

## STEAM Expo Project: What to Turn in

For the Friday May 12 deadline, you will need to turn in a typed packet including the following:

**Title Page:** Title of project, your name

**Design/Hypothesis:** Paragraph explaining what you are doing, why you are doing it, your hypothesis (if applicable), and any other information about the background of your project.

**Materials:** List of all materials used

**Procedure:** Step-by-step account of what you did to build your project, perform your experiment, etc. You may have multiple procedures depending on what you did for your project.

**Data Analysis/Graphs:** If you did an experiment, this is where your experimental data and graphs will be. If you did not do an experiment, you may not have data to analyze.

**Results/Conclusion/Reflection:** This is the big section! This is the section where everyone will be writing about their project's connection to science/math. In other words, this is where you are explaining the mathematical and/or scientific concepts that are occurring in your project. Be as specific as possible! If you are doing an experiment, this is where you would include the results of your experiment as well.

**Bibliography:** The list of sources you used for background research, learning how to do something, etc.

\*You may include photographic evidence in any of the above sections but pictures cannot replace writing.\*

## STEAM Expo Presentation: What to Have with You

For the Thursday May 18 Expo, you will need to have a way of showing people what you did. You should have your actual project and some sort of presentation. It is up to you how you are showing this to people. A poster board, interactive display, recording, etc. are all potentially fine. As with everything in this project, the more creative, original, and elaborate your presentation is, the better. You should also have available a copy of the packet you turned in on May 12.

Plus...

**Your actual project!** If you built or made something, you need to turn it in. If you have recordings of your project in action, these also need to be turned in. Uploading a video to YouTube, Vimeo, Dropbox, etc. and then providing a link would be the simplest and easiest way to share a video.

