

The background of the slide is a full-page image of marbled paper. It features a complex, organic pattern of swirling, branching, and cell-like structures in various shades of beige, cream, and light brown. The pattern is dense and covers the entire area.

# **Scientific Method**

# What is the **Scientific Method**?

- The **scientific method** is a logical, problem solving technique.

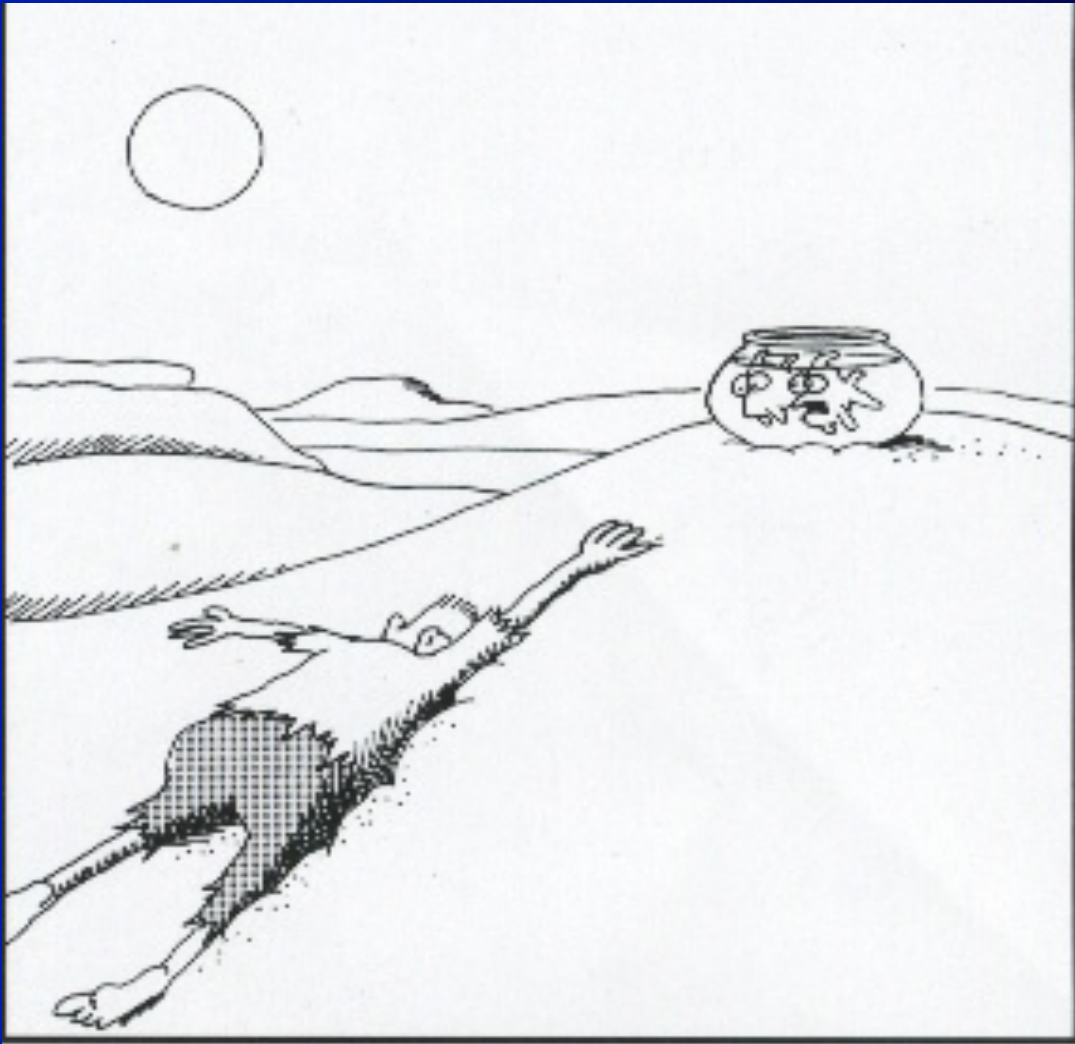
# **Steps of the Scientific Method**

- **Observation**
- **Problem Statement**
- **Hypothesis Statement**
- **Experiment / Data Collection**
- **Conclusion Statement**

# Observation

- The scientific method begins with **observation**
- An **observation** is a visible or provable **fact**.
- An ***inference*** is an **opinion**, or conclusion, based on observed facts.

