

Holy Rosary Science Fair 2020

We are very pleased to announce that Holy Rosary will once again be holding a whole school Science Fair. **Every student from Prep to Year 6 can enter.** Over the last few years the Holy Rosary Science Fair has become bigger and bigger with more than one third of our students entering our Science Fair last year. The Fair is a very rewarding opportunity which allows students to pursue any area of science that interests them and then share their knowledge or findings with the rest of the school community.

Students may draw on inspiration from any field of science. Though, for those requiring some inspiration Holy Rosary adopts the theme set by the Science Teacher's Association of Victoria for their Science Talent Search (STS) competition. This year's topic is **Deep Blue: Innovations For the Future of Our Oceans.** Students are **not limited** to projects only in this area, and are welcome to investigate any area of science.

Inspiration may be taken from keywords relevant to this year's topic; *Oceanography • Deep Ocean diversity • SCUBA droids • Biomimicry • Aquaculture • Ocean acidification • Marine biotechnology • Ocean Plastic Pollution • Ocean Sustainability • Ocean Technology • Autonomous Ships*

In choosing a topic **it is important for students to have a clear idea about what scientific concept their project is intending to teach others.** Students then choose a category from the list below that would best communicate this concept and information.

There will be three sections; **Lower Primary (P-2), Middle Primary (3&4) and Upper Primary (5&6).** A wide range of categories will be on offer to cater for differing interests.

SCIENCE FAIR CATEGORIES

Science Photography

Photos which record a scientific event, sequence or illustrate some scientific principle. Phenomenon such as an object melting, different types of clouds, a flower, crystals growing, animal or plant survival, light, life cycles, chemical or physical change, a bud opening or a tree changing throughout autumn. Students should take note of lighting, perspective and composition of their photos.

Working Models

Working models may be either a **scale model**, an **invention** or an **information model**. Working models **must have some working parts.**

A scale model is a scaled working model of an existing device that simulates the operation of, and the scientific principles behind, an existing technology. For example, a scale model of a wind turbine, a periscope, a working well, a mechanical arm, a rubberband powered car, a hydroelectric power station, an electromagnetic train, generating electricity, motion sensor, an aquatic machine, a record player.

An Information model demonstrates a scientific principle or concept or simulates a scientific technique. These models educate people about the concept being illustrated. For example, if you wanted to show how electrons flow through wire you couldn't use electrons (because they are too small) but you would use something large enough to represent electrons.

Inventions

Inventions are working models with an original applications of technology that solves a problem. The scope for inventions is only limited by your imagination. You apply your knowledge of science to make a working invention that has a practical application. Examples from other science fairs include a device to separate and sort marbles into different sizes, or a system to make best use of grey water from the kitchen or laundry, a turbine on a garden hose to create a torch to see when watering at night, bike safety rear vision and a light up violin.

Games

Students produce a game which teaches a scientific idea while playing the game. It could be a board game or a card game but it is not limited these. For example a game based on recycling or endangered animals, climate change, natural resources, sustainability, ecosystems, air quality or trade. Games, which are original and creative and aren't just a copy or adaptation of a commercially available game, will be more successful.

Computer Programs and Simulations

The creation of an interactive game, simulation or presentation (or a combination of these) on a computer. It must illustrate a scientific concept. The program script or language may be varied - including HTML, VB. Net, Scratch, Game Maker, Unity, Python and for the young Prezzi, Powtoon or Power Point. NOTE: Interaction, input and reaction is required.

Experimental Research

Choose a topic that interests you where you can conduct an experiment or set of experiments to test a hypothesis. Preferably one that gives you the opportunity to learn something that you did not already know. You will ask questions like why? What if? How? Examples include, what is effect of feeding plants different nutrients?, Growing plants in different medium or different light scenarios, investigating the insulation properties of different materials, the effect of wheel size on speed, can exercise improve memory? Which citric fruit

is a better battery? See attached ideas sheet for further ideas for the experimental research projects.

Poster (scientific wallchart)

Students produce bright appealing posters that include at least three relevant, hand drawn or computer generated pictures. Written information may be typed or handwritten and legible from one metre.

This category has four set topics to choose from.

1. SOS: save our oceans!
2. Conserving Ocean Life
3. Ocean Energy
4. Deep Blue Ocean

Video production (DVD)

Students produce a video that teaches others a scientific concept. It should focus on areas of science where motion, colour and sound are important. Choose a topic that you are interested in and think of interesting ways of showing or demonstrating the scientific principles and ideas to others. Judges are looking for creativity with location (get out and about to film your movie) and effective editing techniques.

