

# Showcase Your Project



Preparing For A Successful Science Fair Week Experience

# Schedule for Science Fair Week

- 1) Check-In and Setup Day - Tuesday, 3/12 - Setup any time between 1-7pm
- 2) Judging Day - Wednesday 3/13 - Arrive between 7:30 and 7:50 AM, Pickup at 2:45 PM.
- 3) Awards Ceremony - Thursday 3/14, 5:00-8:30 PM at SDSU Viejas Arena
- 4) Optional Field Trips/Science Tours (must have school permission slips and paid in advance - **Thursday, Friday, Saturday - schedule is being finalized**)
- 5) Family Science Day (bring your family!!!) - Sunday 3/17 10-3, BPAC
- 6) Cleanup Day - Sunday 3/17, 3 - 6 PM

Full schedule online at <https://www.gsdsef.org/teachers/science-fair-week-info>

**Check-In and Setup Day**  
**Tuesday 1-7 PM**

# What to Bring

- Poster board
- Project notebook
- Lab notebook
- String to attach notebook to board
- Any apparatus, models, etc. to be used in your presentation to the judges
- Chair (folding) labeled with your name

# What You Need to Do

- Step 1 - Go through the Size and Safety Check in tent outside of BPAC
- Step 2 - Go to Front Desk to check in and receive booth assignment
- Step 3 - Set up project and tie down project notebook to poster/backboard
- Step 4 - Go through secondary Setup Check at booth
- Step 5 - Pick up Name Badge (make sure you bring it on Wednesday!!!)
- Step 6 - Pick up your t-shirt if you ordered one
- Step 7 - Sign up and/or pay for Field Trip/Science Tours

**Judging Day**  
**Wednesday 7:30 AM - 2:45 PM**

# What to Expect

- You will be dropped off at the parking lot (there will be guidance)
- Wait quietly in the white tent
- Place lunch in the appropriate areas as marked by badge number
- Listen CAREFULLY to the Welcome Speech and Instructions for the day
  - Please be quiet, there are important things that you need to know

# What to Bring

- Water bottle
- Bagged lunch (with name on it)
- SF Participant Badge
- Professional attire
- NO jeans/t-shirts



# What NOT to Bring

- Living organisms or organic material: plants, dirt, seeds
- Any liquid or chemical
- **GLITTER**
- Food
- Human or animal parts or body fluids (for example: blood, urine, saliva)
- All hazardous substances or devices (sharp items)
- Dry ice or other sublimating solids
- Flames or highly flammable materials or heating elements
- Awards, medals, business cards, acknowledgements from previous fairs
- Photographs of other people- No full face

# Judging Schedule

## Morning:

- Category award judges

## Afternoon:

- Sweepstakes judges
- Professional Society judges

# Presentation and Judging

# Judging

- Shake hands and introduce yourself
- Start talking about your project and the judges will ask questions as you go
- Go through the main parts of your project
- **STAY AT YOUR BOOTH** except to go to bathroom.
- **STAY OFF** your cell phone unless it is an emergency.

# What to Cover in Your Presentation

- Essentially a project abstract
- Important sections:
  - Problem
  - Methods
  - Results
  - Analysis
  - Applications

# Sample Judging Questions

- What's the story behind your project?
- What did you learn from your background research?
- How long did it take you to complete your project?
- What difficulties/challenges did you encounter while doing your project?
- What changes would you make if you continue this project next year?
- What application does this project have to your/my life?
- What was your most interesting finding?

# Reminders

- Assume the judges have little knowledge about your project
- Talk passionately
- Make sure you know all about the background of your project because judges are likely to ask specific questions to make sure you know what you're talking about
- Be polite and make eye contact
- Be confident! You are the one who knows the most about your project
- It's okay to not know the answer, be honest

**Practice!**