

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

Exhibitor Name(s)				
<b>Project Number</b>				

## **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 selfexplanatory?
  - 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 exhibitor 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 exhibitor 's own work.	4 6 8 10
State 2: The exhibitor 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 exhibitor 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

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

JUDGE'S COMMENTS					

	PART A: SCIENTIFIC THOUGHT - CREATIVE ABILITY (Maximum: 50 marks)									
SCIENTIFIC THOUGHT			CREATIVITY							
EXPERIMENT	INNOVATION	STUDY	LEVEL	. 1 (poor)	LEVEI	_ 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 exhibitor 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	Level 1 (poor) Build models (devices) to duplicate existing technology.	Level 1 (poor) Study existing printed material related to a basic issue.	20	21	24	25	28	29	32	33
hypothesis.			22	23	26	27	30	31	34	35
Level 2 (fair) Extend a known experiment through modification of	Level 2 (fair) Make improvements to, or demonstrate new applications for	Level 2 (fair) Study material collected through compilation of existing data and through personal observations.	25	26	29	30	33	34	37	38
procedures, data gathering, and application.	existing technological systems or equipment and justify them.	The display attempts to address a specific issue.	27	28	31	32	35	36	39	40
Level 3 (good) Devise/carry-out an original experiment with controls. Variables are identified and some	Level 3 (good) Designing and building innovative technology or providing adaptations to existing	Level 3 (good) Study based on observations and literary research illustrating various options for dealing with a	30	31	34	35	38	39	42	43
significant variables are controlled. Analysis with graphs or simple statistics.	technology that will have economic applications and or human benefit.	relevant issue. Appropriate analysis (arithmetical, statistical, or graphical) of some significant variable(s).	32	33	36	37	40	41	44	45
Level 4 (excellent) Devise and carry out original experimental research, which	Level 4 (excellent) Integrate several technologies, inventions or designs	Level 4 (excellent) Study correlating information from a variety of significant sources that	35	36	39	40	43	44	47	48
attempts to control or investigate most significant variables. Data analysis includes statistical analysis.	and construct an innovative technological system that will have commercial and/or human benefit.	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	37	38	41	42	45	46	49	50