



### ***Guidelines for Parental Involvement***

Long term projects such as science fair project requires parental involvement. To help parents and students how much and what type of parental help is permitted, the following guidelines have been adopted:

1. Parents may type project background information and report from child's handwritten final draft.
2. Parents can proofread a student's work, but corrections should be made by the child.
3. Computer generated graphs are not required and do not necessarily improve a student's chance of winning. They are permitted. However, the student must be involved in the process. Parents may guide students through the use of difficult computer programs. Students should make the final decision about the graph type.
4. Artwork should be the work of a child.
5. The parent may assist the child in creating a visually appearing background. For example: help with measuring, cutting, pasting, hot gluing. And placement.
6. Topic selection should reflect the interest of the child.
7. Research, Design and implementation of experimental procedure should be completed by the student. The parent's role is to provide the resources and direction necessary.
8. The parent's role is to reinforce project guidelines established by the teacher.



## ***Social Studies Projects***

### **Introduction**

Selecting your topic is often considered the most difficult step in doing a social studies fair project. Judges express their originality is the key element. Taking an old topic and adding a twist or coming up with a brand new idea adds interest to your subjects. Doing research involving a primary source vs. using encyclopedias and textbooks gives life to your topic.

#### **Ideas for using primary sources would include:**

1. Interview a person for firsthand account of our topic. Use the tape recording as part of your display.
2. Visit an expert on a craft or technique and learn what makes it unique; make a home video to display with your project.
3. Select some of the folklore, types of unique industries, agriculture, architecture, festivals, food, music, or customs of this area, and bring back pamphlets, photographs, autographs, or samples for your backboard or display.
4. Visit a historical site, and use the artifacts there to tell the story from the perspective of all the children of the period. Try on clothes from another time and reproduce paper doll clothes of the period for your display.

Don't be afraid to use media other than print to get across your enthusiasm.

An attractive backboard, a research report, and a bibliography are essential to a winning presentation. Displays make the difference in showing your creativity.



## CHECK LIST FOR PROJECT

### A. Research

1. Does the report have a cover page?( no student name)
2. Does the report have an introduction?
3. Does the report state the subject matter clearly?
4. Does the report show organization in the development of the topic?
5. Is the title appropriate for the topic/subject of the report?
6. Is the spelling and grammar correct?
7. Does the report have a conclusion?
8. Does the report show original thinking or creativity?
9. Is the topic/subject researched thoroughly?(Not too broad)
10. Is there bibliography with correct format?

### B. Visual Display

1. Does the board reflect the topic/subject of the report?
2. Is the overall appearance neat?
3. Does the display exhibit balance?
4. Has color been used effectively?
5. Is the spelling and grammar correct?
6. Does each section have a caption and label with explanation?
7. Does the display show creativity in the development of the topic?
8. Is there something child-generated as part of the display as opposed to all computer generated or Xerox copies?

### C. Oral Presentation- If you move onto the school fair, be sure that you can address the following areas when speaking to the judges.

1. Knowledge of subject matter.
2. Presentation clear, flows smoothly, and is prepared(not read word-for-word)
3. Describe the steps taken to complete project.
4. Students speak loudly and clearly.