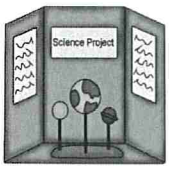
SCIENCE - TECHNOLOGY
ENGINEERING - ART - MATHEMATICS




JOIN US FOR

# FAMILY STEAM NIGHT

# AND

NICELY ELEMENTARY PTO

# THE NEW STUDENT MAKER FAIR

## WEDNESDAY, JAN. 29 FROM 6:00 TO 7:30 PM

**About Family STEAM Night:** On January 29th, we will celebrate Nicely students' brilliant questions and creativity by inviting them to participate in our **1st annual** *STEAM Night & Maker Fair*. Student projects and experiments will be displayed throughout the school. In addition, *the night will also feature local scientists, artists, demonstrations, and hands-on activities and art!* Whether you choose to contribute a project or not, everyone is encouraged to attend and celebrate all things STEAM with us!

### HOW TO PARTICIPATE IN THE MAKER FAIR:

- Participation in the Maker Fair portion of the night is open to any interested student, K-5.
- Projects will need to be dropped off before the event in order to prepare for the night. The Drop-off times are as follows:
  - Tuesday, Jan. 28 8:45-9am,
  - Tuesday Jan. 28 6-7pm, or
  - Wednesday Jan. 29 8:45-9am
- All participating scientists and makers will have the opportunity to stand with their projects for a short amount of time during STEAM Night in order to demonstrate the creation and field questions and comments from family and friends.

**See other side for project details.** ➡

# Nicely Maker Fair Project Guidelines

**Project Guidelines: Scientists and Makers are welcome to either do a traditional Science Fair project using the Scientific Method (below) or display an original work of art or creative project that utilizes engineering or technology.**

## Project Examples:

| Traditional Science Fair Project | Arts and Crafts | Engineering or Tech Projects |
|---|---|---|
| Follow each step of the scientific method* to answer a great question. | Display an art piece or handmade craft and explain** how or why you made it. | Share something you built and explain** your process. |
| Does my dog have a color preference? | A knitting or sewing project | Design a sturdy bridge or other structure out of LEGOS, craft sticks, or something else |
| Why do leaves change color in the fall? | A painting, sculpture, or photo series | Build a robot |
| Which M & M's appear most often in the bag? | Jewelry, beading, or bracelet making | Develop a catapult |

## *SCIENTIFIC METHOD

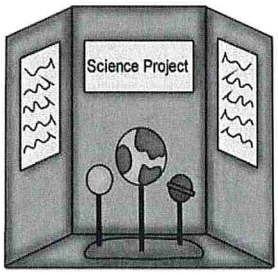
WHAT'S YOUR **QUESTION**?

WHAT IS YOUR **HYPOTHESIS**?

HOW DID YOU **INVESTIGATE** YOUR QUESTION?

WHAT WERE YOUR **RESULTS**? SHARE YOUR DATA.

WHAT DID YOU LEARN? SHARE YOUR **CONCLUSIONS**.




## ** MAKER PROJECT EXPLANATIONS

USE WORDS, ILLUSTRATIONS, AND/OR PHOTOS TO SHOW US THE PROCESS YOU USED TO ARRIVE AT YOUR FINAL PRODUCT.

WHAT INSPIRED YOU? OR WHAT PROBLEM WERE YOU TRYING TO SOLVE?

WHAT DID YOU LEARN? OR WHAT WOULD YOU DO DIFFERENTLY NEXT TIME?