

HAPPINESS IS...THE CARVER SCIENCE FAIR

Monday January 10, 2011: Applications Due

Tuesday Jan 25, 2011: Project Set-Up after school

Wednesday Jan 26, 2011: Project Set-Up before school

Wednesday Jan 26, and Thursday Jan 27, 2011: Classroom Tours

Thursday Jan 27, 2011: Family Night 6-8pm. Tour the exhibits, view demonstrations by the 5th grade Girl Scouts and SMHS Robotics Teams, Are You As Smart As a Carver Student Challenge. Dinner by In and Out Burger available for pre-purchase.

Friday Jan 28: Project Pick-Up before or after school

Welcome to the Science Fair! Here are some guidelines to get you started:

You will need a **display board** (tri-fold white cardboard, 36" x 48"). We will have boards available for sale at the Holiday Program and on Mondays after school for \$4. You can also purchase your own board from any office supply or craft store.

All projects must include your **name, grade, teacher, and room number**, so we can properly admire your work.

Safety is essential! Do not bring anything that is or could be hazardous to other students or the public, including chemicals, live animals, breakable glass, etc. Photographs are fine. We will try to be as careful as possible, but we are not responsible for anything that gets lost or broken.

You may enter by yourself or with one partner, who can be in your grade or a different grade. It can even be your sister or brother. Everyone will receive recognition for participation.

Good science starts with observation. Think of something that interests you, that you've always wondered about. Do some background research, online or at the library. The next step is to come up with a question with an answer that can be tested. Your project can take one of several forms: an experiment, a model or

demonstration, a collection, an invention, or a scientific report. Decide which of these approaches will BEST answer your question.

Type	Question	Sample
<p>EXPERIMENT</p> <p>Design a test to answer your question.</p> <p>The scientific method is an orderly method for figuring out your answer.</p>	<p>Purpose: the question that you are trying to answer.</p> <p>Hypothesis: an educated guess.</p> <p>Method: a plan for testing your hypothesis, set up where you can change one factor at a time and measure results.</p> <p>Results: the data you collect</p> <p>Analysis and conclusion: what you learned and whether your hypothesis was supported or not.</p>	<p>I'm in a hurry to eat my clam chowder, but it's too hot. How does bowl size affect the cooling rate of soup?</p> <p>I think the soup will cool faster in a bigger bowl.</p> <p>Heat the soup to 100 degrees, then put an equal amount into 3 different sized bowls. Measure the time it takes for them to reach 80 degrees.</p> <p>4inch bowl: 3 min 5inch bowl: 2 min 30 sec 6inch: 2 min</p> <p>Soup cools faster in a larger bowl, possibly because there is greater surface area exposed to room temperature.</p>
MODEL	How does something work?	Build a model of a catapult and explain how it works.
INVENTION	Can I make something that we need but don't have, or improve something we already use?	Invent a library book locator, or a juice box holder, or a better lunchbox.
COLLECTION	What variety of objects exist in nature?	A comparison of different leaves, animal tail shapes, or types of stars.
SCIENTIFIC REPORT	What is the scientific explanation for something we observe?	The chemical basis of shampoo vs conditioner or the physics of roller coasters.

If you can't think of a project, need help designing your experiment or putting your display together, look for the Science Fair Help Sessions on Mondays at lunchtime.

Thanks for participating!

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