



Project Mark Tally Form

Project #: In Room:	Title: Name(s):,	Category: Division:
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Reference/Reminders

- The first digit of the project number indicates the project **age category**:
 - 1=Primary 2=Elementary 3=Junior 4=Intermediate 5=Senior
- Project marks are earned on an **absolute scale**. Thus on average, marks for projects from younger categories will tend to be lower than marks for projects from older categories.

A. Project Summary (10 marks). Circle <u>one</u> mark per line and enter the total in Box A.		Box A /10
Completeness: A clear, concise description of: <ul style="list-style-type: none"> i) <u>Why</u> the project was carried out. ii) <u>How</u> the project was carried out. iii) <u>What was learned</u> from the project. 	0 1 2 0 1 2 0 1 2	
Clarity and continuity	0 1 2	
Grammar and spelling	0 1 2	

B. Display Presentation (20 marks). Circle <u>one</u> mark per line and enter the total in Box B.		Box B /20
Legibility	0 1 2 3	
Grammatically correct	0 1 2 3	
Logical & self-explanatory	0 1 2 3 4	
Visually balanced & uncluttered	0 1 2 3 4 5	
Attention-grabbing	0 1 2 3 4 5	

C. Oral Presentation (20 marks). Circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box C.			Box C /20
LEVEL 1 6 7 8 9 10 Student unsure of material or experiment process; has difficulty answering questions about the project. Vocabulary used may be inappropriate/incorrect.	LEVEL 2 11 12 13 14 15 Student can summarize project adequately and answer most questions about the project. Appropriate vocabulary is used.	LEVEL 3 16 17 18 19 20 Student explains project well and can answer all questions about project clearly and logically. Shows evidence of background reading in the subject; is aware of project extensions.	

D. Creativity (15 marks). Circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box D.				Box D /15
LEVEL 1 0 1 2 3 Little imagination shown. Project design simple with minimum student input. A textbook or magazine project.	LEVEL 2 4 5 6 7 Some creativity shown in a project of fair-good design. Standard approach using common resources/equipment. Topic is current/common.	LEVEL 3 8 9 10 11 Imaginative project. Good use of available resources. Well thought out. Above average approach. Creativity in design and/or materials.	LEVEL 4 12 13 14 15 Highly original project or novel approach. Shows resourcefulness and creativity in design, equipment use, and/or experiment construction.	

Total Mark for Page 1 (= Box A + Box B + Box C + Box D)	/65
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Mark from bottom of Page 1	/65
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E. Scientific Thought (35 marks). Select <u>one</u> type of project and circle <u>one</u> mark at <u>one</u> level only. Enter the mark in Box E.					Box E /35
	LEVEL 1 (low) 5 7 9 11	LEVEL 2 (fair) 13 15 17 19	LEVEL 3 (good) 21 23 25 27	LEVEL 4 (excellent) 29 31 33 35	
Project Type					
i. Experiment Testing of a hypothesis using experiments. Identified experimental variables are controlled to some extent.	Duplication of a known experiment to confirm a predictable hypothesis.	Extension of a known experiment through modification of procedures, data gathering or application.	Design & implementation of an original experiment with attempts to control some significant variables . Analysis includes graphs or simple statistics.	Design & implementation of an original experiment that attempts to control/ investigate most significant variables . Non-trivial data analysis.	
ii. Study Collection & analysis of data to reveal evidence of fact/situation of scientific interest. May include study of cause & effect relationships or theoretical inquiry of scientific data.	Study of already-published material related to a basic issue.	Study of material collected through compilation of existing data & through personal observations to address a specific issue.	Study based on observations & literary research illustrating various options for dealing with a relevant issue. Some significant variables are analyzed appropriately (arithmetically, statistically or graphically).	Study correlating information from a variety of significant sources that may illustrate cause & effect or original solutions to current problems through synthesis. Significant variable(s) are analyzed in-depth.	
iii. Innovation Development & evaluation of innovative devices, models, techniques or approaches in technology, engineering or computers (hardware or software).	Building models or devices that duplicate existing technology .	Demonstration of new applications for or improvements to existing technological systems or equipment.	Design of innovative technology or adaptation of existing technology that will have human benefit &/or economic applications.	Integration of several technologies, inventions or designs to construct an innovative technological system that will have human &/or commercial benefit.	
iv. Demonstration (Primary/Elementary only) Illustrates known scientific principle. Does not investigate or prove an idea but shows understanding of concept. May involve re-testing a known experiment.					

Total Project Mark (= mark from page 1 + Box E)	/100
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Comments:

Name (print): _____ Team #: _____ Signature: _____

Revision: April 2017