

Structure of Science Olympiad

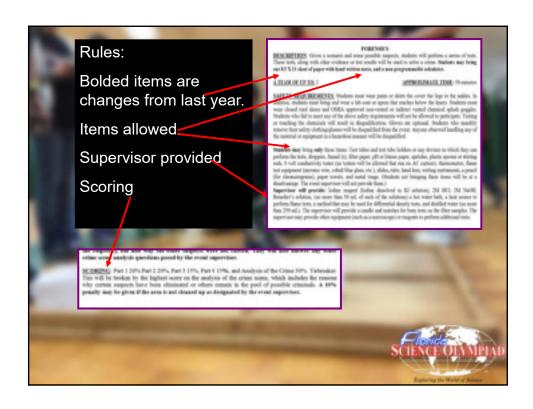
- Consist of 15 students, one coach.
- Must qualify for state by performance at regional
- Two divisions: B (middle), C (high)
- 23 different events
- 4 teams from Florida go to Nationals

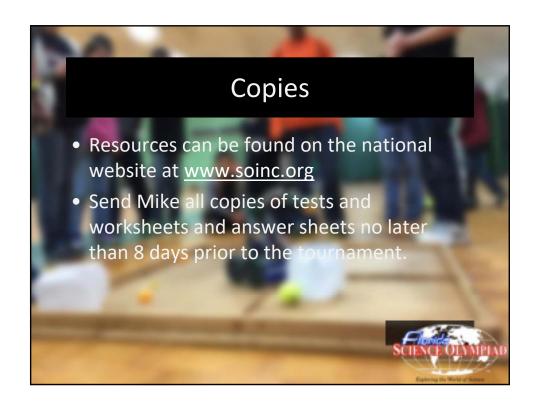




The Events: Division C Anatomy & Physiology Hydrogeology **Invasive Species** Astronomy **Material Science** Chemistry Lab Microbe Mission Disease Detectives Dynamic Planet **Optics Ecology Remote Sensing Electric Vehicle Robot Arm Experimental Design Rocks and Minerals Towers** Forensics Game On Wind Power Write It, Do It Helicopters TRIAL: Quadrotor Hovercraft

Rules and Criteria RULES ARE ALWAYS PRECEDENT Read over the rules and make sure you understand them. The rules are complex. Make sure you understand how the scoring criteria works. Check for clarifications at www.soinc.org and www.soinc.org and www.floridascienceolympiad.org and click on Events The students will know them very well!









Designing Lab/Research Events 42 teams – so no less than 42 questions/points Write items, questions or activities that are aligned to the rules. Create 1/3 of each at an easy, medium, and difficult level. No one should get a 100% or 0%



Essays

- Write an answer key to the essay that you consider an ideal score.
- Identify factors that make it ideal.
- Determine the number of points for ideal.
- Determine what constitutes awarding fewer points.



Calculations

When scoring for calculations, determine a mange that will receive highest number of points.

Example: Measuring mass and acceleration to find force, student collects the following data and finds the force to equal 56.7 N:

m = 10.5 kg

 $a = 5.4 \text{ m/s}^2$

A scoring rubric might give: 5 points for 58 and 55

3 points for 61 and 52

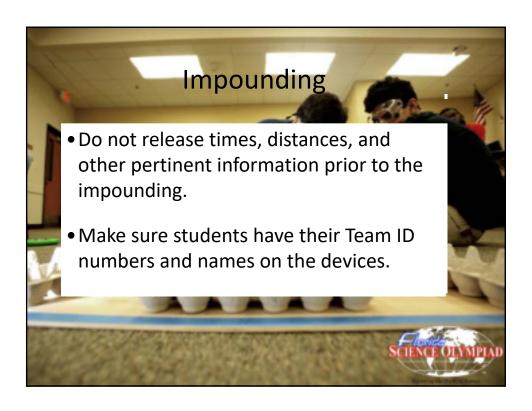
0 points if beyond 61 and 52

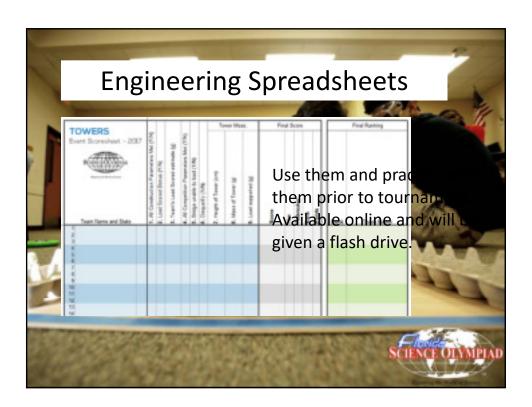
Designing Lab Events • Be clear and course about what you want students to do. • Stay away from tricky questions. • Try to do as much hands on as possible. • Ensure that there is a space for NAMES and TEAM NUMBERS



Impounding The following are Impound Events: 1. Electric Vehicle (C) 2. Hovercraft (B/C) 3. Mission Possible (B) (State) 4. Scrambler (B) 5. Wind Power (B/C) 6. QuadRotor (C) TRIAL

Impounding Engineering Event If you are Event Supervision at event that requires a device to be impounded, students will have until 10:00 am to turn in. No modifications are allowed to device after this time. But can suggest that something needs fixed. Give students a receipt.









