

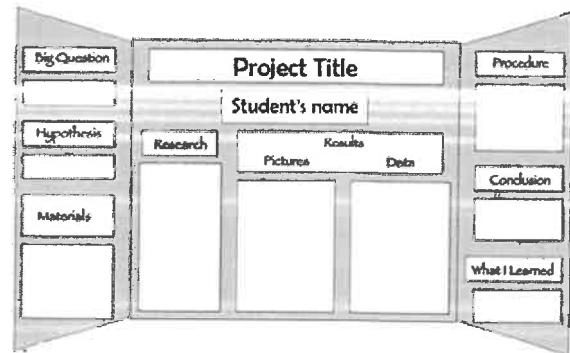
# **SCIENCE FAIR GUIDELINES**



This is the traditional Science Fair where projects are judged and suitable projects are sent to the Western Manitoba Science Fair on March 15, 2016. Specific regulations determine what your project must include and a participant's guide for information on creating a science project is available on the Waverly Park Website. You can also check out the Western Manitoba Science Fair website for more information: [www.wmsf.com](http://www.wmsf.com)

## **PROJECT DIAGRAM**

- This is an example of a project display board. How information is displayed is up to the student.



## **SCIENCE FAIR RULES**

- Individual projects are done by one student only. Group projects are done by two students. Class projects must have a minimum of five and a maximum of fifteen students from the same classroom.
- A student may participate in only one project in the science fair.
- All projects from grades 7-8 must submit a one page abstract summarizing the project. The abstract will be given a value of ten marks in the judging.
- Project should be durable and safe. Please write on the entry form if you need an electrical outlet. Extension cords must be provided by the student.
- Dangerous chemicals, faulty wiring, open flames, explosives and living creatures will not be allowed in the fair. Maximum power consumption should not exceed 500 watts.
- Living vertebrate animals are not to be used in experiments. Except for observations in a free living state or observations of pets, fish or domestic animals.

# **VISUAL ARTS FAIR GUIDELINES**

This Fair is for all ages K-8. It is a non-competitive fair that is an opportunity for students who want to share their "artistic" talents. It involves the student in utilizing a minimum of five (5) different mediums to display their project.



## **Visual Arts Fair Guidelines**

- Select a topic or theme to study. You may choose any theme or topic that interests you. It may be footballs, guitars, food, cars, pets, or shoe's, etc. Or it may be a theme centered on the idea of love, friendship, sorrow, etc. The ideas are endless.
- Gather Background Information. Gather different pictures about your topic from books, magazines, and the Internet to give you ideas of what you could create.
- Create 5 or more pieces of artwork using different media (art supplies such as crayons, markers, water colours, clay, paper mache, plasticine, pencil, pipe cleaner, wire, or plaster of paris. You could create string art, sticker, a mosaic or a model.)
  - For example, a student may choose to create five (5) different visual models of an elephant. They could create 1) a charcoal sketch of an elephant, 2) a watercolour of an elephant, 3) a plasticine elephant model. 4) They could do a string art elephant and make a 5) paper-mâché elephant.
- Each project must have at least one 3D example and all "pictures" must be matted (framed) in some manner for display on the backboards.
- Put together a display to show off your artwork. Use a backboard and hang artwork on the backboard. Include the title of your theme. Each individual piece of artwork should be put on matting or framed in some form. Label each individual piece of artwork including a title for your piece and the materials you used to make it. Your 3D artwork can go on the table in front of your project board.
- Write a short report. Start with a biography of you as the artist stating your name, age and grade. Tell the story of your project - tell what you did and exactly how you did it. Include names of books that you gathered background information from. Also include pictures of you at work on your project.

## **HISTORICA FAIR GUIDELINES**

This fair is a non-competitive fair that involves research and display/presentation of the researched material. Projects must deal with Canadian history/heritage. See the attached list of ideas that could qualify as a Historica Project.



**Currently there is NO Brandon wide Historica Fair and projects DO NOT advance from our School Fair.**

### **Project Guidelines:**

- \* All projects should include some research conducted by the participants.
- \* Projects may also be "Creative" in format and design and utilize creative writing and / or performance to present the topic / theme.
- \* All material collected needs to be organized and displayed neatly on project backboards along with any pictures, photos, tables, graphs, etc. All researched material should be referenced.
- \* Projects may also have models and / or multimedia.

