Event Supervisors and Assistants Training Session

Philosophy of Science Olympiad

- Improve quality of science education.
- Create a passion for science learning.
- Provide recognition for achievement.
- Started in 1983
- Now over 14,000 teams
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 B

- Anatomy & Physiology
- **Bottle Rocket**
- Crime Busters
- Disease Detectives
- Dynamic Planet
- Ecology
- Experimental Design
- Food Science
- Hovercraft
- Invasive Species
- Meteorology
- Microbe Mission
- Mission Possible
- Optics
- Picture This
- Reach for the Stars
- Road Scholar
- Rocks and Minerals
- Scrambler
- Towers
- Wind Power
- Wright Stuff
- Write It, Do It
The Events: Division C

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

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.floridascienceolympiad.org and click on Events
- The students will know them very well!
Rules:
Bolded items are changes from last year.
Items allowed.
Supervisor provided
Scoring

Copies

• Resources can be found on the national website at www.soinc.org
• Send Mike all copies of tests and worksheets and answer sheets no later than 8 days prior to the tournament.
Lab and Research Events

Use the Template
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%

Designing Lab/Research Events

- Know how ties will be broken. This could be as simple as posting the questions that will be tie breakers. (For example, Question 1, 3, 5 in that order will break ties.)
- Post in the room how ties are broken.
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 range 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:
\[
\begin{align*}
    m &= 10.5 \text{ kg} \\
    a &= 5.4 \text{ m/s}^2
\end{align*}
\]

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 concise 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.

Engineering Events
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.
Impounding

- Do not release times, distances, and other pertinent information prior to the impounding.
- Make sure students have their Team ID numbers and names on the devices.

Engineering Spreadsheets

Use them and practice with them prior to tournament.
Available online and will be given a flash drive.
Event Supervisor Procedures

Equipment and Supply Needs

• Must have all supply requests at least 1 week before competition.
• Stopwatches - smartphone
• Get copies to me early.
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:
Event Start Time

- 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.

Schedule

<table>
<thead>
<tr>
<th>Event</th>
<th>Impound?</th>
<th>Teams Allowed</th>
<th>Times</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event Supervision</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Event Instructions

• 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 outright disrespectful, they can be disqualified. In addition, multiple problems or outright cheating can result in the disqualification of the entire team.

• Notify Tournament Director if there is a problem that could lead to this.
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 which category the students may fall into when assigning points.

Disqualifications

• DQ’s for scoring purposes are not:
  • When students attempted but didn’t follow the rules.
  • Built something incorrectly.
  • Didn’t have safety equipment.
  • Anything other than behavior related.
Mistakes

• You are the event supervisor, so you are empowered to make decisions.

• However, if you make a mistake interpreting the rules, and catch it AFTER the first school competes, continue the mistake throughout the day.

Arbitration

• No Long Debate
• Pick up at Help Desk
• All rulings final

ONLY STUDENTS CAN FILE
Parents and Teachers

- Parents and teachers can watch the outside events, but they are not allowed in the door-closed rooms during events.

- They must remain a distance from the events, as you so choose. But, they are not to help the students, and they are not to engage in a debate about problems.

Scoring
New Online Scoring:
Science Olympiad Scoring System (SOSS)

- BYOD
- Completely online
- Enter scores directly.
- Identifies ties
- Tiers are for engineering events
Scoring

• 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.

Event Raw Score Spreadsheets
The event based excel spreadsheets are used to determine the raw scores that are entered into SOSS.
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.

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.
Score Counseling

To ensure that all scores have been entered correctly, scores will be verified. Make sure you fill out this form before entering score counseling.

Scoring

• The scoring room is CREOL and you will be directed to a computer lab.

• Arbitrations must be cleared for your event.
Lunch!

- Lunch will be available at 11:30 am.
- In CREOL Lobby
- Send a student volunteer

When, Where, What

- CREOL 102 to pick up packets.
- Meeting at 8:10 a.m in CREOL 102/103
- Head to the rooms to finalize the setup and figure out any last minute issues.
- Impounds begin at 9:00 am
- Lab setup will be from 7:00 to 9:00 am
- First event starts at 8:00 am
- Lunch at 11:30 in CREOL Lobby
- Have a great day!
For More Information:

www.floridascienceolympiad.org
www.soinc.org
Twitter: @scienceolympiad

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