The Nutley Academic Booster Club

Science Fair 2023

Entrant's Handbook

Saturday, March 12, 2023

Nutley High School Gym

Introduction

Congratulations on choosing to participate in the Academic Booster Club's Science Fair! In working on and presenting your Science Fair project, you will develop a deeper appreciation for science, and sharing your knowledge and creativity with your 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 in April.

Program Overview

Read through this booklet before you begin work on your entry. If you have any questions, please contact us at nutleyacademicboosters@gmail.com.

As always, the Science Fair will also feature many fun, interactive historical performances, crafts, and exhibits for you and your entire family to enjoy. These hands-on activities will help transport you back in time!

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 or latex may be used.

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 history 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 & 1st Grades: 9:30
2nd & 3rd Grades: 10:30
4th Grade: 11:30
5th & 6th Grades: 12:30

Judging Rules: Students must remain with their project until they have spoken with the judges.

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 events such as these learns valuable life skills like public speaking, independence, and creative thinking. We would like to thank parents for their guidance. Your child could not have participated without your support.
We strongly believe that every child who participates is a winner!

Contest Categories

Exhibit: Display should be no larger than 2.5 ft wide and 2.5 ft deep.
Performance: 5-minute maximum.
Poster or Photographic Display: Grades K-3 only; no more than 2.5 ft wide and 2.5 ft. deep.
Multimedia (audio, video, etc.): 5-minute maximum.
Note: You must bring your own equipment to play your media, such as a DVD player or laptop computer.

Judging Structure:

Judging teams will consist of two to three judges each. The judges will evaluate each project,
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.

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 and 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 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; however, parents should not be overly concerned if a child's handwriting is not perfect. Judges prefer to see that the child did the project him-/herself.
If a display, is it neat and well designed? Are the labels large and easy to read?
If a presentation, is it well organized and expressed in a clear, comprehensible manner?
If a media presentation, does it make good use of the medium?