CAPTAIN WILKES ELEMENTARY SCHOOL
SCIENCE FAIR

Where: **Wilkes Commons**

Who: **All students - Kindergarten through Grade 4**

Type of Exhibits

1. **Labeled Drawing**
   Original artwork as one might find in a book, poster, or magazine dealing with a scientific subject. **Examples:** drawing of a horse, drawing of a crystal, a drawing taken from a microscope slide etc…Parts **must** be labeled and the project should include a minimum of one paragraph describing the drawing.

2. **Observation Report**
   Original observation report of an ecological area, or specific plants and animals. Should include dated log book and research report describing what was observed. May include photographs and drawings or a ten-minute video presentation. **Examples:** Observing the types and numbers of birds attracted to a bird feeder. The kinds of plants growing in a field. The kinds of seals near the Ferry Boat Dock.

3. **Models/Dioramas**
   Self-made, not store bought, 3-dimensional model of something scientific. **Examples:** dinosaurs, the human ear, bones of the hand, pond creatures, etc. Should include a title and minimum of **one** paragraph explanation of the project.

4. **Inventions**
   Real working demonstrations of an original computer program, machines, ways to do something in a new and better way, etc. **Examples:** Building a robot, designing and building a better kind of skate board. One paragraph (minimum) report required, and may include research on past designs and predictions on the future. (Computer programs enter under technology.)

5. **Demonstrations**
   A demonstration of known scientific principle. This is not an experiment. **Examples:** Mixing vinegar and baking soda and describing what happens, making crystals with sugar, water and string. Needs to be a display with a minimum of one paragraph explanation of your scientific principle. In addition, you should show the judges how your demonstration works.

6. **Experiment** (Using the scientific method)
   The next step beyond a demonstration. It involves researching a question you would like to find the answer to, careful record keeping, designing a way to do an experiment to find that answer, repeating the experiment to verify the answer, reporting your results using a graph and then writing about your results.

7. **Technology**
   This category involves creating a project using one or more kinds of technology, such as a HyperCard or Hyper studio presentation, a video and/or an original computer program, such as a game or program to take a survey of favorite breakfast cereals. Your project does not need to be about a science topic. Include a written, one paragraph (minimum) explanation of your project, including a description of the topic. Let us know on your sign up form if you need a computer and we can provide you with one.