

2009 Science Olympiad Event List

1. Amphibians and Reptiles/Herpetology - This event will test knowledge of amphibians, turtles, crocodiles and reptiles.
2. Anatomy - Teams will be tested on their knowledge of anatomy and health concepts..
3. Bio-Process Lab - Teams will demonstrate biology laboratory skills related to selected topics.
4. Compute This - Teams will be presented with a problem which requires quantitative data capture from the Internet and the presentation of data in a graphical format
5. Crave the Wave - Students will demonstrate their understanding of waves and wave motion.
6. Disease Detective - This event requires students to apply principles of epidemiology to a published report of a real-life health situation or problem.
7. Dynamic Planet - Teams will work at stations that display a variety of earth science materials and related earth science questions. (earthquakes/volcanoes)
8. Ecology - Students will answer questions involving content knowledge and process skills in the area of ecology and adaptation by examining different ecosystems.
9. Elevated Bridge - Teams will design, build & test the lightest bridge to carry a maximum load.
10. Environmental Chemistry - Teams will be asked questions pertaining to environmental chemistry, which may include chemical reactions, characterization, and quantification
11. Experimental Design - Given a set of unknown objects, teams will design, conduct, analyze and write-up an experiment.
12. Fossils - Students will identify, describe, and classify various specimens.
13. Meteorology - This event involves the use of process skills as applied to meteorology.
14. Pentathlon - Teams will compete in an academic pentathlon to demonstrate their overall understanding of five major science content areas.
15. Physics Lab - Teams will demonstrate physics laboratory skills related to selected topics.
16. Reach for the Stars - Teams will identify stars, constellations, and deep sky objects and be knowledgeable about their evolutionary stages.
17. Road Scholar - Requires the accurate interpretation and understanding of various map features using a variety of road and topographic maps.
18. Robo-Cross - Students will design and build a robot capable of performing certain tasks.
19. Science Crime Busters– Teams will identify the perpetrators of a crime or crimes by using paper chromatography and analysis of unknown solids, liquids, and plastics found at the scene of a crime.
20. Scrambler - Teams will design and build a mechanical device which uses the energy from a falling mass to transport a Grade A uncooked chicken egg along a straight track

21. Trajectory - Teams will design, construct, calibrate and operate a device capable of launching a projectile into a target using energy provided by nonmetallic elastic solids.
22. Wright Stuff - Teams will design and build a propeller propelled aerodynamic device for greatest time aloft.
23. Write It/Do It - A technical writing exercise where students write a description of a contraption and other students will attempt to recreate it using only the written description.