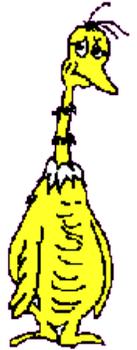


## Parent Information

Scientific Method-your child will need to know the correct order of scientific method, vocabulary, and definitions for judging. Board display is important. It is the judge's first impression of project. Please make sure your child has labeled Scientific Method on the board.



### Stand Out from the Crowd

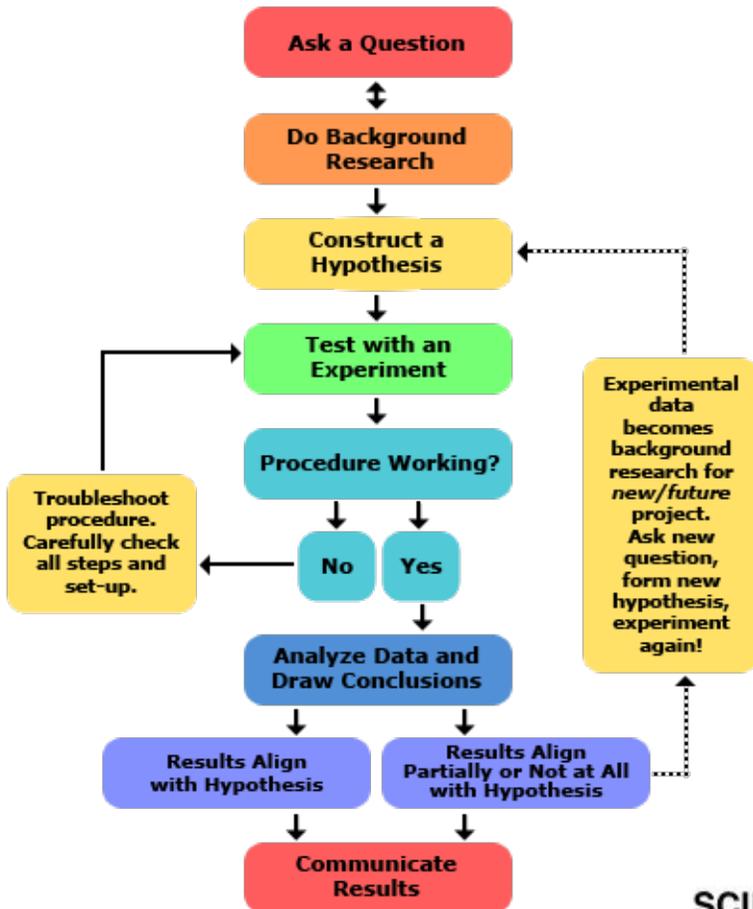
This is a time for students to get creative. Your display is the first impression the judges get of your project.

Treat the center panel of the tri-fold board as center stage. This is where the story of the experiment or investigation should be chronicled in precise steps.

Come up with a catchy title and display it prominently.

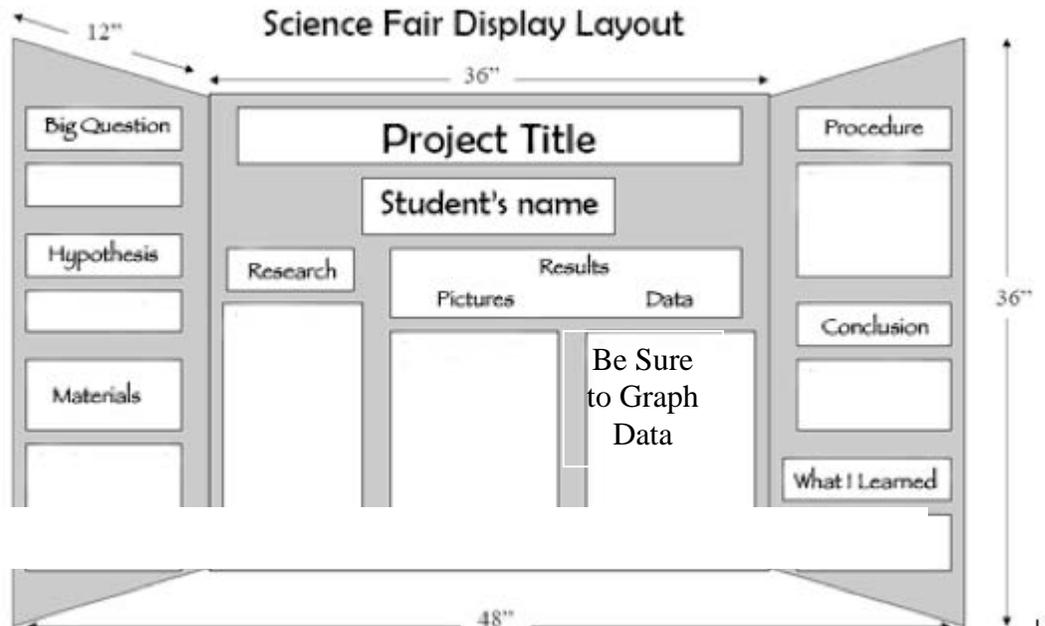
Include all required categories and content on your display.

