Name			

Scientific Method: The Cricket Lab

Before you begin, save this Lab Report Template on your computer as LastNameSciMeth

Read all the instructions below BEFORE you start!

Purpose:

- To practice the steps of the Scientific Method
- To learn how to use an OnLine Lab simulation
- To determine which environmental variables influence how fast a cricket chirps
- To practice constructing data charts and graphs.

Hypothesis:

Cricket chirps are affected by _

Procedure:

- Go to https://www.gc.maricopa.edu/biology/glacier/scientific method/index.swf
 Follow instructions below for how to get into the site
 YOU DO NOT HAVE TO LOGIN...Click Continue and then enter your first and last names
 Do the tutorial on scientific method first if you want to review the steps (optional)
 Follow the instructions for investigating the role of environmental variables on cricket chirps.
 Write your results in the data charts below Values in red are the baseline (control values) For your investigation, choose values that are higher and lower than those indicated in red. You may add rows to the data chart as needed. You need to back button! d to record as you go because this OnLine site does not work well if you use the
- Graph your results using Create-a-Graph (http://nces.ed.gov/nceskids/graphing/) or Graph-Pad (http://antoine.frostburg.edu/cgi-bin/senese/graphpad.cgi)
 Hint: Cricket Chirp Rate is the dependent variable and will be on the y-axis on all graphs! You only need to construct graphs for the variable(s) that affect cricket chirp rate.

Results: (Data Charts and Graphs):

(Summarize what you did, describe your results, indicate whether or not you met your purpose or supported your hypothesis, indicate sources of error, and suggest improvements in the experimental design.)

Conclusion:

(One sentence testable statement about which variables affect cricket chirps)

Reflection:

(Personal commentary about what you learned from the lab activity, simulation)

