

Judges' Marking Guide –Claremont Secondary School Science Fair.

Student (s) Name(s): _____

Judge Name: _____

Final Score: _____

Project Name: _____

Part A: Scientific Thought 30%		Mark
Experiment An investigation undertaken to test a specific hypothesis using experiments. Experimental variables, if identified, are controlled to some extent.	Innovation Involves the development and evaluation of new devices, models, techniques or approaches in fields such as technology, engineering, or computers (software and hardware).	
Level 1 (1-9)		
Duplicating a known experiment to confirm the hypothesis. Hypothesis is totally predictable	Building of models (devices) of existing technology .	
Level 2 (10-12)		
Extend a known experiment through modification of procedures, data gathering and application.	Make improvements to, or demonstrate new applications for existing technological systems or equipment and justify them.	
Level 3 (13-16)		
Devise and carry out an experiment with controls. Variables are identified. Some significant variables are controlled . Data analysis includes graphic presentations .	Design and build innovative technology or provide adaptations to existing technology that will have economic applications and/or human benefit.	
Level 4 (17-20)		
Devise and carry out experimental research that attempts to control or investigate most significant variables . Data analysis includes graphic presentations and may include some simple statistical analysis .	Integrate several technologies, inventions or designs and construct an innovative technological system that will have commercial and/or human benefit .	

Part B: Creativity 15%				Mark
Level 1 (1-7)	Level 2 (8-10)	Level 3 (10-13)	Level 4 (14-15)	
Little creativity 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 . Creativity in design and/or use of materials.	A highly original project or a novel approach. Shows resourcefulness . Creativity in design, use of materials	

Part C: Skill 30%				
To what extent does the project/exhibit represent the student's own skills? Were the questions answered effectively and accurately? -Workmanship neat, well done Was the workmanship of the display skilful? -Project requires minimum maintenance and repair				
Level 1 (1-14)	Level 2 (14-20)	Level 3 (21-26)	Level 4 (27-30)	Mark
Little skill is shown.	Some skill is shown.	A good level of skill is shown	A high level of skill is shown	

Part D: Dramatic Value 15%				
Presentation was enthusiastic and comprehensive Visual aids utilized Display effectively presents project – not too crowded, well organize and self-explanatory, visually attractive/dramatic				
Level 1 (1-7)	Level 2 (8-10)	Level 3 (10-13)	Level 4 (14-15)	Mark
Presentation did not effectively present the project	Presentation displayed some enthusiasm . Some visual aids were used. Presentation was partially effective	Presentation displayed good enthusiasm . A number of visual aids were used. Presentation was effective.	Presentation displayed very good enthusiasm . A number of visual aids were used. Presentation was fully effective.	

