WATERLOO-WELLINGTON SCIENCE AND ENGINEERING FAIR JUDGE'S TALLY SHEET

Student Name(s)

- -

- -

Project Number

PART B: DISPLAY
(Maximum 20 marks)

1. Skill (Maximum 10 marks)
   - Is the work neat and carefully done?
   - Is the lettering legible and well done?
   - Are the grammar and spelling appropriate?
   - Are the colours attractive and suitable?
   - Is the layout logical and self-explanatory?
   - Is the content clearly and logically presented?
   - Was the level of adult assistance appropriate?

   1 2 3 4 5 6 7 8 9 10
   (circle one)

2. Dramatic Value (Maximum 10 marks)
   - Is the display visually balanced and uncluttered?
   - Does the display capture attention?
   - Is there good balance and use of contrast?
   - Does it have an impact?
   - Are the background, table and display well integrated?
   - Are acknowledgements and bibliography included?

   1 2 3 4 5 6 7 8 9 10
   (circle one)

PART C: INTERVIEW (Maximum 20 marks)
Understanding / Presentation, Logic, Confidence, Poise, Fluency, Enthusiasm

State 1: The student is unsure of the material or the process of the project and has difficulty answering questions about the project. The vocabulary may be inappropriate and project may not be the student's own work.	4 6 8 10
State 2: The student can summarize the project adequately and can answer the majority of questions about the project. Appropriate vocabulary is used.	10 12 14 16
State 3: The student explains the project well and can answer all questions about the project clearly and logically. Shows evidence of background reading in the area and is aware of project extensions.	14 16 18 20

PART D: NOTEBOOK / REPORT
(Maximum 10 marks)

1. The Notebook or Work Journal (Maximum 5 marks)
   - Is it summarizing both failures and successes?
   - Is it neat, clear, and concise?
   - Is it different from the backboard display?
   - Is it well organized?

   1 2 3 4 5
   (circle one)

2. Pre-submitted Report (Maximum 5 marks)
   Pre-marked for the judges. See posting.

   1 2 3 4 5
   (circle one)

Return completed form to your Division Chairperson

JUDGE'S SUMMARY

Part A:	Thought/Creativity (Maximum 50)	
Part B: Display	Skill (Maximum 10)	
	Dramatic Value (Maximum 10)	
Part C:	Interview (Maximum 20)	
Part D:	Notebook: (Maximum 5)	
	Pre-submitted Report: (Maximum 5)	
	Total of all above =	

JUDGE'S COMMENTS

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PART A: SCIENTIFIC THOUGHT - CREATIVE ABILITY (Maximum: 50 marks)

SCIENTIFIC THOUGHT			CREATIVITY			
EXPERIMENT	INNOVATION	STUDY	LEVEL 1 (poor)	LEVEL 2 (fair)	LEVEL 3 (good)	LEVEL 4 (excellent)
Definition: An investigation undertaken to test a scientific hypothesis using experiments. Experimental variables, if identified, are controlled to some extent.	**Definition**: The development and evaluation of innovative devices, models, or techniques or approaches in technology, engineering, or computers (hard/software)	**Definition:** A collection and analysis of data to reveal evidence of a fact or a situation of scientific interest. It could include a study of cause and effect relationships or theoretical investigations of scientific data.	Little imagination shown, Project design is simple with minimal student input. A textbook or magazine type project.	Some creativity shown in a project of fair to good design. Standard approach using common resources or equipment. Topic is a current or common one.	Imaginative project. Good use of available resources. Well thought out above ordinary approach. Creativity in design and or use of materials.	A highly original project or a novel approach. Shows resourcefulness, creativity in design, use of equipment and/or construction of a project.
Level 1 (poor) Duplication of a known experiment to confirm a totally predictable hypothesis.	Level 1 (poor) Build models (devices) to duplicate existing technology.	Level 1 (poor) Study existing printed material related to a basic issue.	20 21 22 23	24 25 26 27	28 29 30 31	32 33 34 35
Level 2 (fair) Extend a known experiment through modification of procedures, data gathering, and application.	Level 2 (fair) Make improvements to, or demonstrate new applications for existing technological systems or equipment and justify them.	Level 2 (fair) Study material collected through compilation of existing data and through personal observations. The display attempts to address a specific issue.	25 26 27 28	29 30 31 32	33 34 35 36	37 38 39 40
Level 3 (good) Devise/carry-out an original experiment with controls. Variables are identified and some significant variables are controlled. Analysis with graphs or simple statistics.	Level 3 (good) Designing and building innovative technology or providing adaptations to existing technology that will have economic applications and or human benefit.	Level 3 (good) Study based on observations and literary research illustrating various options for dealing with a relevant issue. Appropriate analysis (arithmetical, statistical, or graphical) of some significant variable(s).	30 31 32 33	34 35 36 37	38 39 40 41	42 43 44 45
Level 4 (excellent) Devise and carry out original experimental research, which attempts to control or investigate most significant variables. Data analysis includes statistical analysis.	Level 4 (excellent) Integrate several technologies, inventions or designs and construct an innovative technological system that will have commercial and/or human benefit.	Level 4 (excellent) Study correlating information from a variety of significant sources that may illustrate cause and effect or original solutions to current problems through synthesis. Significant variable(s) are identified with in-depth statistical analysis of data	35 36 37 38	39 40 41 42	43 44 45 46	47 48 49 50