Creative Writing (Picture Story Book)

A picture story book which incorporates at least five key science ideas into the story with your original illustrations that help tell the story. A variety of different techniques could be used, including but not limited to; pencils, watercolours, pastels and collage. You could look at lots of different illustrations in picture story books at the library for inspiration.

This category has four set topics to choose from:

1. One fish, two fish, ocean Blue...
2. Journey to the Bottom of the Ocean
3. My Ocean Adventure
4. My Ocean Cleaning Device

Those students wanting to participate in this year's Science Fair please fill in an entry form (attached below and also available at the office) and return to their class teacher or the office.

Projects will be presented to their class (or teacher) and judged on

- * the students' understanding of the scientific principles involved**
- * originality of idea.**
- * the presentation to of their project to teachers and/or their class**

Topic ideas and more detailed information and guideline sheets on each category are available at the office and can be viewed on the school app. These guidelines are based on those from the Victorian State Science Talent Search (STS) and are quite specific. Each year a small number of projects are selected to represent Holy Rosary in the STS. Any students wishing to have their project considered to represent Holy Rosary School in this year's STS competition must strictly follow the guidelines in the relevant information sheets for each category. For those only wishing to enter the Holy Rosary Science Fair these guidelines are flexible and may be used as a guide only.

Science fair projects are a home based project and are to be completed at home. Therefore, parental guidance and supervision will be required. All Science projects will be due to class teachers on Monday 4th May 2019.

Ideas for projects

- Google 'science fair projects'
www.sciencebob.com
- Check the 500 Section of your library
- bbc.com/earth/tags/oceans
- en.unesco.org/themes/one-planet-one-ocean
- Science web sites like
- Science ideas books
- neal.fun/deep-sea
- blog.csiro.au/tag/oceanography

**Finished projects are due to class
teachers by Monday 4th May.**

Topic Ideas

The hardest part of the whole project is picking your topic. There are some terrific ideas on the internet. Try googling science fair project ideas or working model science fair projects. Here are some ideas for the experimental research category to get you started. Even if you don't like any, they may inspire you to come up with one of your own. Remember, check all project ideas with your teacher and parents, and don't attempt any project that would hurt or scare people or animals. Good luck!

SCIENCE FAIR IDEA STARTERS FOR EXPERIMENTAL RESEARCH

- Does the color of food or drinks affect whether or not we like them?
- Does music affect animal behavior?
- Where are the most germs in your school?
- Does music have any effect on plant growth?
- Which kind of food do dogs (or any animal) prefer?
- Which paper towel brand is the strongest?
- What is the best way to keep an ice cube from melting?
- What level of salt works best to hatch brine shrimp?
- Can the food we eat affect our heart rate?
- How effective are child-proof containers and locks.
- Can background noise levels affect how well we concentrate?
- What is the best way to keep cut flowers fresh the longest?
- Does the color of light used on plants affect how well they grow?
- What plant fertilizer works best?
- Does the color of a room affect human behavior?
- Do athletic students have better lung capacity?
- What brand of battery lasts the longest?
- Does the type of potting soil used in planting affect how fast the plant grows?
- What type of food allow mold to grow the fastest?
- Can plants grow in pots if they are sideways or upside down?

- Does the color of hair affect how much static electricity it can carry? (test with balloons)
- How much weight can the surface tension of water hold?
- Can some people really read someone else's thoughts?
- Which soda decays fallen out teeth the most?
- What light brightness makes plants grow the best?
- Does the color of birdseed affect how much birds will eat it?
- Do natural or chemical fertilizers work best?
- Can mice learn? (you can pick any animal)
- Can people tell artificial smells from real ones?
- What brands of bubble gum produce the biggest bubbles?
- Does age affect human reaction times?
- What is the effect of salt on the boiling temperature of water?
- Does shoe design really affect an athlete's jumping height?
- What type of grass seed grows the fastest?
- Can animals see in the dark better than humans?

Didn't see one you like? Don't worry...look over them again and see if they give you an idea for your own project that will work for you. Remember, find something that interests you, and have fun with it. If you are still having trouble finding a topic there are plenty of ideas on websites such as www.sciencebob.com

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Projects are due Monday 4th May 2020

Student's Name

Class

Project category

Name of Project

Student's signature

Parent's Name

Parent's signature
