# **ARCADIA CHRISTIAN SCHOOL**



# Research is formalized curiosity. It is poking and prying with a purpose.

Zora Neale Hurston





In creating an atmosphere that pushes our students to use their critical thinking skills and ingenuity, I would like to take this moment to introduce the ACS Science, Technology, and Engineering Showcase. Our students will be challenged to create a project that uses the Scientific Method: Ask a question, Research the topic, State the Hypothesis, Test the Hypothesis, Analyze the Data, and Report the Conclusion.

Each student will receive a packet in via email for your convenience, from their teacher; please check your email after March 3. The email will be named **ACS Science, Technology, and Engineering Showcase PDF Packet**.

Each packet focuses on a grade group (Example: K-1st, Grades: 2-4, 5-8), and will include:

- ACS Showcase Rules
- The Do's and Don'ts of the Project
- ACS Showcase Registration Form which needs to be signed and returned to your teacher
- A Showcase Planning Guide
- Project Board Examples
- Project Ideas (students are encouraged to come up with their own ideas, but must be cleared by their teacher)
- Judges's guidelines
- Project Rubric

#### **IMPORTANT DATES**

Project Assigned:	Wednesday, March 4th, 2022
Project Due Date:	Thursday May 12th, 2022

#### Showcase Schedule:

- •Students will present Project to their peers
- •Judging takes place in class in the morning
- Blue Ribbon Recipients will be recognized in All-School Ceremony during 7th period

Friday, May 13th, 2022

#### ACS Science, Technology, and Engineering Showcase

- 1:00 to 3:00 pm
- •Special Schedule will be created for that day
- "Blue Ribbon" Winner Projects will be displayed in the Auditorium
- •Classrooms will be set-up by 12:15pm
- •Open Doors: by 1:00 pm
- Parents will take Project home after 3:00pm

#### Students that are recipients of the Blue Ribbon Award are expected to:

- Remain in the auditorium during Showcase to present and answer any questions in regards their project.
- Dress Code: School uniform or semi-formal attire. Dress to impress!
- Gentlemen: Clean, pressed pants (no jeans); School Polo or dress shirt neatly tucked in.
- Ladies: Ladies should wear a nice, neat outfit.

If you have further questions please do not hesitate to contact your teacher, who will be happy to serve you. Please remember, **this is your student's project**. It is **alright to help and assist**, but **not to oversee the project**. We want your child to grow and feel proud of their accomplishment, no matter the outcome. We hope that this will create a learning experience that will challenge our students to excel! We thank you for your support and look forward to a great Showcase!

Mrs. Lun

MS?HS Science Teacher and Showcase Coordinator

#### **Project Requirements**

The student's project needs to be experimental. A project is experimental if it meets the following criteria:

- a) A hypothesis is posed (a statement, not a question)
- b) A student experiment is conducted using the scientific method
- c) Data/records are collected and analyzed
- d) The solution to a problem is sought

#### Projects are to be done on an individual basis.

#### No team projects are permitted.

**Students may seek help from an adult** or another student with typing, backboard construction, and critique methods.

Student must do 90 percent of the total work.

#### The Do's and Don'ts of Project

- 1. Number one rule. . . think safety first before you start. Make sure you have recruited your adults to help you.
- 2. Never eat or drink during an experiment and always keep your work area clean.
- 3. Wear protective goggles when doing any experiment that could lead to eye injury.
- 4. Do not touch, taste, or inhale chemicals or chemical solutions.
- 5. Respect all life forms. Animals are not allowed to be used in experiments. Do not perform an experiment that will harm a person.
- 6. All experiments should be supervised by an adult.
- 7. Always wash your hands after doing the experiment, especially if you have been handling chemicals.
- 8. Dispose waste properly.
- 9. Any project that involves animals, drugs, firearms, or explosives are NOT permitted.
- 10. Any project that breaks school policy, and/or local, state, or federal laws are NOT permitted.



