Experimental Design

Scientific Method/Process

- 1. Make an observation and come up with a question
- 2. Then form an explanation to the questions, known as a hypothesis, using "If..., Then..."
- 3. <u>Design</u> an experiment* to test the hypothesis.
- 4. Test the hypothesis through experimentation
 - Record qualitative and quantitative data
- 5. Make a <u>conclusion</u> about findings
 - Analyze data by comparing differences between the experimental and control group
 - Consider all factors from beginning to end.
 - Does you evidence support or reject your hypothesis
- 6. Communicate conclusion with other scientists.

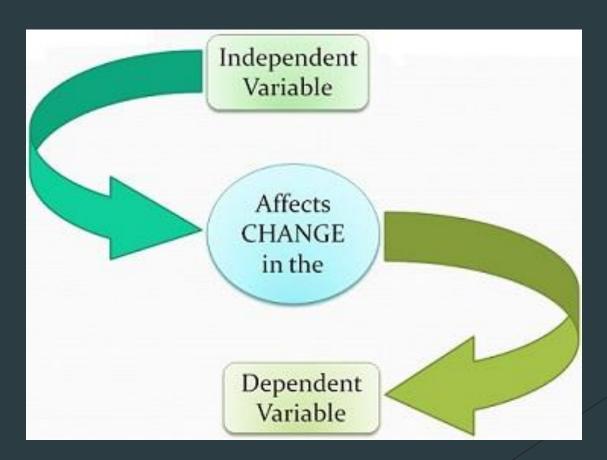
- □ Data = information gathered from observations
 - □ Quantitative = a quantity, a number or measure
 - □ Qualitative = a quality, description
- 1. Examples of Quantitative data?

2. Examples of Qualitative data?



☐ <u>Independent variable</u> - the thing you change

□ <u>Dependent variable -</u> what you observe or measure



Determine...

Constants

- must be kept the same from trial to trial in order to ensure that the results change due to the independent variable.
- Constants are all of the factors that are the same in both the experimental group and the control group

Control Group

the group in an experiment or study that does not receive treatment by the researchers and is then used as a benchmark to measure how the other tested subjects do.