

Scientific Method & Measurement
Blind Lobster Experiment Design

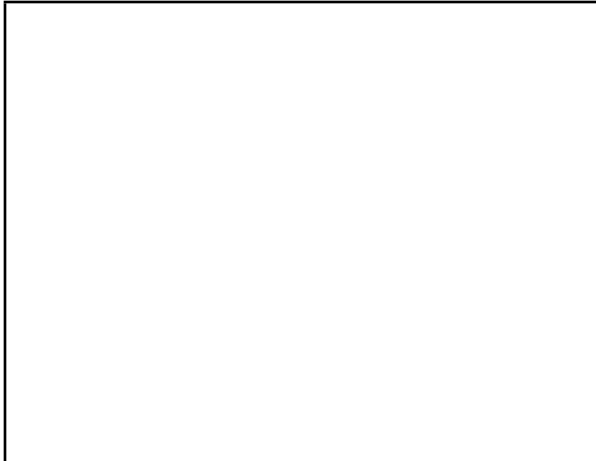
Name:

Period:

In the boxes below, draw a scientist doing the parts of an experiment to help them learn more about how the blind lobster catches its food.



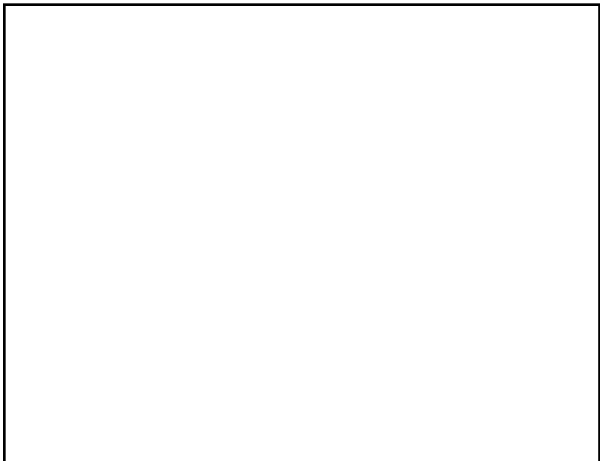
They start by asking a question. [what are they trying to figure out about the lobster?]



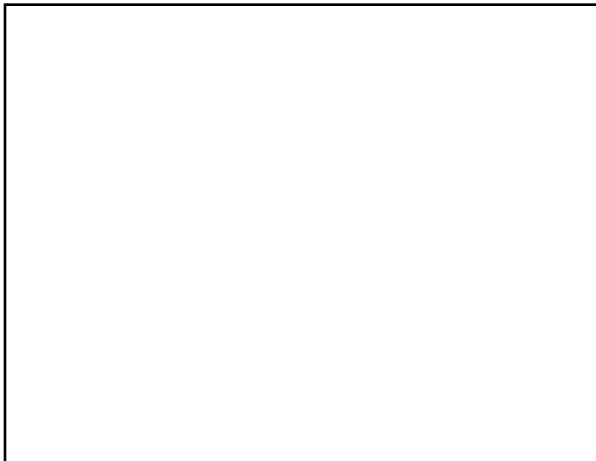
Next, they form a hypothesis that they can test. [make an if... then... because... sentence]



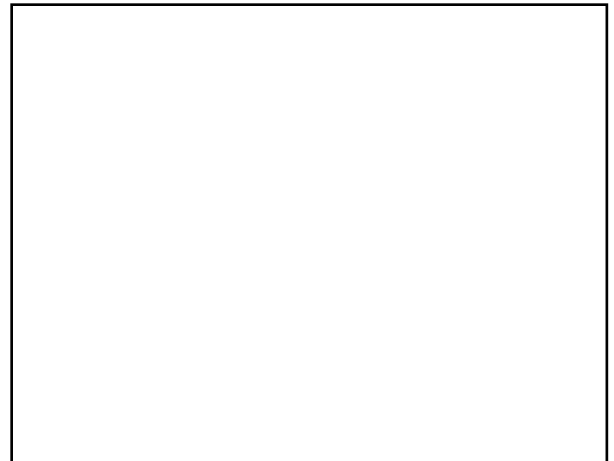
Testing the hypothesis is next. [do the experiment and record numbers, measurements, observations]



After the experiment, they analyze data. [compare numbers, observations, graphs, etc.]



Finally, they draw conclusions. [what did they prove by doing the experiment?]



Last, they communicate their results. [show or tell the world what they learned about how the lobster eats]