#### **Display Board Criteria**

- **1. Maximum Size may not** exceed 48" wide by 30" deep by 72" high.
- ✓ For Grades 2-4 Preferably Elmer's Tri-Fold 28 x 40 Display Board

#### 2. Display Board

- ✓ Should be free-standing for table display
- ✓ Should be attractive, creative, eye-catching, neat and informative
- ✓ Computer-generated graphics and lettering must be the student's work
- ✓ Student's name must be placed on the back of project (lower, right-hand corner)
- ✓ The following shows how the board should be put together:

Middle	Right Side
1. Title	1. Results
2. Design (procedure/material)	<ol> <li>Conclusion</li> <li>Future Application</li> </ol>
3. Data	4. Biblical Application
	Middle 1. Title 2. Design (procedure/material) 3. Data 4. Log Book



#### 3. Display / Project Information

#### A) TOPIC

A good project is one that is chosen to fit your interests and abilities, so the time you spend selecting a topic is very important for your future success. You will be working with this project for a long time.

Do not choose a topic that you will be unable to do, or a topic that is too costly to obtain. Stay within your abilities and means.

Be sure that topics encompassing sensitive issues are dealt with from an appropriate Christian perspective, and avoid any topic that may be offensive.

#### B) TITLE

Make it short, yet descriptive, conveying specific information about your project.

#### C) PROBLEM / QUESTION

State the problem in 1-2 sentences. It is the question you set out to answer. It should be in the form of a question.

#### D) BACKGROUND INFORMATION

Include any background information that you have researched on this topic. What have other people learned about the topic that you are testing? Define the terms that most people will not understand in your project. This should be approximately 2-4 paragraphs (1/2 page).

#### E) HYPOTHESIS

The hypothesis should be in the form of an "lf... then" statement. This is your prediction on what you believe will happen in your experiment. This should be written out after you have done careful research into any background information related to your topic. Be sure to include your rationale.

#### F) ABSTRACT (approximately 50 words)

An abstract is a summary and description of what was done and what happened as a result.

Example: "Three brands of tennis balls were tested to determine which one retained its bounce over the longest period of time. The balls were regularly bounced over a five-week period. Of the three brands tested, Brand A, Brand B, and Brand C, Brand A retained its bounce best.

#### "G) EXPERIMENTAL DESIGN

Includes all the steps and materials you will need to complete the experiment. Be specific with your steps; number them. Include drawings, diagrams, or photo of the project to help illustrate. Make sure you have done the appropriate number of trials. Indicate what your variables are as well as your control group and all constants.

#### H) DATA

Your data should be comprehensive. This would include all observations of your experiment, both qualitative (descriptions) and quantitative (measurements), as needed. They could be in the form of charts, tables, graphs, lists, drawings, etc.

#### I) RESULTS

This section should be an abbreviated representation of your data. This could also be in the form of a chart (pie), graph, table, etc.

Include a written explanation of your results, pointing out comparisons or trends.

#### J) CONCLUSION

1. Specifically state whether the hypothesis is correct or incorrect and your reason why it was this way.

2. State what further experimentation could be done to broaden the scope of the problem or ways to improve upon your experiment.

Could this be used in the near future or are we still a long way off?

#### **K) FUTURE APPLICATIONS**

Based on your experiment and the results you received, how could someone use this information in the future? What benefit could it have? How practical and affordable is it? Could this be used in the near future or are we still a long way off?

#### L) LOG BOOK / JOURNAL

The logbook is the history and record of the progression of you science project. It begins the first day you receive the assignment and ends the day you turn it in. It is a diary of your science project. Every time you work on your project, you need to record your work in your logbook. When your experimentation begins, you will refine your procedure in detail and write it out in your logbooks, step-by-step, drawing and labeling any apparatus you use and explaining how all the variables are controlled.

Your data is first taken in your logbook. Your results are first formulated here. Include a bibliography as your first page; listing any sources you used during your investigation, example: website, people, magazines, books, etc. Keep adding to this list as you use more sources. You need to have at least three sources.

#### EVERYTHING you do in your project is in your logbook!

Remember: from start to finish, everything must be in your book. Keep the book neat and clean. You will turn your logbook in with your display board; it will be displayed with your project.

#### **M) EXAMPLES / EQUIPMENT**

Equipment, samples, or other items from your experiment may be included as a part of your display. These can be brought in on the day of the Open House.

#### N) BIBLICAL APPLICATION / ILLUSTRATION

Each project must include a related biblical application/illustration, and it must be included on the visual display. What truth from God's Word does your experiment help show? What lesson can be drawn from your experiment? Is there an analogy?

