

**GRADES K - 5**  
Judging Criteria  
**MAKER DIVISION**  
**Engineering**  
**Invention**  
**Model**

**ACADEMY OF SCIENCE – ST. LOUIS**  
**SCIENCE FAIR**

sciencefairstl.org

Row: \_\_\_\_\_ Position: \_\_\_\_\_

Sequence  
Number: \_\_\_\_\_

Project Elements	Description of Criteria	Possible Score	Score
<b>DISPLAY BOARD</b>			
<b>SCIENTIFIC PROCESS:</b>			
Title & Description	Title of project and overview of project	0-5	
Procedure	Describe the design process. High score would indicate that the project can be repeated after reading.	0-15	
Background	Describe why this project was selected and describe research. Shows evidence student understands project. Explains why project is important or “how can I make this better.”	0-10	
Data and identification	<ul style="list-style-type: none"> <li>• Use photos/charts/graphs /illustrations to show the prototype, model, or invention.</li> <li>• All data should be labeled.</li> <li>• Demonstrates age appropriate use of mathematical and statistical methods.</li> <li>• High score shows data is clear &amp; well labeled.</li> </ul> <i>(Note to student: Items that are valuable or valued by the student are not to be displayed – use photos/illustrations instead)</i>	0-15	
Conclusion & Reflection	Reflects what the student has learned. Were there any surprises? What would you do differently or to continue the project?	0-15	
<b>LOGBOOK:</b>			
Signed Safety Form & guidelines	All projects are required to have a signed safety form (placed on the inside cover of log book). Students should also provide detailed descriptions on how they followed the safety guidelines in their logbook.	0-10	
Dated Entries	High score indicates that student has written the process, observations and data in log book during the design process.	0-15	
Bibliography	Include Bibliography with at least 3 sources. Sources may be from books, journal articles, websites, interviews and video.	0-5	
<b>OVERALL CREATIVITY/INNOVATION/ENGAGEMENT:</b>			
Creativity/Innovation/Engagement	Student demonstrates an understanding of the subject matter or innovative/creative way of approaching their project.	0-10	
Total Possible Score		0-100	
<b>TOTAL SCORE: _____</b>			