Science Fair *Experimental Projects* (K–2nd Grade)

Targets for an Excellent Science Fair Project

	Advanced Proficient 5	"TRANSLATED"
Problem *(Double Points)* **(x2)**	States problem as a question, provides evidence that it comes from the student's personal interests or experiences, and represents a genuine learning opportunity for the student.	Ask a real question where you don't know the answer.
Preliminary Research	Cites two or more sources. Different types of sources are cited. The student clearly connects the research to their problem in their own words.	Find good information. Use what you find to help with your question.
Hypothesis *(Double Points)* **(x2)**	Hypothesis is complete (in one sentence), testable, and clearly addresses the stated problem. Student shows a direct connection to their research.	Guess the answer to your question using the information you found.
Procedure & Materials	Experimental design is a well-constructed test of the stated hypothesis. Procedures are outlined in a step-by-step fashion that could be followed by anyone without additional explanations. All relevant materials are listed.	Plan an experiment to answer your question. List all the steps and materials needed. Plan to repeat the experiment to be sure the results are good.
Results *(Double Points)* **(x2)**	Performed experiment several times. Summarizes the data in a way that describes what was discovered using accurate graphs and charts.	Show what happened in your experiment. Use pictures, graphs, and words to make it really clear.
Conclusions	Conclusion completely answers all aspects of the problem, states if the hypothesis was supported or rejected, and clearly cites evidence to explain why.	Use your data to answer your original question. Explain why your guess was right or wrong.
Visual Quality of Display	Project is appealing and neat, and is readable at approximately 2 feet distance. It is well organized and clear, makes striking use of inventive or amusing visuals and/or models, and uses language and spelling flawlessly.	Make your project fun to look at with pictures and colors. Use large, clear lettering. Check grammar and spelling.