How to write an abstract?

Abstract is a brief or abbreviated version of your final report of the science fair project.Usually, it is limited to 250 words.

It should contain five important following points in both engineering and science fair projects along with the project title and also mention the name of the candidate and school's nameon the top.

1. Introduction: Start with the reason for the science project or invention and what is itspurpose? Is this new procedure or gadget better than the old? How is it going to help people?

2. Problem statement: Identify the hypothesis you have investigated in the scientificmethod and the problem you solved in the engineering method.

3. Procedure: Describe your approach, how you have solved the problem or investigatedit by performing experiments. Do not go in details by mentioning materials used etc. Youcould describe the most important variables.

4. Results: What was the outcome of the experimentation? Describe briefly the resultsby using numbers of percentages.

5. Conclusion: Finally, state how your new procedure or invention will help or contribute to the area of science you have worked. In case of an engineering project, mention whether you met your design criteria.

Some Don'ts in the abstract:

1. Do not use vague terms such as some, probably, possibly, and most.

2. Do not use abbreviated terms or acronyms, unless you have initially used

its full formsuch as AC (Air Condition) or LCM (Least Common Multiple).

3. Abstracts do not have references and citations.

4. Abstracts do not have graphs, charts or tables.

5. Do not acknowledge anyone in the abstract.

Abstract is the crème of your project, which quickly gives an idea about the importance of your research. Hence judges or scientists in Scientific competitions would have to read it first.

What you should have at the time of Presentation:

- A complete Research file is required for ALL projects.
- Students should develop or create an experiment that demonstrates their thinking specifically the scientific method.