

## Science & Innovation Fair Categories

The Science & Innovation Fair encourages learners to explore real-world challenges, local opportunities, and global innovations through age-appropriate scientific inquiry and creative problem-solving.

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### FOUNDATION & INTERMEDIATE PHASE

#### Grades 4 – 6

Focus: Curiosity, observation, creativity, basic problem-solving

#### 1. Environmental Science & Nature

- Local plants, animals, soil, and ecosystems
- Climate, weather, and conservation
- Protecting nature in dry and semi-arid areas like Kuruman

#### Examples:

How plants survive drought | Recycling ideas | Protecting local wildlife

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#### 2. Water & Life

- Clean water, saving water, and water cycles
- Simple filtration and purification ideas
- Water use at home, school, and in communities

**Local relevance:** Kuruman's water scarcity

**Global relevance:** Access to clean water worldwide

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#### 3. Everyday Science

- Science in daily life
  - Energy, heat, light, sound, and motion
  - Simple experiments using household materials
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#### 4. Creative Innovation

- Build-and-create projects
  - Models, inventions, or prototypes
  - Science through art, design, or storytelling
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## **5. Special Cross-Cutting Category (All Grades)**

### **Local Solutions, Global Impact**

Projects that:

- Address a **local challenge in Kuruman or the Northern Cape**

Can be applied or adapted **anywhere in the world**

### **Judging Will Consider**

- Age-appropriate complexity
- Creativity and originality
- Understanding of the topic
- Real-world relevance
- Presentation and communication

**Learners may work individually or in groups of 3 (as per grade guidelines).**

**Full participation rules and judging criteria will be released closer to the event.**