# Observation vs. Inference



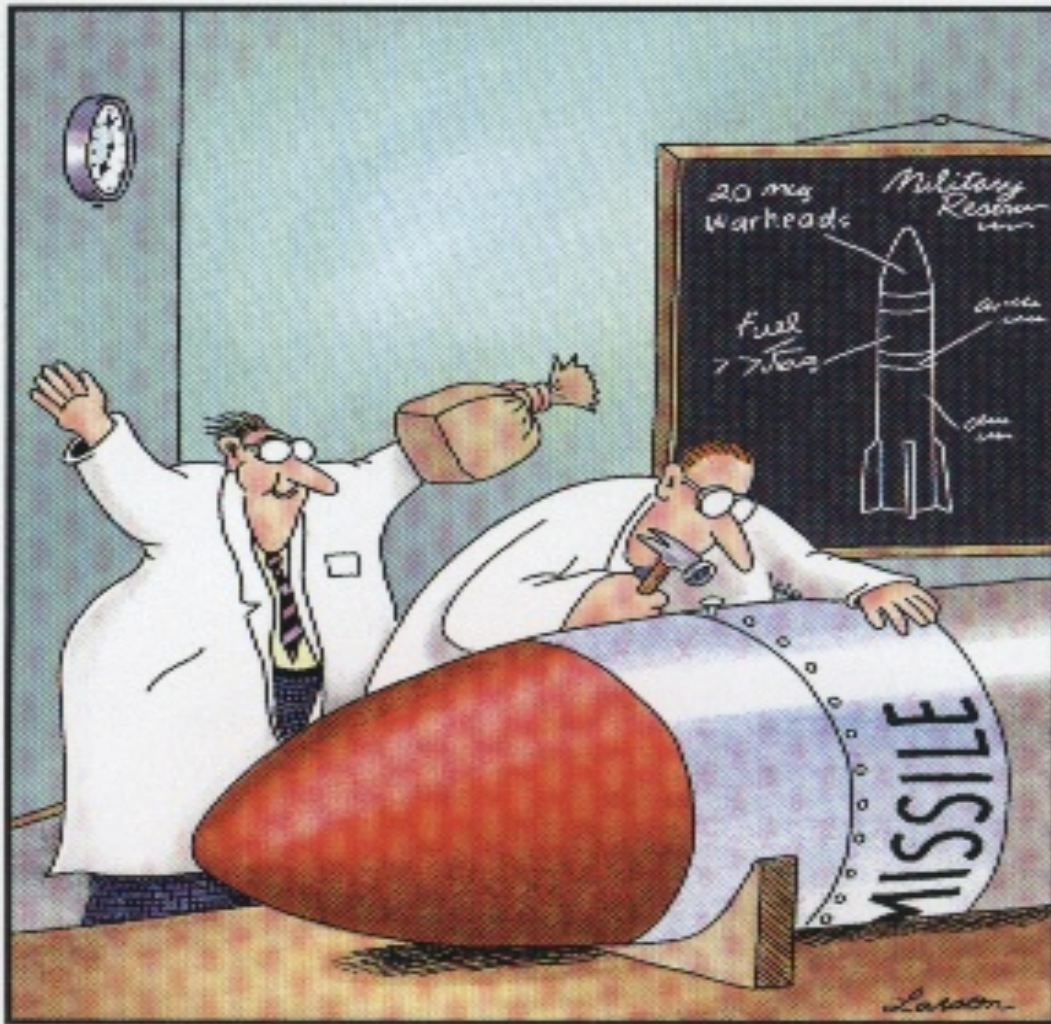
"My word! ... That one came just too close for comfort, if you ask me."

