



Project Checklist

(1) Choose an event and advertise!

- What?
Visit the Junk Box Wars area of the Science Spot to see all the projects that are available. Choose an event that relates to a current unit or a topic of interest to your students.
- When?
Most of the events will take 2 hours or 2-4 class periods. Determine the time limits for the construction period and testing based on the project and your schedule.
- Where?
The amount of room you will need will depend on the project. Some of the projects can be done in a classroom, while others will need a large area such as a gym or cafeteria.
- Who?
Will you need volunteers to assist with the event? If so, make a few phone calls or send notes home with your students. If you plan to involve students from other classrooms, make arrangements with the teachers involved.

(2) Registration

- Provide a sign-up sheet for the students.
How many students per team?
Will there be a registration deadline?
Will students be required to bring materials or project ideas?
- Provide a copy of the event rules for each team.

(3) Materials

- Prepare the junk boxes before the day of the event. If you don't have time to prepare the boxes, set out the materials and allow time for the teams to gather their own materials before they start the event.
- Make copies of the Think About It! and Wrapping It Up! pages as well as enough score sheets for each team. You will want to make a few extra copies of the event rules.
- Obtain a camera to take pictures of the project from start to finish.

(4) Event Day

- Distribute junk boxes to each team or allow time for the teams to collect materials.
- Review the event rules and answer questions.
- Allow each team 5-10 minutes to complete the Think About It! page. Visit each group to assess their understanding of the event rules and answer questions they may have. Teams may not begin construction during this time!
- Allow time for construction. Visit each team throughout this time to provide guidance and answer questions. Make announcements of the time remaining to help groups stay on schedule.
- Once the construction time is over, begin testing the projects as outlined on the teacher page.

(5) Wrapping It Up

- Provide copies of the Wrapping It Up! page for each team and allow time to complete.
- Determine final results and announce the winning teams. Submit an article to your local newspaper or prepare a report for your school announcements or newsletter.
- Take a few moments to make notes about the event for the future.
What would you change?
What challenges did the students face?
Did the teams have enough materials?