

4-6 Steam Fair



“Keep it simple and start early!”



Registration
Online by **Jan 6th**



STEAM Fair
Ensign on **Jan 24th**

1

BRAINSTORM

Think of a question, project, topic that interests you and that you can investigate.

2

RESEARCH

Work on finding answers with help from your parents, teachers, siblings, or the library.

3

PRESENT

Create a tri-fold board and present it at the Ensign STEAM fair. Cool prizes!



THREE TYPES OF PROJECTS:

- **Science** projects use the scientific method to answer a question.
- **Engineering** projects use the engineering design process to build a prototype to solve a problem.
- **Art** projects are inspired by and explained a science or engineering phenomenon.
- **Invention** projects develop an original invention that solves a real-world problem.

Tips for parents

Help your child plan the timeline.

Encourage the use of pictures.

Tri-fold board provided by PTA.

RULES:

- Only 1-3 students per project. SLCSD forms must be completed before starting.
- Keep a project lab journal. Bring it with you.
- No growing mold, bacteria, or fungus. No blood or virus. No invasive plant species.
- No guns, potato canons, paintball guns, bows or dangerous projectiles.

- The only allowed animals are personal pets. They must not be harmed by the project. A vet signature is required on the form.
- If humans under 18 are parts of the project and it isn't their science fair project, then a guardian signature is required.
- **Additional material are prohibited at the district level, only one item, eg. prototype, sample, will be allowed to be displayed at Ensign.** All electrical devices must be safe. All liquids must be safely contained.
- Students in grades 5-6 may advance to SLCSD Science and Engineering Steam Fair or Invention Convention (2/4/25 online).
- Students in grade 4 may advance to the Invention Convention only (2/4/25 online).

	Experiment	Model	Invention
Step 1	Identify a question of something that intrigues you.	Identify what you are going to model.	Identify a problem you would like to solve with an invention.
Step 2	Collect information.	Collect information.	Collect information.
Step 3	Develop a hypothesis	Develop a guiding question	Develop a guiding question
Step 4	Plan and Conduct an experiment.	Plan and Create your model.	Plan and Create your invention.
Step 5	Analyze data and Display results.	Draw a conclusion.	Draw a conclusion.

RESOURCES

[Science Buddies](#)

[All Science Fair Projects](#)

[Little Bins for Little Hands](#)

[Indian Hills Elementary NearPod Lésons](#)

[NASA JPL How to Do A Science Project](#)