#### **O) ORAL PRESENTATION**

An oral presentation will be given on May 12th.

Be prepared to give a 5 minute presentation on your project. Give a general description of what you did in your experiment, what happened, biblical application, and what would you do differently next time. Notes are allowed.



# **ACS Showcase Registration Form**

Name:	Grade:
	Teacher:
What field of discipline will you be experimenting?	
What will you be experimenting?	
<b>7th and 8th Grade ONLY: Is this a team project?</b> Yes If YES, please list team members	□No

I read the ACS Showcase Packet and Rubric. I understand the due dates and rules.

Student Signature

Parent Signature

# PLEASE TURN IN TO YOUR TEACHER. THANK YOU!



5th Grade - 8th Grade

Name\_\_\_\_\_

### **TYPES OF SCIENCE PROJECTS**

<u>The Experimental Type</u> - investigates a scientific issue by asking a question, testing a hypothesis, performing an experiment and drawing conclusions from it - what we call the *scientific method*.

The **scientific method** outlines the correct way of performing scientific experiments in order to get unbiased and reliable results.

There are two main types of scientific experiments commonly used in science fair projects:

#### The Controlled Experiment

The purpose of a controlled science experiment is to find out what happens to something if you change something else while you keep all other things unchanged.

#### The Comparative Experiment

The purpose of a comparative experiment is to compare the effect of two or more different things on something.

Resource: www.juliantrubin.com/fairguide/scientificmethod.html

#### For example:

The effect of exercise on blood pressure

Which bleach works the best?

Light effects on seed germination

The effect of the amount of storage space and RAM on the speed of a computer

**<u>The Descriptive Type</u>** - demonstrates a scientific principle / phenomenon; describes or snapshots an existing situation.

#### For example:

What is genetic engineering?

Investigate and describe the process of fermenting wine.

Describe different computer security methods.

What are the major energy sources of the State of California?

#### <u>The Building / Engineering Type</u> - the building of a scientific / technological device or machine.

#### For example:

Build a simple crystal radio set.

Build and investigate a Geiger counter.

Develop a browser programmed with Visual Basic.

Build a real working hovercraft.

# **Project Category**

Write down your favorite Project Category:

What do you want to learn more about?

## **Projects Ideas Per Grade**

Look up the link under your grade. There are some great ideas to choose from! <u>Or you may create your own experiment!</u>

#### 5th Grade:

25 5th Grade Science Projects That Will Blow Your Students' Minds

https://www.weareteachers.com/5th-gradescience-projects/

#### 7th Grade:

# 25 of the Best 7th Grade Science Projects and Experiments

https://www.weareteachers.com/7th-gradescience-projects/

#### 6th Grade:

#### 25 6th Grade Science Projects That Will Wow Your Students

https://www.weareteachers.com/6th-gradescience-projects/

#### 8th Grade:

#### 25 Fantastic 8th Grade Science Projects and Experiments

https://www.weareteachers.com/8th-gradescience-projects/

# ACS B.E.A.T.S. SHOWCASE

**MISSION TO** 

#### CHALLENGE 1

#### **Build a Landing Device**

As Mars begins to place humans on the planet resources and equipment will need to be brought to the planet. Landing a spacecraft on Mars isn't easy, and landing equipment payload on the surface will be challenging.

#### Your mission:

The Mars payload has been sent ahead of the Mars Starship carrying the first astronauts to the planet.

You are to land a payload of equipment safely on the surface so when the astronauts land they may begin working on their equipment for survival.

#### Project

Students will build their own reusable half dozen egg-drop lander to see if they can protect half dozen eggs being dropped from a high location (minimum 10ft).

Your project will need to include information on how your lander will react in Mars atmosphere.

#### **TEAM RULES**

Teams must have no more than three members.

#### **CHALLENGE 2**

#### **Transportation on Mars**

As Mars begins to place humans on the planet research and resources will need to be transported to and from MARS 1 Base. The atmosphere and terrain is very difficult, yet our astronauts will need a sturdy vehicle to travel throughout the planet.

#### Your mission:

Astronauts will need to safely travel from and to the base for a number of hours as they explore the planet. With Mars unpredictable atmosphere and terrain, a vehicle will need to be created to keep them safe under any circumstances.

