Ella Baker Science Fair Rules and Instructions

The Science Fair is an exciting opportunity for students to have a hands-on learning experience using their creativity, problem solving skills, & the scientific method. A science fair project how to guide can be found on the PTSA website. PROJECT REGISTRATION IS DUE BY FRI APR 29TH BY FILLING OUT THIS FORM.

The Science Fair is part of our STEAM Night (Science, Technology, Engineering, Art, & Math) on **Thur May 19th.**

- 4:30-5:30pm: Project check-in and set-up time
- 5:30- 6:30pm last name A-M (blue pick-up loop), 6:30-7:30pm last name N-Z (green pick-up loop)
- 7:30-8pm: Project clean-up time

Notes

- Students may work on projects individually or with a partner
- Students may stand by their project to present/demonstrate during both sessions if desired
- Students have a max of 36 inches by 15 inches of table space to display their science fair projects. Projects must be free standing, a tri-fold poster board (size 36"x48") is recommended
- Judging of student science fair projects is by the vote of the science fair attendees, this year there is no advancement to district/state science fairs, all students will receive a participation certificate, winners in the following categories will receive a small prize: best presentation, most creative, most interesting, and best in each grade
- Since these are home projects, it's a good idea to get started right away! Plan a schedule so that your project is completed on time.
- Parents: You are your child's guide, mentor, and coach, however this science fair project is an opportunity for your child to learn and use their creativity, so please let them lead, please do not control their project, and please do not do the work for them. Thanks!
- Failure is an integral part of the scientific process. Sometimes students discover their hypothesis was proven wrong. We encourage students to show pictures of their experiments that failed before reaching the final stage. (Thomas Edison said when discovering the light bulb, "I have not failed 10,000 times. I have not failed once. I have succeeded in proving that those 10,000 ways will not work. When I have eliminated the ways that will not work, I will find the way that will work.")
- Be creative in coming up with a topic that interests you in science in one of the 3 types of science fair projects: observation, experiment, or invention. Then have FUN!

Rules

- Safety is a top priority for the science fair and anything deemed to pose a danger will not be allowed. Projects may not include the use of dangerous chemicals, extreme temperatures, high voltage, explosives, mercury thermometers, open flames, certain lasers or other very bright light sources, fluorescent light bulbs, molds, mildews, volcanoes, running water (static water is OK), or anything capable of producing dangerous noise levels.
- Students may CHOOSE to have science fair attendees interact with and touch their project, but nothing is to be put in the mouth or tasted at the science fair
- Do not bring valuable, breakable, or any items that you are concerned may be lost or damaged. The school and volunteers are not responsible for any items.
- Projects involving live animals must be pre-approved and closely monitored by a parent to ensure that the animals are treated kindly and ethically. Animals may not be brought to the fair. The use of animals in a project may be shown by using photos and videos.