The Scientific Method

This paper outlines how the Scientific Method will be used in designing and performing experiments throughout the year.

I. Purpose: -It is a <u>general statement</u> that describes why you are doing the experiment. -Example) Purpose: To study what effects plant growth.

II. Hypothesis: -An educated scientific assumption that will be tested.

-A <u>specific statement</u> describing what you believe the outcome of the experiment will be.

-<u>Don't</u> start your hypothesis with "I think...", "We think...", "I believe..." -Example) Hypothesis: Plants will die without sunlight.

III. Procedure: -This shows how the experiment will be done.

-It Includes:

A. Materials: A list of all materials used in the experiment

B. Instructions: A <u>step-by-</u>step list of activities that will be performed in the experiment.

IV. Experiment: -In this part you actually perform the experiment, record results, and analyze data.

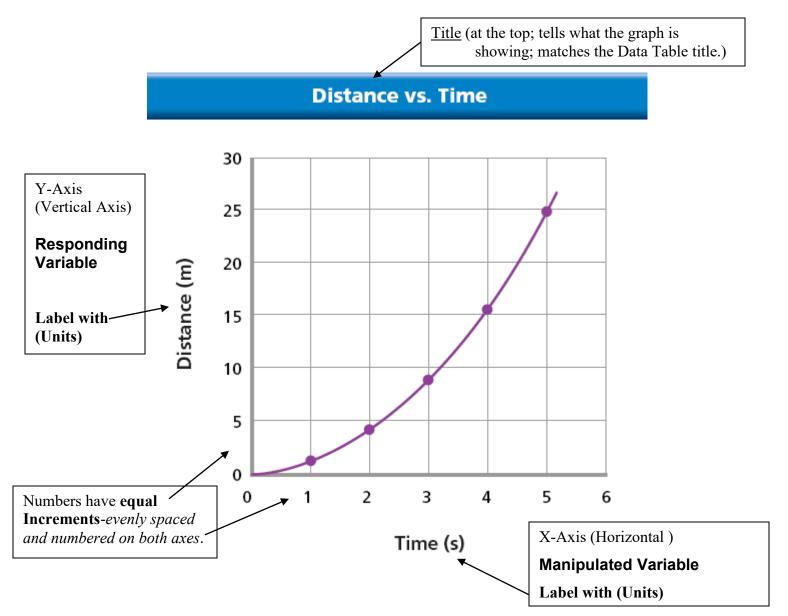
- Activities that can be done during the experiment include:

- 1. Testing
- 2. Observing
- 3. Recording Results
- 4. Analyzing results and data
- 5. Making Tables
- 6. Making Graphs
- 7. Answering questions
- 8. Drawing diagrams or pictures

V. Conclusion:	-The Conclusion is very important! - It is a summary of your entire experiment in <u>paragraph</u> form.
Paragraph 1	 The questions you need to answer are: What did you do during the experiment, and how did you do it? (3-4 sentences) What are your general results of the experiment? (2-3 sentences) Was your hypothesis correct or not? Explain (1-2 sentences)
Paragraph 2	 What problems did you have? (2-3 sentences) What unavoidable experimental errors were there and what <u>specific</u> results did they affect? (2-3 sentences) What did you learn? (2-3 sentences)
	-Conclusions should be a minimum of 2 full <u>paragraphs</u> long. 12-15 full sentences for full credit.

Important Rules for Graphing

It is important to draw graphs carefully and correctly. They display results of your experiment in a concise, easy to read fomat. The diagram below shows the important things to do and include when graphing.



When Graphing:

- 1. Always be **neat**.
- 2. Always use a straight edge (*ruler*).
- 3. Always be complete [Title and Label both axes with(units)].
- 4. Be as **accurate** as possible.
- 5. Use an **appropriate number system** on the axes.
- 6. Use color for bar graphs and if graphing more than one line on a line graph.
- 7. Use a **whole page** for each graph.