

SCIENCE FAIR PROJECT PACKET # 1 OF 4

Project Timeline "If you fail to plan...you plan to fail!"

Choose Topic Perform Research/Form Hypothesis Design Experiment Buy/Get Materials Setup Experiment Finish Experiment/Get Data Draw Conclusion Plan Display Finish Display Interests and Resolution "Science Fair projects can be fun or boringit's at Interests: → What do you really "like" about science? Favorite activity, sciencechemistry, physics, astronomy, engineeringspark and down.	all in the topic you choose!" ubjects, topics? What about other areas o
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Resources: -> Resources are things or knowledge you already have or can ge A hobby. Some hobbies involve special skills or equipment you hobby into a science fair project. Specialty stuff. Do you have access to any cool or unusual ma plants, extra electrical wire? A smart person. Do you know an expert or professional that it	may already have to helpjust turn you

SCIBNCE FAIR PROJECTS

There are two main types of science fair projects:

INVESTIGATIONS

In an investigation, you'll come up with a question. You'll learn as much as you can about it.

Then, you'll design and run an experiment that answers the question.

INVENTIONS

In an invention project, you'll identify a real-world problem.

You'll invent a gadget to solve that problem. Then, you'll test the invention to see how well it works.

Which type of project is right for you? It depends. Do you love reading and thinking? Does the idea of

running an experiment excite you? You might want to try an investigation. Are you a good problem solver? Do you love to work with your hands? An invention project might be right up your alley.

Ideas...Everywhere!

You need to find something specific that fascinates you. And you need it pronto! So, where are you going to find it? Well, anywhere, really. There are endless sources of ideas. Here are the most popular ones.

The library. Your school or local library is a science fair bonanza. You can browse books on science topics. You can look at magazines such as National Geographic, Popular Science, Discover, and many more. Newspaper articles can also give you science-related ideas. Don't be afraid to ask a librarian for suggestions.

The Internet. There's enough science info on the Internet to keep you reading 24/7 for 176,892 years. Okay, we made that up. But seriously, there's a LOT of stuff. Use a search engine like Google (www.google.com) or Yahoo (www.yahoo.com) to look up anything your little heart desires.

Your TV. Yes, watching TV can be good for you! Check out the shows on Discovery, the Science Channel, Animal Planet, and other science-oriented channels. They're guaranteed to fan your science fair flame.

No Easy Way Out!

At. this point, you may be wondering which type of project is Simpler. Maybe you're thinking you'll just choose the easier one. Don't bother. Investigations and inventions are equally challenging. In fact, they have a lot in common.



Certain types of projects are notorious snoozers. They've been putting science teachers to sleep for decades. Make absolutely, positively, 100% sure you have something original to say before tackling these ho-hum classics or you may not like your grade.

- Models: Of DNA, buildings, the solar system, human organs, and so on.
- <u>Displays</u>: Of your rock collection, fall leaves from your backyard, seashells, etc.
- <u>Surveys</u>: Of hygiene habits, flowers on the P.E. field, dogs vs. cats, yada yada yada.



Information Overload...

If you have even one curious bone in your body, you're not going to have trouble finding ideas. In fact, you might have the opposite problem. It might be hard to narrow things down. Focus is the key to avoiding this problem. Remember your main interests. Remember your resources. Then skip subjects that don't fit into both categories. Sure, a random article may catch your eye. But don't get bogged down. Fish for ideas and read for fun later. It's a winning strategy for any aspiring scientist.

Useful Websites :	My Topic Ideas!
Discovery Channel (dsc.discovery.com)	
Exploratorium (www.exploratorium.com)	
Fact Monster (www.factmonster.com)	
ow Stuff Works (science.howstuffworks.com)	
NASA (www.nasa.gov)	
hoo! Kids: Science (kids.yahoo.com/science)	
RE HERE 4	

NOW WHAT?

You've read, you've browsed, you've watched TV. And the effort has paid off! Your logbook is bulging with incredible ideas. You're excited about each and everyone of them.

Now it's time to get more specific. You need to choose your very favorite idea-the one that really knocks your socks off. You're going to boil it down to a single question. **This question will be your topic.**

THE TOPIC IS A BIG DEAL!

Did we get your attention? Good, because this concept is important. Your topic is like a springboard. It's the starting point for the next few weeks or months of your life. So, choose wisely. Make sure your topic is something you can live with and, yes, even love!

and the winning topic is...

Let's talk for a moment about **interests vs. ideas vs. topics**. An interest may be very broad. An idea is narrower. A topic zooms in on one small aspect of your idea. Check out the difference in the examples below.

Time to try it yourself! Think about your own interests and ideas. How could turn them into science fair topics?
Interest:
Idea:
Topic:
Interest:
Idea:
Topic:
Interest:
Idea:
Topic:

Examples

Interest: Light and heat

Idea: It's cool that different colors absorb

different amounts of heat.

Topic: Which popsicle melts fastest in sunlight: red, orange, or purple?

Interest: Model cars

Idea: I want my models to go faster!

Topic: Which lubricant works best on model

car wheels?

Interest: Sports

Idea: Some foods and drinks might make me

better at sports.

Topic: Do energy drinks improve

reaction time?

A MYTHBUSTERS MOMENT
THE SCIENTISTS ON THE DISCOVERY
CHANNEL'S "MYTHBUSTERS" HAVE THE
SAME TOPIC FOR EVERY PROJECT:
"IS (INSERT MYTH HERE) REALLY TRUE?"

THIS SIMPLE QUESTION HAS LAUNCHED
HUNDREDS OF FASCINATING EXPERIMENTS
FOR THE "MYTHBUSTERS" CREW.

Validating Your TOPIC (Question)

Validating a topic isn't tricky. You just have to ask the right questions. This list will help you to do it. If any "Nos" pop up, it's time to tweak. When you can say "Yes" to everything, you're in business. Congratulations!

Once you have chosen your final question, you must check to make sure it is "valid". Using your "question" fill out the checklist to validate your topic. You must be able to answer YES to all the questions!

(use pencil so you can reuse for other questions)	YES	NO	
Is there a specific answer?			
Do I know how to find it?			
Do I have enough time?			
Can I get the materials I need?			
Can I afford the materials?			
Is it safe?			
Is it ethical?			
Do I understand it?			
Is it original?			
Am I truly interested?			
·			

You must narrow down your choices to your top 3 choices for final approval by your teacher. List your choices below and don't forget to make sure it is "valid" first by answering the questions above.	(for Teacher use only) Topic Approved
1	1→ yes□ no□
2	2→ yes□ no□
3	3→ yes□ no□

FINAL TOPIC CHOICE

Must have topic approved above first! In pen re-write your final choice for your topic and get **FINAL APPROVAL** from your teacher. (If you want to change your Topic in any way, it must be re-Approved!)

Approved on	
Teacher Signatur	e
Parent Signature	<u> </u>

^{**}Once you have your FINAL Topic approved, you are ready for Packet #2**