**Observation:**

**Observation:**

**Inference:**

# Observation vs. Inference



**Observation:**

**Observation:**

**Inference:**

# Problem Statement

- Careful observations lead to questions that arise.
- A **problem statement** is a question that compares *variables*.
  - *Example:* Does the drop height affect the bounce height of a superball?

# What are **Variables**?

- A **variable** is something that changes.
  - There are independent variables and dependent variables.

# **What is an Independent Variable?**

**An independent variable is a variable that changes unrelated to other factors; a variable we manipulate, or change, on purpose.**

**An independent variable is the variable whose value we know before we start an experiment.**

***Example: Does the drop height affect the bounce height of a superball?***

***We know the drop heights we will use.***

# **What is a Dependent Variable?**

**A dependent variable** is a variable that changes depending on some other factors; the variable we are trying to find out.

The **dependent variable** is the variable whose value we do not know before we start an experiment.

**Example:** Does the drop height affect the **bounce height** of a superball?

**We do not know the *bounce heights* before we start.**

# What is a **Constant**?

A **constant** is a variable that does not change for the duration of an experiment; a value that remains the same.

*Example:* Does the drop height affect the bounce height of a **superball**?

The **superball** does not change during the experiment.

# Hypothesis Statement

- **A hypothesis statement is a statement that expresses the expected answer to the problem statement;**
  - **what you think the results of the experiment will show.**
- ***Example:* If a superball is dropped from increasing heights then the bounce heights will also increase because...**

# Experiment

- An **experiment** is a planned way to test a hypothesis and find out the answer to the problem statement.
- An **experiment** is a way to collect data and determine the value of the dependent variable.
- An **experiment** compares the independent variable to the dependent variable.
- An **experiment** can only test one dependent variable at a time.

# Conclusion Statement

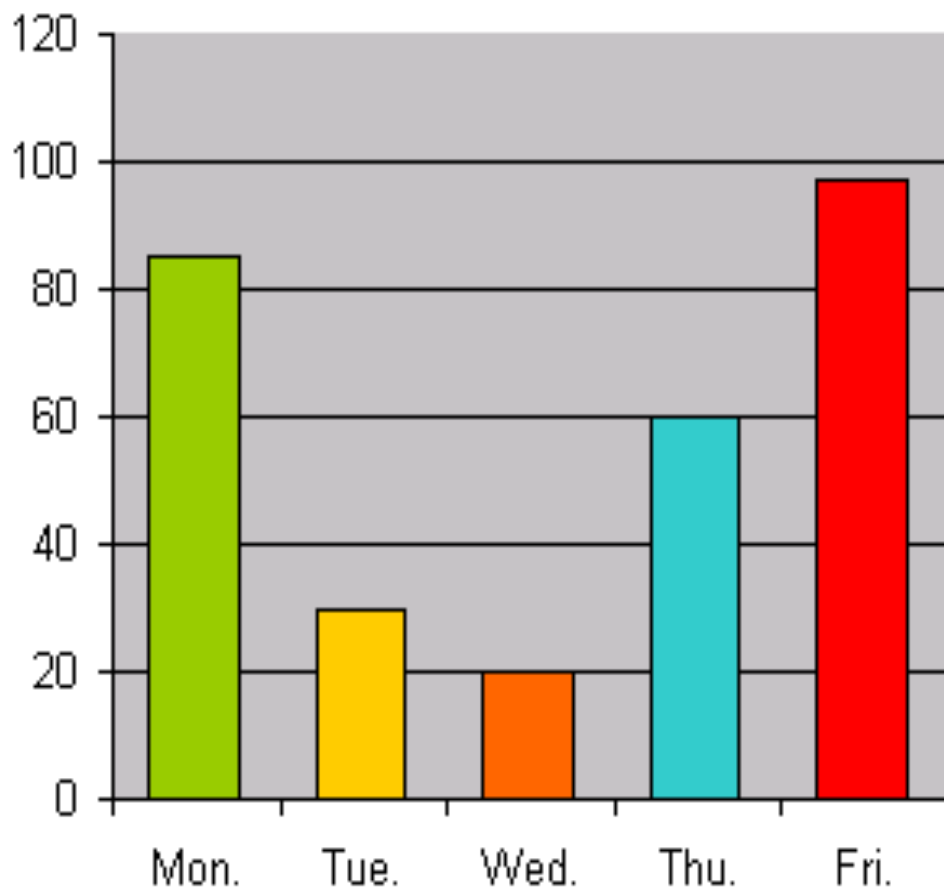
- A **conclusion statement** is a statement that presents the findings of the experiment, what the data shows, and states if the hypothesis was correct (supported) or incorrect (negated).

