

Belgrade Middle School Science Fair and STEAM Expo:

Welcome to our Middle School Science Fair and STEAM Expo

Rules for Science Fair:

1. Students will create and present projects on their own following the attached rubric's guidelines. Parental help should be limited. Parents must determine when to step in for safety reasons.
2. Students will be able to set up starting at 5 pm on March 25th. Students must be ready to present starting promptly at 5:30 pm. You may park in the parking lot off Triple Crown.
3. Students who choose to enter the Science Fair will have 5 minutes to present to the judges their presentations will be timed. Students will present and answer questions starting at 5:30 pm until the judges reach every competitor.
4. Students choosing to display projects must have someone attending the project at all times.
5. The fair will not provide access to gas or water, electricity is limited.
6. Students needing electricity must bring their own extension cord and must request and get approval through the application process.
7. There can't be any open containers with chemicals or unsafe liquids.
8. Any and all wiring should be safe, no frayed or damaged wiring.
9. Students must have sturdy display boards . All Projects should be dry and completed prior to arrival. (Hint: Two days before the fair, test it by setting it up to make sure it stands alone.)
10. Your display board should not exceed:
 - a. Width: 4 ft Depth: 2.5 ft Height: 5 ft
11. Do not bring animals to the fair. Bring photos instead.
12. The fair is not responsible for any loss of items. We advise that students should not display laptops or other items of value.
13. You must remove your project by the end of the expo. We do not have storage space for unclaimed projects. Projects must be cleaned up and taken away by 8:00 pm.
14. Students can choose to work with a partner. Partners will share the prize if selected for a prize.
15. Students are responsible for creating and presenting their own projects.
16. Any students who are not following Science Fair and STEAM Expo rules along with the school handbook will be asked to leave.
17. Please advise Staff if your project may interfere with other projects around you. ex: wind or other conditions.

Students will register here:

<http://belgrademiddleschool.oursciencefair.com/>

Name(s): _____ Grade: _____

Project Title: _____

Science Fair Project Display

	1	2	3
Does the project have a testable question?	No question presented or question is untestable. (Question is better suited for a research project or demonstration.)	Question is missing one of the following: specific, clear, testable, or stated as a one-sentence question.	Question is specific, clear, testable and stated in a one-sentence question.
Rate the overall display of the project (organization, effort and neatness)	Design does not grab your attention. No attention to detail. Many spelling, grammar and/or punctuation errors.	Display is neat. Most parts of the display are labeled. A few minor errors in spelling, punctuation and/or grammar. Has empty space on the board.	Overall design catches your attention and is visually appealing. Clear attention to details. Effort shown. Clear labels. Correct spelling, punctuation and grammar used. No empty space.
Scientific Method (Question, Hypothesis, Materials, Procedure, Results (Evidence), Conclusion (Claim))	Several steps are not addressed in the scientific method or no control of any variables.	Scientific method is evident. May have a missing step or weakness with controlling variable(s).	Evidence of the scientific method used in a skillful manner. Controlled variable(s).
Is there evidence that a well planned experiment was conducted? (i.e. graph, chart, data, pictures...)	The actual project does not work or function properly. Evidence is not included or relevant to the experiment.	Evidence represents the process of the experiment but no titles and/or captions.	Evidence represents that process of the experiment and has captions and/or titles
Did the student measure and present numerical data?	No data present.	Student presented qualitative data and/or data that is not relevant to the testable question.	Data provides information that answers the testable question. Data is quantitative.
Is the data displayed in an easy to read graph and/or table?	No graph or table present.	Graph and/or table displayed but missing a title, labels, and/or is difficult to read.	Data table(s)/graph(s) are clearly titled, labeled and easy to read.
Does the CLAIM answer the original question?	No Claim present.	Has a Claim but does not answer the original question.	Claim answers the question in 1-2 sentences.
Is the CLAIM supported with student data?	No Claim present.	Has a Claim but is not supported by evidence/data.	Claim is supported by displayed evidence/data.

Project Presentation

	1	2	3
Rate the student's overall understanding of their project.	Student has difficulty explaining the project and answering questions.	Student has understanding of the project but has some difficulty answering questions about the project.	Speaks with knowledge and understanding of the project in an interesting and enthusiastic way. Can easily answer questions about the project.
Rate the student's abilities to clearly communicate about their project.	Explanation of topic is disorganized. Student mumbles or speaks very low. Reads from notes with little eye contact.	Has some difficulty in explaining the project in a clear and easy to follow manner. Reviews major points with some detail. Giggles during presentation.	Explains topic in a clear, well-organized manner covering major points with supporting detail. Maintains eye contact and uses a clear voice.
Can a student relate a purpose for doing the project?	There is no real world problem-solving connection made.	The project has a purpose/benefit but is vague.	Definite purpose/benefit described. Demonstrates a unique real-world application.