#### Project:

You will need to create a vehicle that will meet the needs on the surface of Mars. The vehicle will need to be fueled by sunlight since the base has not yet set up a generator for energy. It will need to be versatile to meet the needs of the astronauts. Safety is the first objective and transportation is its second.

Your project will need to include information on how your lander will react in Mars atmosphere/terrain.

Team membership cannot be changed during a given research unless there are extenuating circumstances.

Each team is encouraged to appoint a team leader to coordinate the work and act as spokesperson. However, each member of the team should be able to serve as spokesperson, be fully involved with the project, and be familiar with all aspects of the project.

The final work should reflect the coordinated efforts of all team members and will be evaluated using the same judging criteria as individual projects.

Each team member must submit an ACS Showcase Registration Form.

#### What judges will be looking for....

A lot of kids are scared of talking to a judge. Just imagine the judge as a fellow scientist who just wants you to share what you learned... But just so it's not such a mystery, we've listed all the stuff that is on the judges form that they want you to do:

Criteria	Worth how many points?	Y have confidence. Don't forget to look them in the eyes, they really are quite nice.
1. Clearly stated title, pur and reasonable hypoth	rpose 2 points nesis	Introduce yourself, point out the title of your display and tell the judge why you chose to study this. State your problem that you studied (your question) Also tell them about your hypothesis (what you think might happen)
2. In depth report on scie topic	ence 2 points	Hand a copy of your report to the judge so that they can review your research. Talk about what you learned while researching your topic
3. 3 or more resources cit	ted 2 points	Talk about the sources (books, websites and interviews) that helped you understand your topic. To get top marks you need to have at least 3 sources.
<ol> <li>Thoroughly stated proc and materials</li> </ol>	cedures 2 points	Tell about your experiment, the steps you took to do it . Be sure to men- tion all the materials involved and point out all of those lovely pictures!
5. Clearly stated variable controls	is and 2 points	Point out the controlled variables, independent variable and responding variables to the experiment, (you know the stuff you kept the same, the thing you tested and the results)
6. Measurable data that in 3 or more trials or when human subjects, 10 peo more	icludes 3 points n testing pple or	Be sure to show them that you tested your experiment at least 3 times. Show them all of the cool graphic organizers that you made, like your tables and charts. Remember to point out the labeled parts of your graph or table to show that you know what it represents.
<ol> <li>Effective analysis of dat clearly stated results (g charts and tables)</li> </ol>	ta 3 points raphs	Be sure and explain what your data means. Make sure you can read your graphs and tables. Let them know if you were surprised by the results, or if you knew what would happen because you studied about it.
8. In-depth knowledge bas topic with use of related vocabulary at grade leve	se of 3 points d el	Make sure you sound like an expert at your topic. Always use the appro- priate vocabulary especially by using words from the Scientific Method like: Problem, Hypothesis, Procedure, Variables, Results and Conclusion.
9. Well elaborated conclus based on results	sion 3 points	Let the judge know if you were right about your hypothesis. What did you conclude about your problem? Did you find another problem to investigate based on what you learned? The conclusion is all about what you learned from doing this.
10. Stated real life connec	tions. 2 points	Judges love this one, because it gives a real world purpose to your topic. It makes you sound like a real scientist in a real lab which you are!! For example, "My experiment about paper towel absorbency could help people save money by buying the right type of paper towels" See how useful that sounds?
11. Effective closure of presentation	2 points	Nothing makes a judge feel worse than to make a kid so nervous that they repeat themselves or they stop their presentation before they are really done. If you get lost or forget where you are, look at your display and follow it piece by piece. It is better to discuss everything than to forget to tell the judge something. When you are done, shake hands with the judge and thank them for their time, remember that they are volunteers who care about you!
Total possible poi	ints 25 Points	

# What you should do the day of the Showcase...

Relax, smile and have fun, remember you are the expert and you had fun doing the project. But if you are a little nervous, we listed the stuff you need to do during the presentation to meet the criteria of the judges form.

Helpful Hint: Look sharp, feel sharp and you will be sharp. Dress nice that day, be polite and speak clearly and you will show the judges that you

SCIENCE FAIR JUDGING FORM:GRADE



#### GENERAL INSTRUCTIONS TO JUDGES

Award a number from 1 to 10 for each category, with 1 as the lowest and 10 the highest. In each category to be evaluated there are questions to guide you in making your evaluation. Don't try to determine the best at this point, simply award points as merited by each project. If a project lacks one of the components then give it a 0 for that category. Thank you so much for your time and effort!

