

SARSEF SCIENCE
Judging Guidelines for Middle School Gr. 6-8

The following evaluation criteria will be used for judging at SARSEF. This may assist you in evaluating each of these categories, however, the points are provided as guidelines only. Students are encouraged to design their posters in a clear and informative manner to allow thorough evaluation. Examine the student notebook.

I. Research Question (15 pts.)

- project has a clear and focused purpose
- idea is a question/problem that needs solving in student's life, school, community, world
- idea is testable using a scientific process, can be retested
- the answer is not already obvious or out there if a simple search is conducted
- is reasonable, follows safety rules, asks for and receives appropriate permission

II. Design and Methodology (25 pts.)

- well-designed plan and data collection methods that will ensure consistent recording or results
- control group and variables are identified
- identification of variables that cannot be controlled but might affect the results
- reproducibility of results, i.e. clearly written, step by step plan to implement
- considered what would be the appropriate # of subjects, adequate # of planned trials and retrials

III. Execution: Data Collection, Analysis and Interpretation (25 pts.)

- systematic data collection and analysis - same procedure each time, little variation conditions of testing
- sufficient data collected to support interpretation and conclusions - several trials, many subjects in the study
- appropriate application of mathematical methods for comparison - averaging, percentages, etc.
- understanding limitations of results and conclusions, constraints
- makes conclusions based on the data and evidence, refers to data
- implications for larger community are thought about, ideas for further research, links to other studies
- states whether question was answered, or if not, what challenges faced

IV. Creativity (20 pts.)

A creative project demonstrates imagination and inventiveness. Such projects are ones that the student personally cares about, have not been done hundreds of times before or frequently listed in Science Fair idea books or web. Creative projects offer different perspectives that open up new possibilities or new alternatives.

- project demonstrates significant creativity in one or more Criteria I, II, III or V
- idea appears novel – at least to the student (not copied or seen repeatedly)
- idea appears to be something that student genuinely cares about, passion or enthusiasm is communicated

V. Poster Board/Interviews (15 pts.) *New in 2019: If a student is present, interviews MAY be counted as a part of a student's score. If not present, judge the board, alone (do not penalize the score.)*

- clear communication and evidence of understanding basic science concepts relevant to project
- colorful, creative and logical organization of display facilitate communication of project
- clarity of graphs, legends & graphics – at this level more than one graph or chart is expected
- supporting documentation displayed – multiple references listed on board or in notebook

SARSEF ENGINEERING
Judging Guidelines Middle School Gr. 6-8

The following evaluation criteria will be used for judging at SARSEF. This may assist you in evaluating each of these categories, however, the points are provided as guidelines only. Students are encouraged to design their posters in a clear and informative manner to allow thorough evaluation. Examine the student notebook.

I. Research Problem (15 pts.)

- project has a clear and focused purpose
- problem is one that needs solving in student's life, school, community, world
- the answer is not already obvious or out there if a simple search is conducted
- is reasonable, follows rules, asks for and receives appropriate safety precautions
- definition of criteria for proposed solution
- explanation of constraints

II. Design and Methodology (25 pts.)

- exploration of several alternatives to answer an actual need/problem
- identification of a possible solution that is practical, reasonable, doable
- well-designed plan and data collection methods that are as consistently implemented
- realistic plan for development of an actual prototype/model
- recognition that there are variables that may NOT have been anticipated but could affect the results
- reproducibility of results i.e. clearly written step by step plan to construct or implement
- plans appropriate # of models, adequate # of planned trials and retrials

III. Execution: Construction and Testing (25 pts.)

- prototype actually demonstrates the proposed design
- prototype was tested in multiple conditions, and in multiple trials
- prototype demonstrates an engineering skill
- systematic data collection and analysis - same procedure each time, little variation in conditions of testing
- appropriate application of mathematical methods for comparison – averaging, ideally percentages
- understanding limitations of results - mentions constraints
- forms conclusions based on the data, refers to results
- implications for broader community are thought about, ideas for further research explored
- answers what problem was solved, or if not, what challenges faced

IV. Creativity (20 pts.)

A creative project demonstrates imagination and inventiveness. Such projects are ones that the student personally cares about, have not been done hundreds of times before or frequently listed in Science Fair idea books or web. Creative projects offer different perspectives that open up new possibilities or new alternatives.

- project demonstrates significant creativity in one or more Criteria I, II, III or V
- idea appears novel – at least to the student (not copied or seen repeatedly)
- idea appears to be something that student cares about, passion or enthusiasm is communicated

V. Poster Board/Interviews (15 pts.) *New in 2019: If a student is present, interviews MAY be counted as a part of a student's score. If not present, judge the board, alone (do not penalize the score.)*

- clear communication and evidence of understanding basic engineering relevant to project
- colorful, creative and logical organization of display facilitate communication of project
- clarity of graphs, legends & graphics – at this level more than one graph or chart is expected
- supporting documentation displayed – multiple references listed on board or in notebook