Comments:

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2. Students will be able to set up starting at 5:30 pm on March 25th. Students must be ready to display the project at 6:00 pm. You may park in the parking lot off Triple Crown.
3. Students who choose to participate in the STEAM Expo will not be eligible for a prize but are still able to present the project.
4. Students choosing to display projects must have someone attending the project when it is accessible to the audience.
5. The fair will not provide access to gas or water and electricity is limited.
6. Students needing electricity must bring their own extension cord and must request and get approval through the application process.
7. There can't be any open containers with chemicals or unsafe liquids.
8. Any and all wiring should be safe, no frayed or damaged wiring.
9. Students must have sturdy display boards . All Projects should be dry and completed prior to arrival. (Hint: Two days before the fair, test it by setting it up to make sure it stands alone.)
10. Your display board should not exceed:
 - a. Width: 4 ft Depth: 2.5 ft Height: 5 ft
11. Do not bring animals to the fair. Bring photos instead.
12. The fair is not responsible for any loss of items. We advise that students should not display laptops or other items of value.
13. You must remove your project by the end of the expo. We do not have storage space for unclaimed projects. Projects must be cleaned up and taken away by 8:00 pm.
14. Students can choose to work with a partner.
15. Students are responsible for creating and presenting their own projects.
16. Any students who are not following Science Fair and STEAM Expo rules along with the school handbook will be asked to leave.
17. Please advise staff if your project may interfere with other projects around you. ex: wind or other conditions.

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Welcome to our Middle School Science Fair and STEAM Expo

Rules for Art Expo:

1. Students will create and present art on their own following the attached rubric's guidelines. There should be no parental help in the creation of the art. Parents can help with the display portion only.
2. Students will be able to set up starting at 5:30 pm on March 25th. Students must be ready to present starting promptly at 6:00 pm. You may park in the parking lot off Triple Crown.
3. Students who choose to enter the Art Expo will have a chance to present and explain their art to the art judges. Students are limited to 3 minutes for answering questions and defining their art.
4. Students choosing to display projects must have someone attending the project at all times.
5. The fair will not provide access to any materials.
6. Any and all project materials must be safe and appropriate for indoor setting.
7. Students needing electricity must bring their own extension cord and must request and get approval through the application process.
8. Students must have sturdy displays for their art or it must be able to sit/stand/lean on it's own. All Projects should be dry and completed prior to arrival. (Hint: Two days before the fair, test it by setting it up to make sure it stands alone.)
9. You will be given half of an 8 foot table to set up your art display.
10. The fair is not responsible for any loss of items. We advise that students should not display laptops or other items of value.
11. You must remove your project by the end of the expo. We do not have storage space for unclaimed projects. Projects must be cleaned up and taken away by 8:00 pm.
12. Students are responsible for creating and presenting their own projects.
13. Any students who are not following Science Fair and STEAM Expo rules along with the school handbook will be asked to leave.
14. Please advise staff if your project may interfere with other projects around you. ex: wind or other conditions.

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Juried Arts Exhibition

Level	0 (Not addressed or poor)	1-2 (Beginner)	3-4 (Developing)	5-6 (Competent)	7-8 (Excellent)	Total
Concept Consider: Main idea behind the artwork. Message is communicated clearly. Artwork is relevant.	Not Addressed or poor	Artwork is lacking a central concept. Supporting ideas are weak or vague.	Artwork presents a concept but that concept is not well communicated by the supporting ideas.	Artwork presents a solid concept supported by an array of good, imaginative ideas.	Artwork presents a strong, clear concept, supported by a wealth of exceptionally imaginative ideas.	
Skill Consider: Effective use of forms. Knowledge of the elements and principles of design and artistic principles.	Not Addressed or poor	No understanding of hierarchy as part of visual communication.	Basic understanding and application of a hierarchy and composition.	All design elements support the hierarchy and overall composition.	Strong, unexpected choice of images, and exciting composition that attracts the viewer and presents the information in a coherent way.	
Originality Consider: Exhibits creativity. Evidence of development of unique ideas.	Not Addressed or poor	The artwork shows little or no evidence of original thought.	The artwork lacked originality.	The artwork demonstrates originality.	The artwork demonstrates a unique level of originality.	
Visual Impact Creates memorable work. Sensitivity in use of line, color and form to effectively convey ideas and mood.	Not Addressed or poor	Content, form, and execution are incompletely addressed. Has little or no impact on the viewer.	Content, form, and execution are addressed in the work. Has the view's attention.	Content, form, and execution create cohesive work. Has a lasting impact on the viewer.	Content, form, and execution create a striking and memorable work. Has the "wow" factor.	
Craftsmanship Consider: Artist's skill in the use of material and overall neatness. Effective execution is evident. Exhibits professionalism.	Not Addressed or poor	The artwork shows below average to very poor craftsmanship and little attention to detail. Carelessness.	The artwork shows average or basic craftsmanship and attention to detail.	The artwork shows very good or proficient craftsmanship, with some attention to detail.	The artwork shows advanced or outstanding craftsmanship, with clear attention to detail.	

Comments:

Dropping off Projects:

Drop off projects March 25th at:

Science Fair: 5pm You may park in the parking lot off Triple Crown.

STEM and Art Expo: 5:30 pm for set up. You may park in the parking lot off Triple Crown.

Make Sure to Bring:

1. Display Board/Project/Art
2. Any items that go in front of the display board.
3. Pen, tape, glue and other quick fixes in case the board is damaged during transit.
4. Anything else needed for overall presentation.

Parents:

Parents and other family members are welcome to help set up and take down and are encouraged to stay to visit booths between the 6pm-7:30 pm.