# **Why Do We Use Graphs?**

- **Graphs help us visualize numerical data.**
- **There are several different types of graphs:**
  - **Bar graphs**
  - **Pie graphs**
  - **Line graphs**

# Bar Graphs

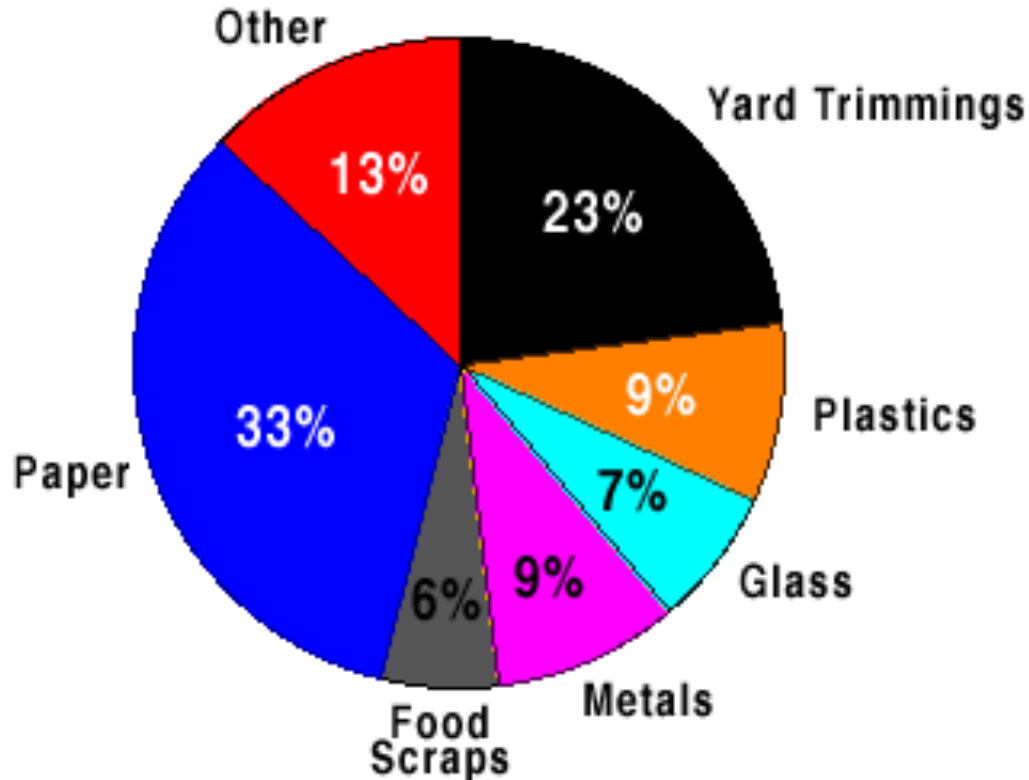
Absences at City H.S.



