**BRIDGE BUILDING** (2) – Each team will test their ability to build a strong, stable, and reproducible bridge from common materials.

**COOL IT** (2) - Each team will construct a device to keep an ice cube from melting.

**DENSITY** (2) – This event is designed to examine the students’ basic understanding of the nature of density using square or rectangular blocks of various materials.

**DISEASE DETECTIVE** (1-2) - The goal of this event is to have students understand connections between things they may encounter in daily life and various health problems that affect communities, risks for disease/injury, and opportunities for prevention. It will also help students understand general categories of causes of diseases and injuries.

**ELEMENTS, COMPOUNDS & MIXTURES** (2) – Each participant will classify materials into one of these three possible categories.

**FOOD FOR THOUGHT & ENERGY** (2) - Groups of students demonstrate knowledge of food groups and additives.

**GRASP A GRAPH** (1) – The objective is to develop skills of collecting and organizing information using pictographs, bar, line and pie graphs to solve problems.

**KNOCK, KNOCK, WHO’S THERE?** (1) **-** From examination of “evidence” students are to determine what animal passed by.

**LEAF AND TREE FINDER** (2) - One participant will be asked to identify various trees by using an identification key and leaf and tree part samples.

**MAKING AND USING A KEY** (2) – Groups working cooperatively will develop a key from a group of objects, then later use a previously developed key to properly identify another object.

**MONSTER MATCH (2)** – Students will be given a set of approximately 30 Science Olympiad monster cards and asked to sort them in pairs of two, three or four.

**MYSTERY ARCHITECTURE** (2) - This event is designed to test the student’s ability to think on their feet. They will be given a bag of materials to build a free standing tower as high as they can. The tower should be constructed to support a tennis ball at its top.

**MYSTERY POWDERS** (2) -Contestants will be asked to identify a mixture of common white household powders.

**NAME THE SCIENTIST** (1) – Students will be required to identify prominent scientists and their contributions to their field(s).

**NO BONES ABOUT IT** (2) - Students will match each of 10-15 different kinds of bones with an appropriate skeleton or chart of various animals.

**PAPER ROCKETS** (2) – Students will build and fly a paper rocket from materials that are provided.

**PASTAMOBILE** (up to 4) – Teams build a cart to traverse a course in a specified amount of time.

**POND STUDY** (2) – Students will be provided with pond samples and/or pictures and asked to identify pond life and build a food chain.

**RUBBER BAND CATAPULT** (2) – A team of two (2) students will design and construct a catapult device to shoot a rubber band at a target that is placed within a given range.

**SIMPLE MACHINES** (2) - Participants will demonstrate their knowledge of simple machines.

**WEATHER OR NOT** (2) -This competition will test the students’ knowledge of meteorological terms, techniques, and events

**WILDLIFE SAFARI** (2) – In this event students will demonstrate their understanding of basic ecological concepts such as food chains, food webs, components of habitat and impact of modern technology on our environment. They will also demonstrate their ability to identify various plants, insects, birds, mammals, etc. through the use of reference materials such as field guides.

**WRITE IT/DO IT**(2) **-** This event tests competitor's ability to clearly communicate in writing and follow written directions.