

SCSh:1,2,3

# The Scientific Method

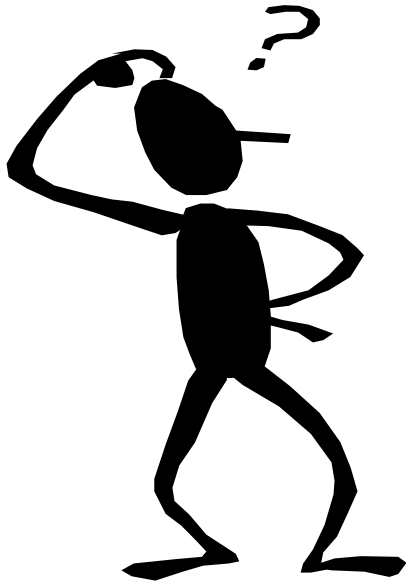


The series of steps used  
to gather information  
and solve a problem



# Science is...

- An organized way of using evidence to learn about the *natural world*
- The goal of science is to investigate and understand nature, to explain events in nature, & use events to make predictions



# Step 1: State the Problem

- A problem is the result of observations
- Observe nature - ask Why and How nature works the way it does
- Develop inferences: logical conclusions based on observations  
(*How do you think it works?*)



# Mr. Grubbs Question:

- Mr. Grubs lived near an empty lot where boys often played baseball. One day, he heard a crash and the clinking of broken glass. Upon entering the living room, he found a broken window. He went to the door. As he opened the door & looked out, he saw John running past the house carrying a baseball bat.
- Based on the above description:
  - List 5 Observations
  - List 2 Inferences

# Research

- Gather information about your problem to create logical answers to your question



## Step 2: Hypothesis



- A testable explanation of your question/set of observations
  - Generates Predictions—the expected outcome of a test assuming the hypothesis is correct
  - Written in If, then format
  - Example: *if* a plant gets nitrogen, *then* it will grow taller than a plant without nitrogen.

# Step 3. Experiment



- **Control group**- Does NOT receive the independent variable (IV)

- **Experimental group**—Does receive the IV

- **Independent variable (Manipulated variable)** —This is the factor that I change: *I can change it*

- **D**ependent variable (Responding variable)—response to IV



□ Graphing Variables:

- Dependent, Responding on Y axis (DRY)
- Manipulated, Independent on X axis (MIX)

□ Variables can be identified in a hypothesis:

- If a plant has nitrogen, then it will grow taller than a plant that does not have nitrogen.
- If...Nitrogen (IV); Then...Grow Taller (DV)