<b>sc</b> 1.	<b>ENTIFIC METHOD</b> [NOTE: K – 3 projects may be demonstrations, 4-6 must involve proble Is the <b>PROBLEM</b> clearly stated in the form of a question? Is it a testable pro	m solving.] oblem?	/10
2.	Is a <u>HYPOTHESIS</u> offered? Is their reasoning explained? (I think because	e)	/10
3.	Is the <u>PROCEDURE</u> explained in terms the student and you can understand? Are the methods described step by step? Are the <u>MATERIALS</u> listed? Is the procedure appropriate for the question and hypothesis given?		
4.	Are the <u>RESULTS</u> easy to understand? If appropriate, are the graphs and c labeled? For measurements, are the appropriate units given? If there is represent the results in chart or graph format, is there some kind of graph	charts clearly no way to ic display?	/10
5.	Is the <u>conclusion</u> supported by the results? Does the conclusion relate a hypothesis? If the hypothesis is not proven correct by the results, is there to explain this, or a suggestion of further research that would be needed?	pack to the an attempt	/10
6.	6. Was the experiment controlled – i.e. was there a comparison made to show that the variable under investigation was in fact responsible for the results, and that it was not merely coincidental?		/10
7.	Were multiple trials done to verify results? Was it an appropriate number	of trials?	/10
sc	IENTIFIC ACCURACY and KNOWLEDGE		
8.	Did the student give credit to sources of any information used? Is the fact information correct? Are any calculations done correctly? Is the spelling c	ual orrect?	/10
NE	ATNESS, TIME, EFFORT, and CREATIVITY		
9.	Are the labels and title neat? Is it typed, or the handwriting as neat and le could expect for grade level? Is the board layout and design as attractive expected for grade level? Are there props, pictures or sketches included?	gible as you as might be	/10
10.	Is it apparent that the student used creativity and put appropriate effort into	o the project?	/10
Ju	dge Sign-off:	Total Score	/100
Co	mments:		

# **OVERVIEW of the SCIENCE FAIR PROJECT**

The grade earned for the completed project will count toward the fourth quarter's science grade.

There will be intermediate due dates given by the teacher, but the finished Showcase Project will be due, May 11th.

May 12:	Classroom Students Project Due
Final due date:	
Due date #3:	
Due date #2:	
Due date #1:	

Project Presentations and Judging All-School Ceremony

May 13: ACS Showcase 1pm-3pm

## **Rubric for Science Fair Project**

Name\_\_\_\_\_

Category	Points	Considerations	Points
	possible		achieved
Creativity	30	The questions asked are student-initiated and original	
		• The approach to solving the problem is creative	
		<ul> <li>Equipment is creatively used or had to be made/modified</li> </ul>	
		<ul> <li>Interpretation of the data shows creative and original thinking by student</li> </ul>	
		Student has understanding of project implications beyond their research	
Scientific	30	Clear and unambiguous statement of problem	
Thought		Clearly defined procedural plan for obtaining a solution	
		<ul> <li>Variables clearly recognized and defined; proper controls used correctly</li> </ul>	
		• Data adequately supports student's conclusions; limitations recognized	
		<ul> <li>Student understands project's ties to other research</li> </ul>	
		• Scientific literature cited, not just popular literature (i.e. newspapers, web)	
Thorough	15	Original question was completely addressed	
ness		• Conclusions are based on repeated observations (not single experiments)	
		Project notes/lab notebook are complete	
		<ul> <li>Student is aware of alternate approaches or theories</li> </ul>	
		Student spent an appropriate amount of time on the project	
Skill	15	• Data was obtained and analyzed appropriately by student	
		Student worked largely independently	
		<ul> <li>Student has required skills and understanding to continue research on own</li> </ul>	
Clarity	10	• Clear discussion of project (not a memorized speech)	
		• Written material/poster reflects understanding of research project	
		• Data and results are presented clearly.	
		• Presentation is forthright	
		• Student designed and created poster largely independently	

Total of points possible: 100 Total of p

Total of points achieved: \_\_\_\_\_