematic etc..

Title

Purpose

To design electric gloves so cyclists can signal turns at night.

What you wanted to invent or innovate

Significance of my invention

Many people use bicycles to travel to and from work or school. At night... etc

How was there a need for this invention? How is your project original or innovative?

Product Development

1. I did background research to see if there is such a product already on the market.
2. I talked to 5 cyclists
3. I drew detailed plans.
4. I made my gloves.

How you went about designing your innovation

Materials

- a pair of gloves
- 10 m electrical wire
- 2 20 watt halogen bulbs
- a 12 volt battery ...etc.

Materials and equipment you used for your project

Light Up Your Night

Description

The cyclist wears a wire harness connected to a battery mounted in the bottle cage. etc...

Diagram

Testing and Evaluation

1. I ran three sets of tests with 1 cyclist and 3 drivers.
2. (Describe procedure...)

	Trial 1	Trial 2	Trial 3
Driver A			
Driver B			
Driver C			
Average Distance			

Improvements

1. Systems should have a brighter bulb for increased safety.
2. My system was too expensive: it cost \$180.

Conclusion

My electric gloves work. They can be worn by cyclists at night and be seen by car drivers. They contribute to safety on the road.

What does your invention do? What are its practical uses? (applications)

References

(Books and other resources)

Where you found your information

Acknowledgments

I would like to thank...

People and associations who helped you

Clare Brooks '00

Displaying a Science Report

Not an experiment - no hypothesis needed.