- **Bar graphs are used to show a comparison of multiple objects.**

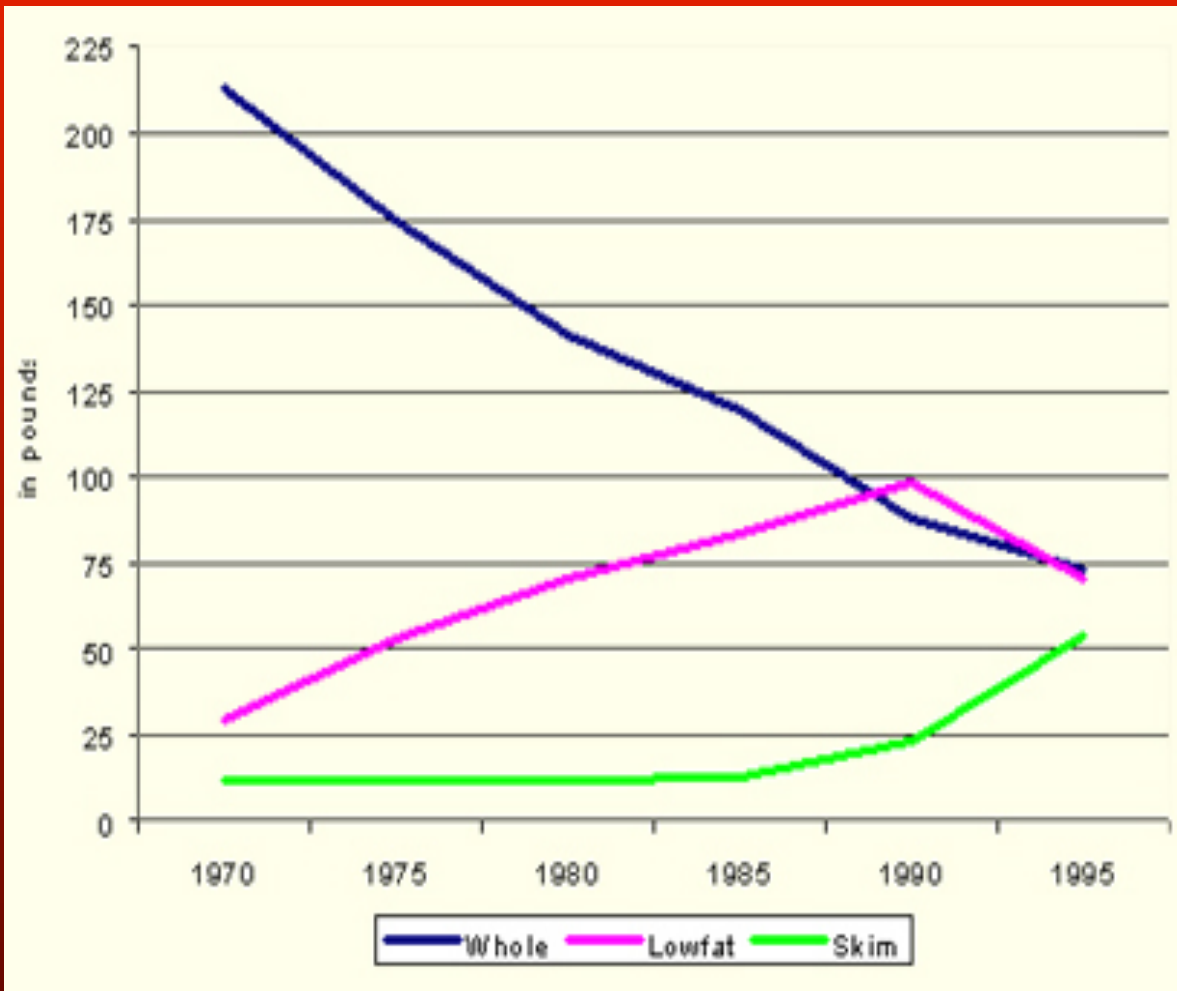
# Pie Graphs

**Norman Trash**



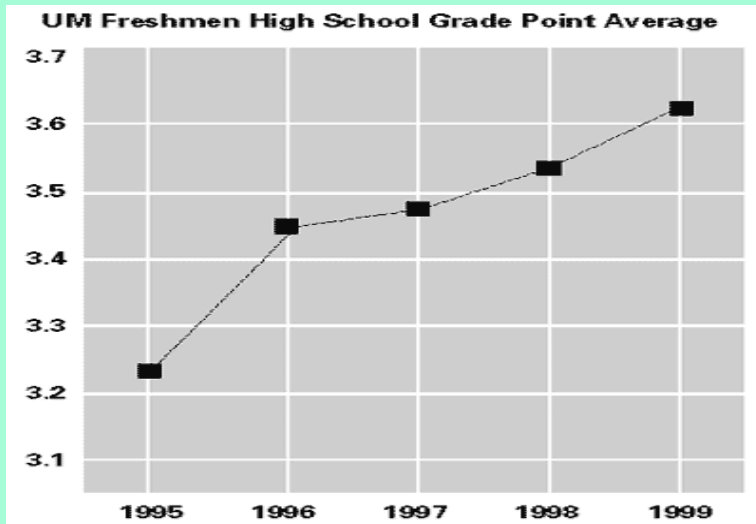
- **Pie graphs are used to compare the parts of a whole.**

# Line Graphs



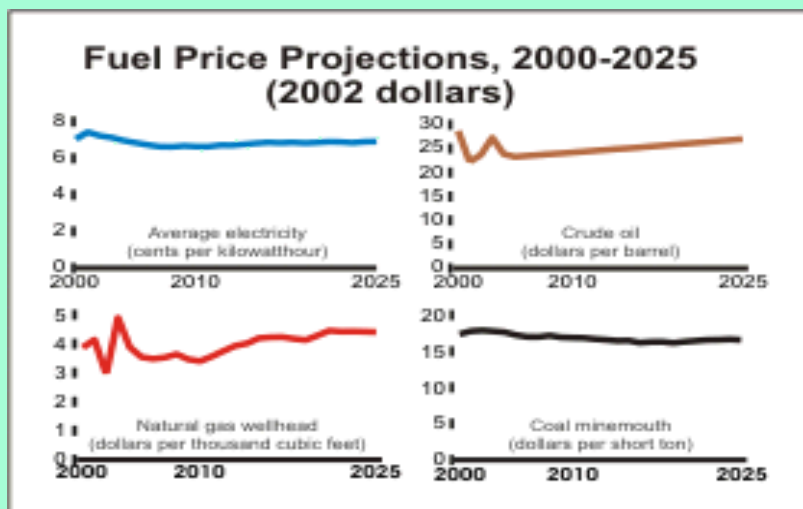