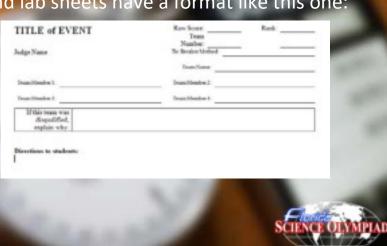
Team Numbers

- Students must have these before they compete.
- Make sure they have a wristband and check to be sure the team number is on it.
- Make sure they are in the correct hour.
- You also have them on the scoring summary sheet.
- Students MUST sign in as they enter the room or location.

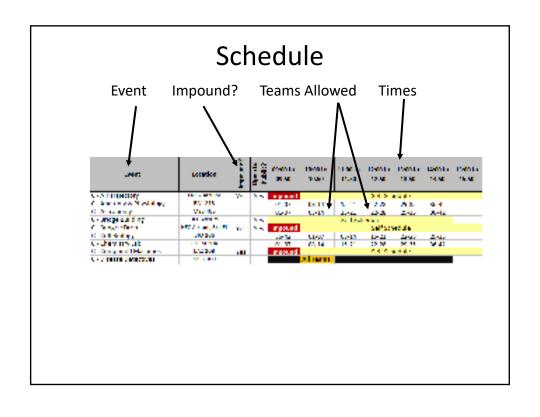


Event Templates

 To help with Scoring, make sure your test and lab sheets have a format like this one:



Use Internet/Cell Phone Time Let teams in even if they are late, but don't give them extra time at the end. It is not a benefit if they are late. If they come in and disturb, then they can be disqualified.



• Make sure before any student leaves your room that all materials have been returned, you have accounted for all handouts and that all supplies are clean. • To help with cleanup at end of day, please gather supplies to one place in the room. • Bring back garbage bags

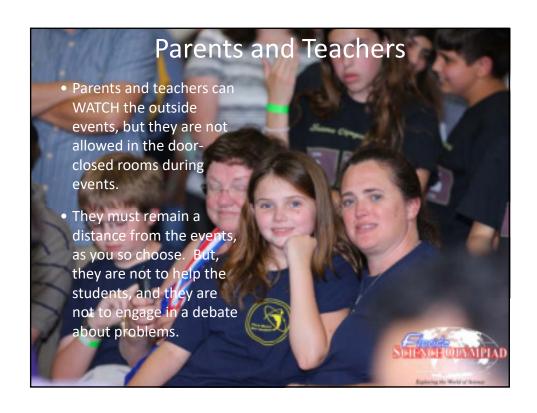


Disqualifications If a student is disqualified, note the reason on the Scoring Sheet and student work. There is a difference between legitimate mistakes and blatant disregard for the rules. Make a judgment about a which category the students may fall into when assigning points.



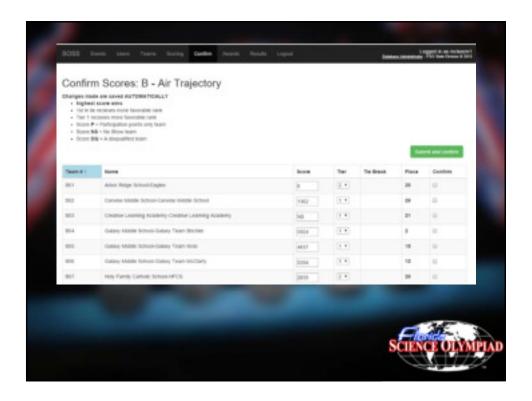




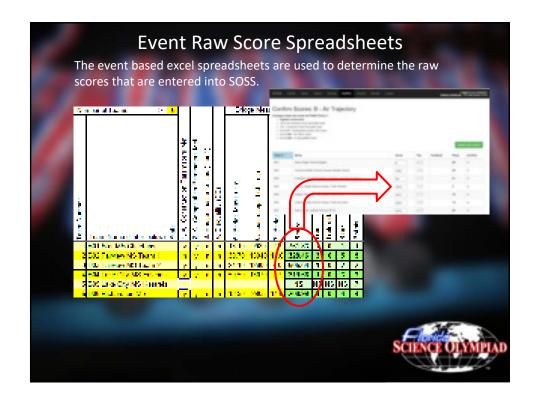








With SOSS you only need to: Enter Raw Scores Break Ties in places 1-19 Organize team worksheets in rank order, with 1st place on top. Event rules specify how to score. You will still use the Excel spreadsheets for building events to calculate raw scores.



Scoring

- Teams that rank in places 1-20 will receive 1-20 pts
- Teams that rank in places 21-42 will receive 20 pts
- Teams that compete but can't be scored (rare case) receive a P and last place of those teams that show up
- Teams that are No Show NS receive n+1 points or 21 pts
- Teams that are disqualified (DQ) for unsportsmanlike conduct receive n+2 points (or more) or 22 points.
- Lowest combined score of all the events will determine the winner of middle and high school.

SCIENCE OLYMPIAD

Scoring

Take ALL of the student work (labs, tests, scoring sheets) to the Scoring Room after doing the following:

- 1. Enter scores into SOSS and Submit to Lock.
- 2. Fill out Scoring Checklist
- 3. Place student work in RANK order, 1st Place on Top
- 4. Be ready to READ ALOUD the student work with Team No., Raw Score, Rank.



