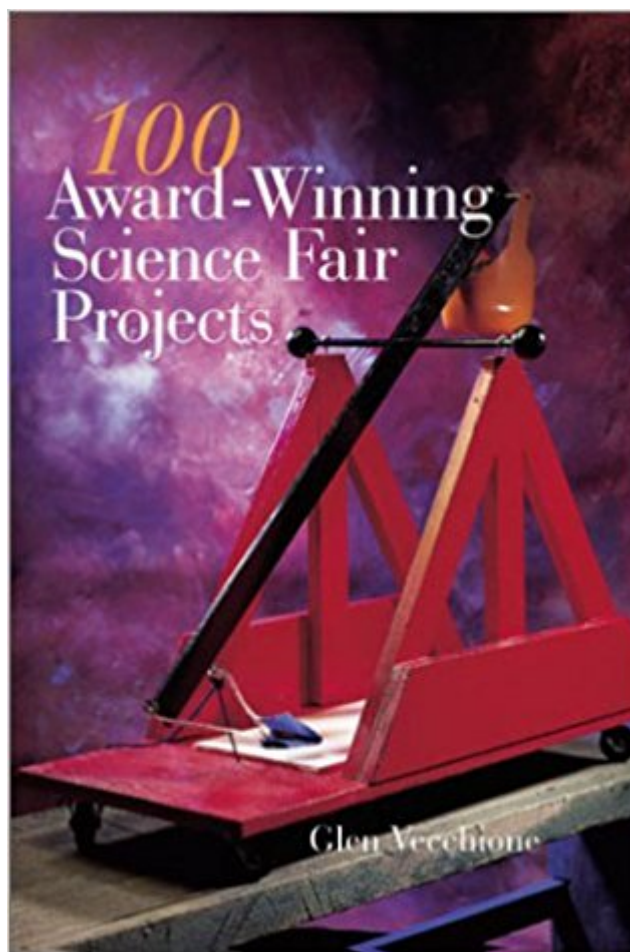


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# 100 Award-Winning Science Fair Projects



## Synopsis

Science is at work everywhere - in the kitchen, up in the sky down in the ground, and all around us in plants, animals, machines, even the mind. Here are 100 ways to show how it works and come out tops at school project time. \* Stir up chemical magic \* Turn a copper pot green with oxidation \* Prove that computers emit radio waves \* Show off medieval ballistics \* \* Create virtual 3-D with a polarised lens \* Simulate rock abrasion \* \* Chemists & Cooks \* Earth & Sky \* Mechanics & Motion \* Sparks & Waves \* \* Light & Sound \* Eye & Mind \* Plants & Animals \* Stars & Planets \*

## Book Information

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## Customer Reviews

Gr 7 Up-Students will find projects on physics, chemistry, biology, earth science, mechanics, astronomy, and more here. Vecchione prefaces his text with a description of the scientific method. For each experiment, he provides a list of materials needed, step-by-step instructions, caution notes where applicable, and a summary and scientific explanation of the typical result. Some of them require time to complete ("Do Dogs See in Color?" involves nine weeks, plant tropism takes two to three weeks, potato hormones three weeks). An experiment with a television screen requires a dark room and may be difficult to set up at a science fair. Directions on building a trebuchet (catapult) are useful for medieval studies. The accompanying black-and-white drawings range from helpful to merely decorative. A reliable, useful purchase. Michael McCullough, Byron-Bergen Middle School, Bergen, NY Copyright 2001 Cahners Business Information, Inc.

Gr. 6-8. This clearly laid-out book presents all sorts of ideas for science-fair projects. A typical presentation is a two-page entry with a list of supplies, a step-by-step procedure, a brief description

of the expected result, and an explanation of the science underlying the result. Useful and occasionally comical line drawings illustrate the text. The projects appear in 10 thematic chapters, such as "Chemists & Cooks" and "Plants & Animals." Some of the more unusual activities include mixing a medieval paint palette using an egg yolk and a variety of home-made pigments, making a medieval war machine with a catapult and a sling, extracting DNA from chicken livers, and testing whether dogs perceive color. A good supplemental title for science-fair collections. Carolyn Phelan  
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The measurements for the projects in this book were entirely off. I did one of the projects, "Explore Virtual Harmony With a Harmonograph." The materials list was wrong, the measurements were wrong, the diagrams were wrong, and the harmonograph didn't work. I do not recommend this book at all to anyone, unless they have plenty of time to make mistakes and get around all the inaccuracies in the book.

I liked this book a lot. Although some of the projects were difficult and needed some tweaking, everything I tried worked pretty well. It's not a science fair book exactly, because it tells you how to make things and doesn't give rules and regulations for entering science fairs, but the projects were unusual and fun.

I have gotten 1st place for my science fair projects from this book. Great awesome job. I just want to thank Glen and all of the effort he/she had put into this book. Once again thank you

All the projects in this book were original and interesting. We especially liked the medieval slingshot device. Good book if you want something different.

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