Through creative use of color, type, and graphic elements, you can make your ideas pop and bring your project to life.



## SCIENCE FAIR PROJECT BOARD

### Science Fair Display Layout

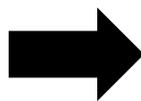


# Science Fair Presentation Dos and Don'ts

<http://school.discoveryeducation.com/sciencefaircentral/Science-Fair-Presentations/Dos-and-Donts.html>

## DO

- **Fill in student log as you work on your project-take lots of photos.**
- **Proofread and double- and triple-check all text before sticking it on your display board.**
- Work by yourself, rather than with partner(s)
- Start with pencil for any drawings or written text, not pen.
- Sketch a rough layout on a piece of paper before pasting on your display.
- Leave yourself plenty of time.
- Gather all of your material and organize it into categories.
- If you forgot to photograph each step of your procedure, consider re-staging it now for documentation. (Some are better than none!)
- Study examples of winning displays in science fair books for ideas. However....Be original!
- Come up with a catchy title and display it prominently.
- Include all required categories and content on your display.
- Tell the story of your science project in a logical, easy-to-read manner.
- Arrange items from left to right, from top to bottom.
- Space elements evenly across your layout, to achieve a balanced, consistent look.
- Draw attention to the most interesting parts of your project with color and graphics. Visitors and judges will zero in on this first thing.
- Use black or dark colors for type.
- Make type large enough to read from four feet away.
- Choose a simple font that is easy to read. You may want one font for headings and another for body text, but make sure they are both easy to read. (Easy to read fonts include: Arial, Comic Sans, Tahoma, Verdana)
- Use subheads and bullet points rather than long paragraphs of dense text.
- Label all graphs, charts, and tables. On graphs, make sure you label the X and Y axes.
- Write descriptive captions for photos.
- Avoid clutter.
- Dress nice on judging day



# Don't

- **Forget to fill in student log as you work on your project**
- **Forget to proofread and double- and triple-check all text before sticking it on your display board.**
- Wear ripped jeans or short skirts to the science fair. You're not expected to wear a three-piece suit, but shoot for neat and conservative to be safe.
- Chew gum!
- Leave your display until the last minute.
- Write or draw directly on the board.
- Use too many fonts, or fancy fonts that are hard to read.
- Display photos without captions.
- Go crazy with colors. A few bright colors are good to accentuate key elements and add pizzazz. But stick to a handful and keep it professional.
- Cover every inch of your display; remember to leave some breathing room (what graphic designers call "white space") between blocks of text and graphics.
- Be afraid to get creative. Science is not dull; it's dynamic!
- Glue any 3-D objects to the display board at home. Wait until you transport the board to the fair, and do it there.
- Forget to pack a box of supplies to keep handy for last-minute repairs at the fair.
- Text or talk on your cell phone!
- Forget to smile, look visitors and judges in the eye, be polite, and congratulate the winners.



Great Board



# Not So Great

