

BUTWIN ELIAS SCIENCE & TECHNOLOGY AWARD

GUIDELINES

The Butwin Elias Science and Technology Award is a way for you to compete for money against other students by creating cool projects. The award honors Sam Elias and George Butwin, just a couple of the many Meyers teachers that rock. The winner(s) will demonstrate excellence in applying concepts learned in school to projects outside of a set curriculum.

How to Apply for the BEST Award

If you are a student at E.L. Meyers Junior/Senior High School, then you are eligible to apply for the BEST Award. You can start planning your entry as soon as you want, but you must submit your entry online at www.isemanfoundation.com/20182019 by 11:59PM ET on Tuesday, May 7th, 2019. If you want to submit after May 7th, you need to get approval by requesting an extension first.

Your entry consists of two important elements:

Project A project may be whatever you want or invent, including but not limited to constructed object, solution to a problem, system, invention, event, improvement to an existing project, etc.

Be sure that your project does not hurt anyone. Use safety gear appropriately and alert a teacher or knowledgeable adult before attempting anything potentially dangerous.

Instructable When you submit your project, you will be required to submit an Instructable that documents your/your team's project. You can create an Instructable at www.instructables.com. If you got any special help or need to cite resources, give due credit here.

How to Win the BEST Award

Any Meyers student can enter, but only a few will claim the top prizes. To have a winning project, here are the competencies that will earn you top points, and at least \$1000! The winner will be chosen by a panel of judges

Connection to STEM The winner creates a product rooted in science, technology, engineering, and/or mathematics, often referencing more than one of those categories, and makes clear connections between the product and STEM principals, techniques, or theories.

Documentation The winner thoroughly summarizes and explains the rationale of all of the work done to create their project so that the judges grasp the complexities of the project and would reasonably be able to recreate the project. The winner also clearly explains all data points, materials required to create the project, and their relevance to the process.

Originality The winner successfully breaks rules or conventions, or uses common materials or ideas in new, clever and surprising ways. They show a personal touch to create a unique product.

Product Quality The winning product is fully functional. It solves the defined problem or meets the identified need. It's practical and feasible.