

SCIENCE & TECHNOLOGY

Superintendent:

Kelly Kujat (810) 304-2078

Judging: Saturday at 1 p.m., with interview

Location: Still Exhibit Barn

Project Set Up: Friday at 6:30 p.m.

Check in Time: Saturday at 1 p.m.

Check out Time: Saturday 7-8 p.m. or Sunday 8-9 a.m.

Premiums: A=\$4; B=\$2; C=No premiums.

Project Requirements:

1. Exhibitors must be present for interview.
2. Projects are to be in place by judging time and must remain in place until project release time.
3. Entries should be limited to one per category, unless entries are significantly different.
4. Entries should include some sort of poster or report to be displayed during the week of the fair even if project is completely electronic.

Division 3701 – Science Exhibit/Demonstration

Projects can be an educational exhibit of some phase of science including astronomy, chemistry, biology, physics, or any other branch of science. Projects can be either on a poster board, in a booklet, or a constructed article illustrating what the exhibitor has learned about science.

Class 01 Science Projects, Ages 8-12 years old

Class 02 Science Projects, Ages 13 yrs. and over

Models (Rockets, Spaceships or Airplanes)

All models must include a one-page project story by the exhibitor on the model, what they learned about it and how they built it.

Class 03 Models, Ages 8-12 years old

Class 04 Models, Ages 13 years and over

Demonstrations

Demonstrations should be presented in front of the judges using proper lab safety procedures, and should not last any longer than 5 minutes. There must be a report of the demonstration explaining how the demonstration was performed and what was learned from the demonstration, pictures are encouraged. Materials from the demonstration should be displayed during the week of the fair.

Class 05 Demonstration, Ages 8-12 years old

Class 06 Demonstration, Ages 13 years and over

Division 3702 – Computers

An exhibit must include a poster and/or booklet which displays (hard copy) results of the computer project. The explanation should also show the steps used in designing the project. Please be sure to explain the purpose that the

project can serve (i.e., a database for correspondence to a group for a specific purpose, a spreadsheet, an app, and maybe graphing to show the relationship between animal feeding and weight gain, etc.). Internet sites must have a sample of the printouts of the web pages with the complete URL addresses, along with an explanation of why this site is interesting and/or useful. The website should be fully functional and accessible through a **device brought in by the exhibitor during judging. Exhibitors must bring their own electronic device** to judging to show the judges their functional project. All projects should be printed out on a hard copy should there be a malfunction of hardware or software and to be displayed during the week of the fair.

Class 07 Create any graphic project

Class 08 App design

Class 09 Computer programming

Class 10 3-D printing

Class 11 Computer building/design

Class 12 Create a computerized presentation

Class 13 Report on the history of computers*

Class 14 Report on specific application software

Class 15 Report on an imaginary or realistic invention**

Class 16 Create your own web page

Class 17 Create a media presentation (video, Tiktok, etc.)

Class 18 Any other computer project not listed

*Computers or Computer language.

**Invention of hardware or software & what function and purpose the invention would serve and who would use it.

Division 3703 - Robotics

Exhibitor designs and constructs a robot to perform a specific task(s). A log book of data collected and a report of what was learned from the project should be created for judging.

Class 19 Robotics, ages 8-12 years old

Class 20 Robotics, ages 13 and over

Class 21 Robotics Club Project