# Experimental Design

This concept will be integrated throughout the year – refer to these notes when needed

(\*\*Write just the underlined parts)

- HYPOTHESIS
- your prediction before you change a variable
- IF (IV) , THEN (DV) .

• Ex:



Ex (1):

- If I add food coloring to the applesauce, then my students will choose the colored applesauce over the regular applesauce.
- o If a paper clip is added to the nose of the plane, then it will fly farther. (or increasing the weight of the nose.

#### Control

 an unchanged object used in an experiment to detect and measure the effects of hidden variables.

o Ex:



• regular applesauce

o Ex (1):

 the original plane you fly without paperclips. o Trial:

 each time you do an experiment; each time you collect data.

• Ex:



 each one of my students, 32 trials.

o Ex (1):

 each time you throw the plane. Variable:

 each change in the experiment, the thing you change "manipulate"

o Ex:





 the different colors of the applesauce.

o Ex (1):

 number of paperclips, or the weight of the plane is a variable.

## <u>Independent</u> <u>Variable:</u>

 a variable is purposely changed in an experiment.

o Ex:

• the color.



o Ex (1):

 the number of paper clips. <u>Dependent</u><u>Variable:</u>

 the thing that changes because of the independent variable.

• Ex:



• the "frequency" of the color that is chosen.

o Ex (1):

the distance.

#### Constant

o Ex :



o Ex (1):

- all the factors that remain the same through out the experiment.
- the type/amount of applesauce, the cup, portion, temperature...
- the paper, size of paper
   clip, wind, throw,
   environmental conditions.

#### Data Table



- independent variable on the x-axis,
- dependent variable on the y-axis.

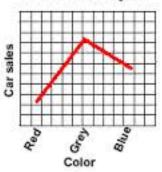
**Graph Setup** 

Y axis = Dependent Variable

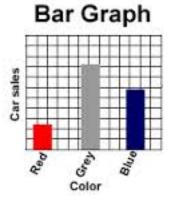
X axis - Independent Variable

### What type of graph?????





or



The graph may look something like this-. Line and bar graph. Which one is correct? The bar graph is correct because the IV is non-numerical.