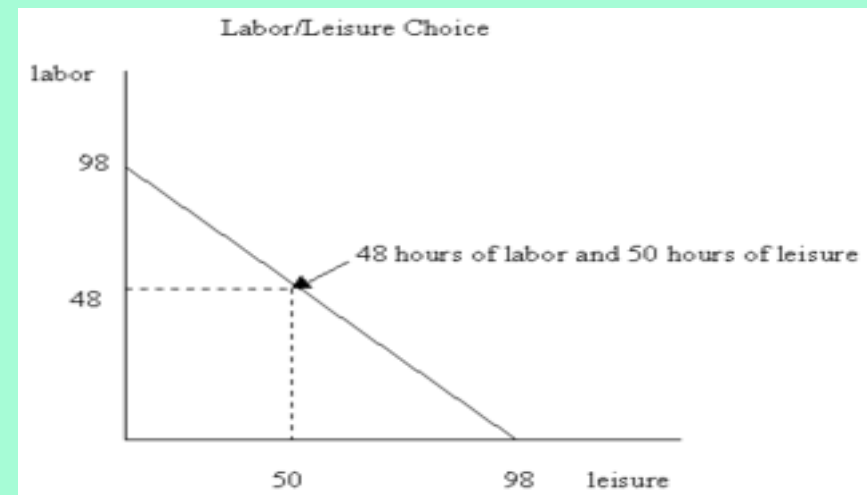
**Line graphs are used to show the relationship between variables.**

# Types of Relationships (between variables)



**Direct: as x increases  
y increases**

**Indirect: as x increases  
y decreases**



**Constant: as x increases  
y remains the same**