

What Makes a Good Science Fair Project Question

What Makes a Good Science Fair Project Question?	For a Good Science Fair Project Question, You Should Answer "Yes" to Every Question
Is the topic interesting enough to read about, then work on for the next couple months?	Yes / No
Can you find at least 3 sources of written information on the subject?	Yes / No
Can you measure changes to the important factors (variables) using a number that represents a quantity such as a count, percentage, length, width, weight, voltage, velocity, energy, time, etc.? Or, just as good, are you measuring a factor (variable) that is simply present or not present? For example, Lights ON in one trial, then lights OFF in another trial, USE fertilizer in one trial, then DON'T USE fertilizer in another trial.	Yes / No
Can you design a "fair test" to answer your question? In other words, can you change only one factor (variable) at a time, and control other factors that might influence your experiment, so that they do not interfere?	Yes / No
Is your experiment safe to perform?	Yes / No
Do you have all the materials and equipment you need for your science fair project, or will you be able to obtain them quickly and at a very low cost?	Yes / No
Do you have enough time to do your experiment more than once before the science fair?	Yes / No
Does your science fair project meet all the rules and requirements for your science fair?	Yes / No
Have you checked to see if your science fair project will require SRC (Scientific Review Committee) approval?	Yes / No
Have you avoided the bad science fair project topic areas listed in the "Science Project Topics to Avoid" table?	Yes / No

Source: http://www.sciencebuddies.org/science-fair-projects/project_question.shtml#checklist

Science Project Topics to Avoid

Science Project Topics to Avoid	Why
Any topic that boils down to a simple preference or taste comparison. For example, "Which tastes better: Coke or Pepsi?"	Such experiments don't involve the kinds of numerical measurements we want in a science fair project. They are more of a survey than an experiment.
Most consumer product testing of the "Which is best?" type. This includes comparisons of popcorn, bubblegum, make-up, detergents, cleaning products, and paper towels.	These projects only have scientific validity if the Investigator fully understands the science behind why the product works and applies that understanding to the experiment. While many consumer products are easy to use, the science behind them is often at the level of a graduate student in college.
Any topic that requires people to recall things they did in the past.	The data tends to be unreliable.
Effect of colored light on plants	Several people do this project at almost every science fair. You can be more creative!
Effect of music or talking on plants	Difficult to measure.
Effect of running, music, video games, or almost anything on blood pressure	The result is either obvious (the heart beats faster when you run) or difficult to measure with proper controls (the effect of music).
Effect of color on memory, emotion, mood, taste, strength, etc.	Highly subjective and difficult to measure.
Any topic that requires measurements that will be extremely difficult to make or repeat, given your equipment.	Without measurement, you can't do science.
Graphology or handwriting analysis	Questionable scientific validity.
Astrology or ESP	No scientific validity.
Any topic that requires dangerous, hard to find, expensive, or illegal materials.	Violates the rules of virtually any science fair.
Any topic that requires drugging, pain, or injury to a live vertebrate animal.	Violates the rules of virtually any science fair.
Any topic that creates unacceptable risk (physical or psychological) to a human subject.	Violates the rules of virtually any science fair.
Any topic that involves collection of tissue samples from living humans or vertebrate animals.	Violates the rules of virtually any science fair.

Source: http://www.sciencebuddies.org/science-fair-projects/project_question.shtml#examples