

ARRIVAL AND JUDGING TIMES

All students must arrive at NHS gym between 8:45 and 9:30 a.m. to set up their projects. You are then welcome to stay and enjoy the other fun, hands-on- learning science activities that will be offered throughout the day. You must return to your project at the times below in order to speak to the judges. **If you are not at your project at the appropriate time to speak to the judges, you may forfeit your opportunity to be judged and potentially win a trophy.**

Judging Times:

Kindergarten & 1 st Grade:	TBD
2 nd & 3 rd Grades:	TBD
4 th Grade:	TBD
5 th & 6 th Grades:	TBD

Judging Rules: In order to eliminate the waiting time between judging sessions, students will be judged by two sets of judges **consecutively**. Students must remain with their project until they've spoken with both sets of judges.

MISSION STATEMENT

We hope that every participant enjoys the process of conceiving and building his or her project, as well as the experience of presenting it to the judges. Every child who participates in the science fair learns valuable life skills such as public speaking, independence, and creative thinking. We would like to thank parents for their guidance. Your child couldn't have participated without your support.

We believe strongly that every child who participates is a winner!

PROHIBITED MATERIALS

Potentially dangerous items are prohibited. Such items will be confiscated by contest officials and returned to the entrant's parents after the contest is finished. Also, no highly allergenic items such as peanuts may be used.

The Academic Booster Club Science Fair 2019 Entrant's Handbook Saturday, March 16, 2019 Nutley High School gym



INTRODUCTION

Congratulations for choosing to participate in the Academic Booster Club's Nutley Science Fair. In working on and presenting your Science Fair project, you will develop a deeper appreciation of science by sharing your knowledge and creativity with parents, teachers, and classmates. You will be competing for recognition, and first-, second-, and third-prize winners at each grade level will be honored at an awards ceremony later in the year.

Thank you for making science come alive here in Nutley!

PROGRAM OVERVIEW

Read through this booklet before you begin work on your entry. If you have any questions, please contact Leslie Garisto Pfaff at lgaristo@verizon.net.

PROJECT STYLE EXAMPLES

No matter what form your project takes, your aim will be the same: to answer a question (What happens to a plant when it's deprived of light? What causes an earthquake? Do all mammals have the same heart rate?) or illustrate a scientific point (Light is composed of every color. The amount of friction affects an object's speed.). You should choose a topic that excites and interests you.

Displays must be no larger than 2½ feet wide and 2½ feet deep.

Posters (grades K to 3 only): Posters may illustrate any aspect of science (for example, the life cycle of an animal, a map of our galaxy, the workings of a rocket, the comparative sizes of the dinosaurs, etc.).

Models: Models are 3-dimensional illustrations and can be made from a variety of materials, including clay, wood, metal, plastic, or a combination of several materials. They can be working (a solar-powered model car, a mini wind generator) or non-working (a model of the space station or the human heart).

Demonstrations: You may wish to demonstrate a scientific principle: For instance, you could show how friction produces electricity or demonstrate how the buildup of gases inside a volcano leads to an eruption.

Experiments: If you choose to do an experiment, you must start with a question (Do magnetic fields affect plant growth? Which is cleaner: a dog's mouth or a human's?), come up with some potential answers to that question, then test your hypothesis to come to a final conclusion. You can explain and document your experiment on a display board and show or demonstrate parts of it at the fair.

Multimedia presentations: You can use one or a variety of media (photographs, film, video, audiotapes, graphics) to illustrate a scientific principle, an experiment, or an important event in the history of science. If your entry is in the form of a media presentation, you must make sure that you have indicated the equipment you require on your application form. *Note: We don't have equipment to play DVDs. We suggest you either tape your presentation or bring along your own DVD player. Please adhere to the following guidelines: 10-min. maximum for presentation; 5-min. maximum to set up and break down.

CONTEST CATEGORIES

Exhibit: Display should be no larger than 2 ½ feet wide and 2 ½ feet deep.

Performance: 10-minute maximum.

Poster or Photographic Display: Grades K-3 only; no more than 2 ½ feet wide and 2 ½ feet deep.

Multimedia (audio, video, etc.): 10-minute maximum. Note: We don't have equipment to play DVDs. We suggest that you videotape projects or bring your own DVD player and equipment to hook it to our TV.

JUDGING STRUCTURE

Judging teams will consist of three to four judges each. Two judging teams will evaluate each project, giving each child/group two opportunities to speak to the judges. **Please try to stay at the fair until winners are announced for your grade and leave your project set up for as long as possible after judging to allow others to enjoy it. You may return at the end of the fair to pick it up. Plan to spend time enjoying the fair's other events before and after you are judged. The judging process has been streamlined and you can expect timely results.**

JUDGING CRITERIA

Please remember to name your project for judging purposes. You will be given an index card when you sign in at the door for your name and the name of your project. Use the questions below to help prepare you for the judges' questions. Please note that criteria for judging will be used in an age-appropriate manner.

Each project will be judged as follows:

1) Understanding and Clarity	30%
2) Scientific Content	30%
3) Creativity	30%
4) Technical Skill	10%

Each of these categories will be evaluated on a scale of 1 to 10.

1) Understanding and Clarity 30%

The project should tell a comprehensible but concise story and reflect the student's work and abilities.

Does it explain what was learned about the topic? Does it represent real study and effort? Does it exhibit a familiarity with the topic? Does the exhibit show a use of the student's own ideas in planning and developing? Was the majority of the work done by the student?

2) Scientific Content 30%

The project should reflect a scientific concept and communicate its significance.

Does it give sufficient scientific information and background? Does it help us understand why the subject is significant to us today?

3) Creativity 30%

The project should be engaging and original.

How original are the project's subject and execution? Is it visually appealing? Are all the components of the project well executed?

4) Technical Skill 10%

The project should be executed neatly and proficiently.

If a display or model, is it neat and well designed? Are labels large and easy to read? If a presentation, is it well organized and expressed in clear, comprehensible steps? If a media presentation, does it make good use of the medium?