# A Scientific Graph

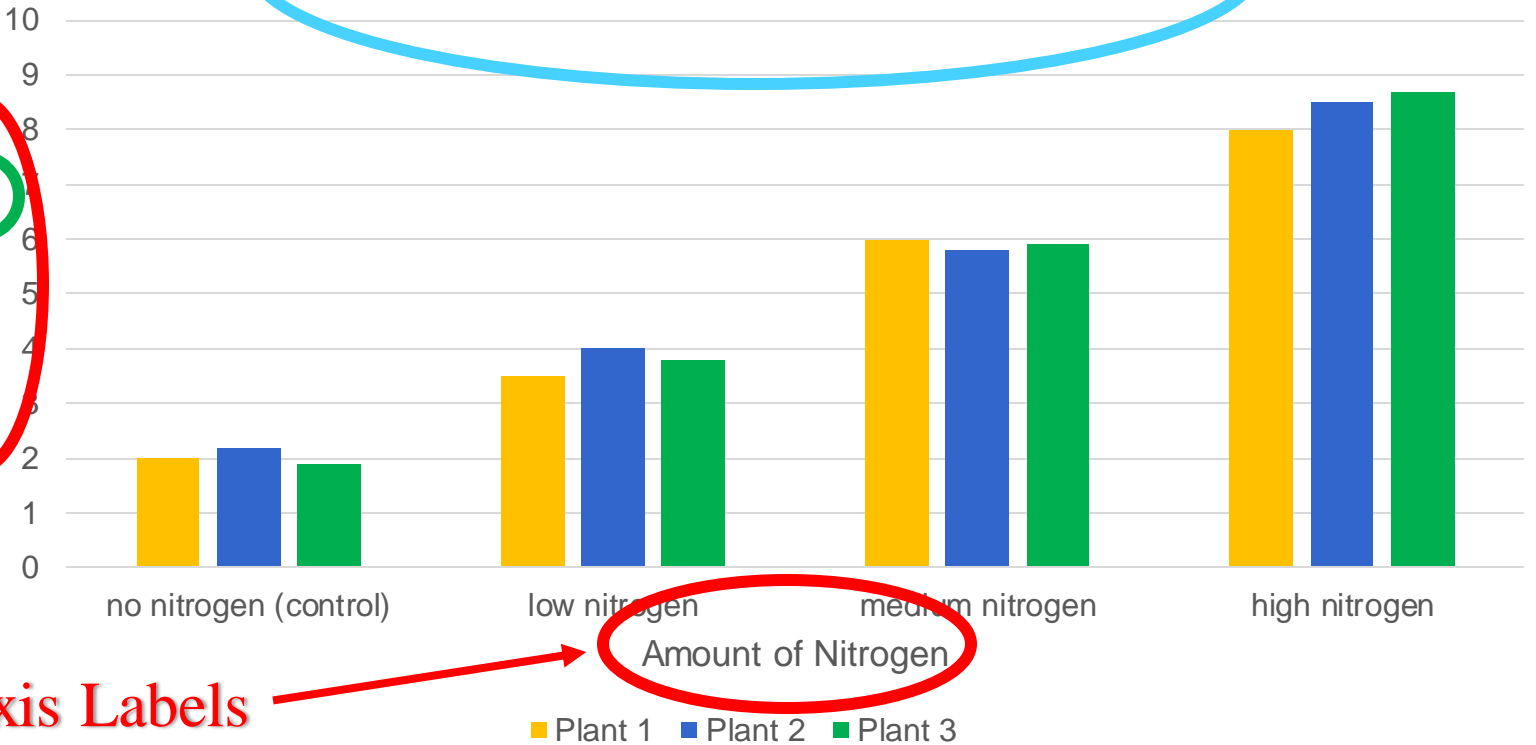
Descriptive Title

Units!

Plant height (cm)

Axis Labels

Effect of Nitrogen on Plant Height

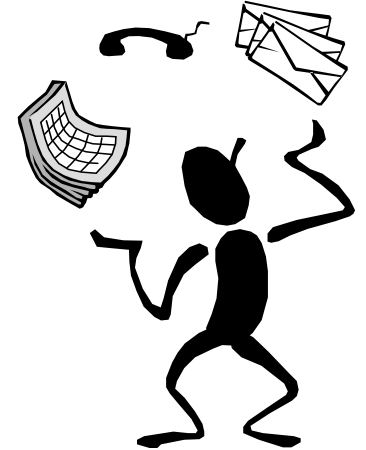




# Constants

- Constants things that remain the same—constant—in both the control and the experimental groups
  - Plant Example:
    - Always use the same type of soil
    - Always use the same amount of water and light
    - Use plants that are all the same species and age
    - Keep all the plants at the same temperature

# Step 4: Analyze Data



- Compile data from experiment in order to develop a conclusion
- Data may be quantitative or qualitative
  - Quantitative—think numbers: time, distance, height, pH
  - Qualitative—color, smell, texture, taste
- Use graphs/charts/tables
  - Look for connections within data
  - Reflect on experiment: what could I have done differently

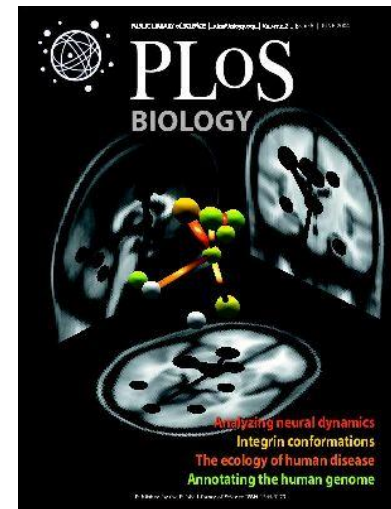
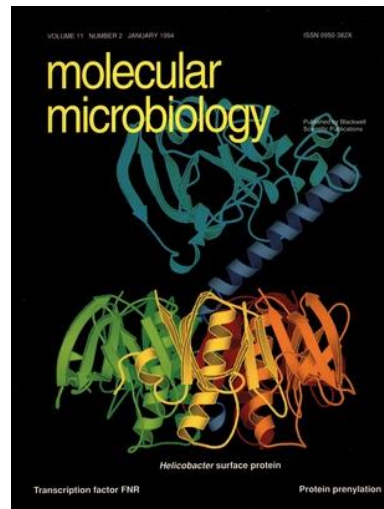
# Step 5: Conclusion



- May support (*NEVER prove*) a hypothesis or lead one to reject a hypothesis
- Use evidence from the experiment to support your conclusion

# Step 5: Publish and Repeat

- If hypothesis rejected – revise hypothesis or re-do experiment
- If hypothesis is supported – publish results (Scientific Journal) and have other scientists repeat
- *Science is under constant revision – never “proven”*



# Scientific Method Mnemonic:

PINK HIPPOS EAT DARK

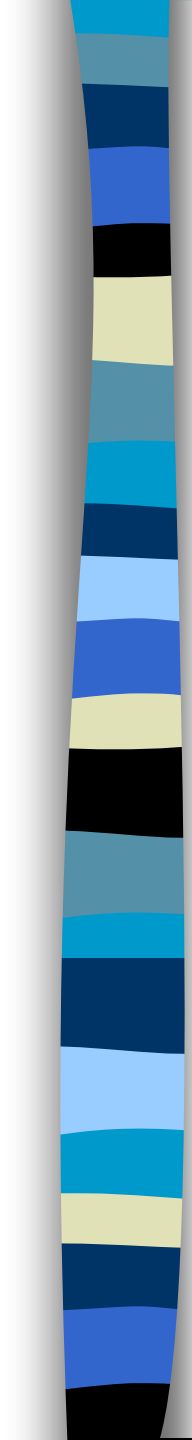
CHOCOLATE PUDDING





# What next? Laws and Theories

- A scientific **law** is a principle that has been observed and is valid everywhere in the universe.
- A scientific **theory** isn't a random, untested idea (as the word often means in casual conversation). Instead, a scientific theory is developed only after the testing of **many related hypotheses**.

- 
- *Scientists view theories as explanations that are **most likely true**, but are continually being tested.*
  - Theories and laws are two separate things. ***A theory does not become a law after enough testing.*** A good way to think about the difference between the two:
    - Law: description of something that is observed
    - Theory: explanation of *why* or *how* something happens (open to interpretation)