

Science Experiment Project Help Guide

SCIENTIFIC PROCESS:

1. Choose a **Question** to investigate. ("Does _____ affect _____?")
2. Conduct **Background Research** and get advice on your topic.
3. Develop a **Hypothesis** (I think _____ because _____) based upon your background research.
4. Decide on **Procedures** you will use to test your hypothesis. Be sure to run at least 3 trials.
5. Make a list of **Materials** you will need. Gather your materials.
6. Conduct your **Investigation**. Collect **Data**. (Be sure to have adult supervision and use good safety practices).
7. Organize your data. Summarize your **Results**. Use charts and graphs.
8. Write the **Conclusion** based upon the results of the investigation. Compare to hypothesis.
9. Consider any **Future Investigations** to answer other questions or extend your experiment.

SELECTING A SCIENTIFIC INQUIRY TOPIC:

When considering a project topic, ask yourself:

- What are your interests?
- Are there any questions you have asked or pondered?
- Do you prefer Earth, Life or Physical Science? Do you prefer Engineering or Math?
- What sparks your curiosity?
- Consider: Does _____ affect _____?
- Visit www.sciencebuddies.org or try other science resource links at www.portolahillspta.org.

ELEMENTS TO INCLUDE ON DISPLAY BOARD:

- Experiment/Project Title
- Scientific Inquiry Question
- Student Name, Grade, Teacher
- Hypothesis (I think _____ because _____)
- Background Research
- Materials
- Procedure
- Data (use a chart to show data collected during the 3 trials of your experiment)
- Results (present in a graph by totaling or averaging the data collected)
- Conclusions (summarize results and compare to hypothesis)
- Future Experiments
- Photos or Drawings

Online Science Fair Resources

100 Extremely Useful Search Engines for Science

<http://www.onlinecollegecourses.com/2009/11/08/100-extremely-useful-search-engines-for-science/>

American Psychological Association Guide to Psychological Research

<http://www.apa.org/education/k12/science-fair.aspx>

Archimedes Initiative

<http://www.archimedesinitiative.org/>

Education.com

<http://www.education.com/science-fair/elementary-school/>

Energy Quest

<http://www.energyquest.ca.gov/projects/index.html>

Internet Public Library's Science Fair Project Resource Guide

<http://www.ipl.org/div/projectguide/>

Science Buddies:

http://www.sciencebuddies.org/science-fair-projects/project_guide_index.shtml?From=body

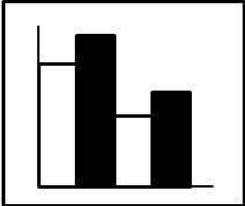
Science Fair Central

<http://school.discoveryeducation.com/sciencefaircentral/>

Science Fair Projects @ Nasa

<http://www.hq.nasa.gov/office/hqlibrary/pathfinders/fairs.htm>

Sample Science Experiment Display Board

<div>Title</div>																						
<div>Question?</div>	<div>Data</div> <table border="1"><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Trial 1</td><td></td><td></td><td></td><td></td></tr><tr><td>Trial 2</td><td></td><td></td><td></td><td></td></tr><tr><td>Trial 3</td><td></td><td></td><td></td><td></td></tr></table>						Trial 1					Trial 2					Trial 3					<div>Conclusions</div>
Trial 1																						
Trial 2																						
Trial 3																						
<div>Hypothesis</div> <div>I think _____ Because _____</div>	<div>Graph</div> 	<div>Future Experiments</div>																				
<div>Materials</div>		<div>Student Info</div>																				
<div>Procedures</div>																						

Engineering Design Project Help Guide

ENGINEERING DESIGN PROCESS:

1. **Define a Need**; express as a goal or a problem statement
2. Establish **Design Criteria** and constraints (challenges or design limits)
3. Evaluate **Alternative Designs**
4. **Build a Prototype** of best design
5. **Test and Evaluate** the prototype using the design criteria
6. **Analyze** test results, make design changes, and retest
7. **Communicate** the design and its ability to satisfy the goal or solve the problem (Success is NOT a requirement!)

SELECTING A PROBLEM TO SOLVE:

When considering a project topic, ask yourself:

- Is there a need or problem that needs to be addressed?
- What ideas can be used to accomplish a goal or solve a problem?
- Can those ideas be made with available materials?
- Can different design options be selected with available materials?
- How can I test a design to see if it helps meet a goal or solve a problem?
- Can I communicate the design so that someone else can make it or learn from it?
- Try other engineering resource links at www.portolahillspta.org.

ELEMENTS TO INCLUDE ON DISPLAY BOARD:

- Engineering Project Title
- Student Name, Grade, Teacher
- Problem Statement
- Proposed Solution
- Background Research
- Materials
- Data (use a chart to show data collected during the 3 trials of your experiment)
- Results (present in a graph by totaling or averaging the data collected)
- Conclusions (summarize results and compare to hypothesis)
- Photos or Drawings
- Future Designs or Modifications

Online Engineering Fair Resources

How to do Engineering Projects

<https://science-fair.org/students-parents/winning-engineering-projects/>

Engineering Science Fair Projects

<http://www.education.com/science-fair/engineering/>

100 Engineering Projects for Kids

<http://thehomeschoolscientist.com/100-engineering-projects-kids/>

Project-Based Engineering for Kids

<http://www.instructables.com/id/Project-Based-Engineering-for-Kids/>

Orange County Science & Engineering Fair

<http://www.ocsef.org/>

Engineering Projects

MATERIALS	TITLE		RESULTS & INTERPRETATION
	PROBLEM	PROPOSED SOLUTION	
	PICTURES		
	BACKGROUND RESEARCH	DESIGN	
PICTURES			GRAPHS
DATA/LOG BOOK			CONCLUSION