

Judge's Marking Sheet

Science Fair

«PROJECT _____» «TITLE _____»
 «LAST NAME _____» «FIRST NAME _____»
 «Partner Last _____» «Partner First _____»
 «DIVISION _____» «Time _____»

Use this form to give a mark to each exhibit, and to assist you in ranking the exhibits assigned to you. This mark will not be used in subsequent rounds of judging. Return this form to the Captain/Co-Captain of your Judging Team.

PART A: SCIENTIFIC THOUGHT 45%			
EXPERIMENT	Innovation	Study	
Undertake an investigation to test a scientific hypothesis by the experimental method. At least one independent variable is manipulated; other variables are controlled	Develop and evaluate new devices, models, theorems, physical theories, techniques, or methods in technology, engineering, computing, natural science, or social science.	Analysis of, and possibly collections of, data using accepted methodologies from the natural, social, biological, or health sciences. Includes studies involving human subjects, biology field studies, data mining, observation and pattern recognition in physical and/or socio-behavioral data	
Level 1 (low) Mark Range 6 to 15			Circle one mark
Replicate a known experiment to confirm previous findings	Build a model or device to duplicate existing technology or to demonstrate a well-known physical theory or social/behavioral intervention.	Existing published material is presented, unaccompanied by any analysis.	6 7 8 9 10 11 12 13 14 15
Level 2 (Fair) – Mark Range 16 to 25			
Extend a known experiment with modest improvements to the procedures, data gathering and possible applications.	Improve or demonstrate new applications for existing technological systems, social or behavioural interventions, existing physical theories or equipment, and justify them.	Existing published material is presented, accompanied by some modest analysis and/or a rudimentary study is undertaken that yields limited data that cannot support an analysis leading to meaningful results.	16 17 18 19 20 21 22 23 24 25
Level 3 (Good) – Mark Range 26 to 35			
Devise and carry out an original experiment. Identify the significant variables and attempt to control them. Analyse the results using appropriate arithmetic, graphical or statistical methods.	Design and build innovative technology; or provide adaptations to existing technology or to social or behavioural interventions; extend or create new physical theory. Human benefit, advancement of knowledge, and/or economic applications should be evident.	The study is based on systematic observations and a literature search. Quantitative studies should include appropriate analysis of some significant variable(s) using arithmetic, statistical, or graphical methods. Qualitative and/or mixed methods studies should include a detailed description of the procedures and/or techniques applied to gather and/or analyse the data (e.g. interviewing, observational fieldwork, constant comparative method, content analysis).	26 27 28 29 30 31 32 33 34 35
Level 4 (Excellent) – Mark Range 36 to 45			
Devise and carry out original experimental research in which most significant variables are identified and controlled. The data analysis is thorough and complete.	Integrate several technologies, inventions, social/behavioural interventions or design and construct an innovative application that will have human and/or commercial benefit.	The study correlates information from a variety of peer-reviewed publications and from systematic observations, and reveals significant new information, or original solutions to problems. Same criteria for analysis of significant variables and/or description of procedures/techniques as for Level 3	36 37 38 39 40 41 42 43 44 45

PART B: ORIGINAL CREATIVITY - 25%

Rank 1 (Low) Mark Range 6 to 10	Rank 2 (Fair) Mark Range 11 to 15	Rank 3 (Good) Mark Range 16 to 20	Rank 4 (Excellent) Mark Range 21 to 25
The project design is simple with little evidence of student imagination. It can be found in books or magazines.	The project design is simple with some evidence of student imagination. It uses common resources or equipment. The topic is a current or common one.	This imaginative project makes creative use of the available resources. It is well thought out, and some aspects are above average.	This highly original project demonstrates a novel approach. It shows resourcefulness and creativity in the design, use of equipment, construction and/or the analysis.
6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25

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JUDGING NOTES

PART C: VISUAL DISPLAY - 8%					TOTAL	
Layout logical and self-explanatory	1	2	3	4	5	
Exhibit attractive and well-constructed	1	2	3			

PART D: ORAL PRESENTATION - 8%					TOTAL	
Clear, logical, enthusiastic presentation	1	2	3	4	5	
Response to questions	1	2	3			

PART E: PROJECT REPORT & PROJECT LOG - 14%					TOTAL
Information content / substance	1	2	3	4	
Readability / clarity	1	2	3		
Bibliography and citations	1	2	3		
Project log (hard copy or electronic)	1	2	3	4	

PROJECT EVALUATION SUMMARY		MAX	MARK
PART A	Scientific Thought (from page 1)	45	
PART B	Original Creativity (from page 1)	25	
PART C	Visual Display	8	
PART D	Oral Presentation	8	
PART E	Project Report & Project Log	14	

TOTAL MARK AWARDED TO THIS PROJECT	
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FEEDBACK FOR THE PARTICIPANT(S)	
STRENGTHS	
RECOMMENDATIONS	
JUDGE'S NAME (PLEASE PRINT)	JUDGE'S SIGNATURE