

Junior Science, Engineering and Humanities Symposium

Regional Directors

SUGGESTED PROGRAM ACTIVITIES

1. Competitive Research Paper Presentations in five-six concurrent sessions.
2. Student Research Paper Sharing Sessions (Non-Competitive Presentations).
3. Research-Based Field Trips Private and Government Sector Laboratories.
4. University Research Tours for Departments of Interest (e.g., Biology, Chemistry, Physics, Math, Computer Science, Psychology, etc. and Centers or Institutes in space or technology).
5. Field Trips to Informal Educational Institutions, e.g., Zoo, Botanical Garden, Science Center, Aquaria, Science Museums, Theater Productions, Musical Events.
6. Teacher and/or Student Workshops, e.g., Statistical analysis, technical writing, oral presentations, proposal writing, mentor search, funding opportunities, research internships, supporting organizations (science fairs, academy of sciences, universities, summer programs).
7. Talent shows, e.g., skits, music contests, vignettes, scenarios, impersonations of scientists
8. Mixers: e.g., dances, games, name hunts, cooperative problem solving events (bicycle building, paper airplane contests), pairing and sharing, common interest discussion groups.
9. Career confabs.
10. Round Table discussions, e.g., current issue in STS.
11. Drawings and Door Prizes.
12. State Science Debate, panels of four students from participating schools debate a topic of current interest in realm of science-technology-society (e.g., the Missouri Great State Science Debate).
13. Show Me Science Presentations and Contest (Student demonstrations on how to teach concepts in science and math with awards given to best effort).
14. Musical groups playing during meals, e.g., strolling strings, jazz band, quartets, pianist, harpist, etc.
15. Philosophy of Science Keynote Speaker, e.g., Science vs. Pseudo-science, Western vs. Eastern Paradigms, Mechanisms for Seeking Truth, Propaganda Analyses. Set tone for symposium activities.
16. Challenge Speaker, e.g., Topics in unexplored areas that need investigation, unusual probing instruments, exploring long held beliefs and myths.
17. Virtual Reality Experiences, e.g., space travel, testing experimental paradigms, strategy games, simulators.
18. Awards Banquet and Student and Teacher Recognition of Achievements.
19. Program Planning Sessions for future programs.
20. Evaluation and Assessment of Program.