2003
SCIENCE FAIR JUDGING TIPS AND SUGGESTIONS
(This sheet is for distribution on Fair Day)

(1) Please refer to your enclosed map to locate your projects to judge - Please return to the HUB if you have any difficulty.

(2) Avoid perfect scores of 100, unless you believe the student truly deserves a 100.

(3) Spread your scores out among your group of projects. For example, if you have 7 projects, your scores might range from 60 to a 95, or 44 to 80, or 50 to 97. Please try not to bunch the scores in your grouping (ie. 85-95). This makes it very difficult to choose a true “winner” among each subgroup.

(4) Please select a true “winner” from your group – someone should stand out from among your responsibilities.

(5) Please judge your projects “age appropriate” – remember, you can’t expect a third grader to be working on the human genome project (at least, not this year). Judge the advanced grades accordingly.

(6) Please do not make unnecessary comments to student presenters, particularly the young group. You should provide constructive criticism where warranted, but avoid negative opinions that may impact these kids for a long time. Moreover, we hear from parents or teachers about the comments you make....Please leave the kids with the impression that “what they have done is important”, even if it is not reflected in your scoring.

(7) SIGN THE SIGNATURE TAG AFTER YOU HAVE COMPLETED JUDGING A PROJECT. THE STUDENTS BELIEVE THAT THIS IS EXTREMELY IMPORTANT.

(8) Based on the number of projects you have assigned, spread them out so as not to spend 20 minutes with one student and five with another. You may have to cut a student short during a discussion, but that is ok. TIP: Avoid starting out by saying “tell me about your project”. Ask the student questions pertaining to the project and how they went about formulating the hypothesis, and what they may do in the future.

(9) For “No Shows”: please write - 0 - (zero) on the line.

(10) THERE IS NO NEED TO TOTAL YOUR SCORES, WE WILL DO THAT FOR YOU.

(11) Please look for the signs at the HUB as to the box in which to turn in your score sheets.

(12) If you finish your projects early, please consider sticking around – we may need you for the No-shows.

(13) HAVE FUN! This is an extremely rewarding experience for both you and the students presenting.

We greatly appreciate your help and participation in the 2003 Mississippi Science & Engineering Fairs.