# HISTORICA FAIR POSSIBLE TOPICS

## ARTISTS AND INTELLECTUALS

- Artists and authors
- Scientists and inventors
- Television and movies

## CANADA AND THE WORLD

- Relationship with the U.S.A
- World War One or Two
- The Canadian Armed Forces
- World-famous Canadians.

## CANADIAN PACIFIC RAILWAY

- Transportation routes

## CATASTROPHES

- Fire
- Floods
- Landslides
- Epidemics

## COMMERCE

- Forestry
- Farming/ranching
- Stores and banking

## CELEBRATION

- Family traditions
- Canada Day
- Cultural traditions

## COMMUNICATION

- Radio / CBC
- Mail / Canada Post

## ENVIRONMENT

- Endangered animals
- Pollution
- National Parks

## EARLY SETTLERS

- The fur trade
- The Hudson's Bay Co.
- Upper and Lower Canada

## FADS IN HISTORY

- Fashions and clothing

## FIRST IN YOUR COMMUNITY

- Newspaper
- Paved roads

## GOVERNMENT

- Famous politicians
- Confederation

## HOUSING

- Architecture
- Street names

## IMMIGRATION

- Patterns of immigration
- Multiculturalism

## RECREATION

- Sports
- Old fashioned toys/games

## SYMBOLS OF CANADA

- Flags
- Coat of arms
- Currency
- National anthem
- Maple leaf
- Beaver
- Provincial flags
- Flowers

## SOCIAL STRUCTURES

- Famous pioneers
- Different customs

## PERSONAL MEMORIES

- Self and family history

## FIRST NATIONS CULTURE

# **DISCOVERY FAIR GUIDELINES**



This Fair is for all ages K - 8. It is a non-competitive fair that involves a variety of student interests and an opportunity for students to share their interests with others. Students can invent the latest gadgets and share this invention with others. They can discover facts about a topic of their choice and display their findings for others. They can display collections/hobbies and share them with others. Possible ideas / topics are attached on the following page.

## Discovery Fair Guidelines:

The idea of the Discovery Fair is to allow a student or a group of two students to share a topic of their choice through traditional research and display.

For example you may choose to research a topic you are interested in such as "Frogs".

- You would need to answer questions about "Frogs" that other students might want to know. How many types of frogs live in Canada? What do frogs eat? What kind of environment do they like? How do they reproduce? How can they breathe underwater? How long do they live? Do people eat frogs? Do frogs make good pets? Do frogs give you warts? The list could go on and on.
- Once you have decided you have answered all the questions you have about your topic you would need to decide how to display it- using a regular Display Board.
- The display should be organized, neat and attractive. You should include pictures, graphs, surveys and list where you gathered your information.
- You may also want to make a model of a frog or bring in your stuffed animal collection of frogs!
- You should practice with a friend or family member answering questions about your project.

In the Discovery Fair you could also create an invention and share how you came up with the idea, what you hope to do with it and the steps you went through to perfect your invention. You might answer... Who would purchase your invention? How much it would cost? What struggles you had creating your invention? Who helped you? Etc.

- You would need to create an advertisement for your invention and write a newspaper report about your project.
- You would need to display your procedure / steps on a display board and bring a model of your invention.

# **DISCOVERY FAIR POSSIBLE TOPICS**

## **RESEARCH**

- Animals
- People - authors, politicians
- Grandparents
- Inventors
- Places
- Inventions
- Technology
- Things
- Insects
- Other

## **INVENTIONS**

- Pet Clothes
- New Games
- New food
- TV remote finder
- Write a song/play
- New Instruments
- Other

## **HOBBIES/COLLECTION**

- Stamps
- Dolls
- Hockey cards
- Coins
- Rocks
- Beanie babies
- Model cards
- Marbles
- Stuffed animals

## **THINGS TO INCLUDE**

- Materials needed
- Cost of materials
- Time taken to do your project, build a model or proto-type
- Evaluate your project and make changes
- Package your invention
- Create an advertisement for your invention
- Write a newspaper report about your project
- Be creative this is a chance to create and share a project of your choice. You may research what interests you and put it together for all to enjoy.