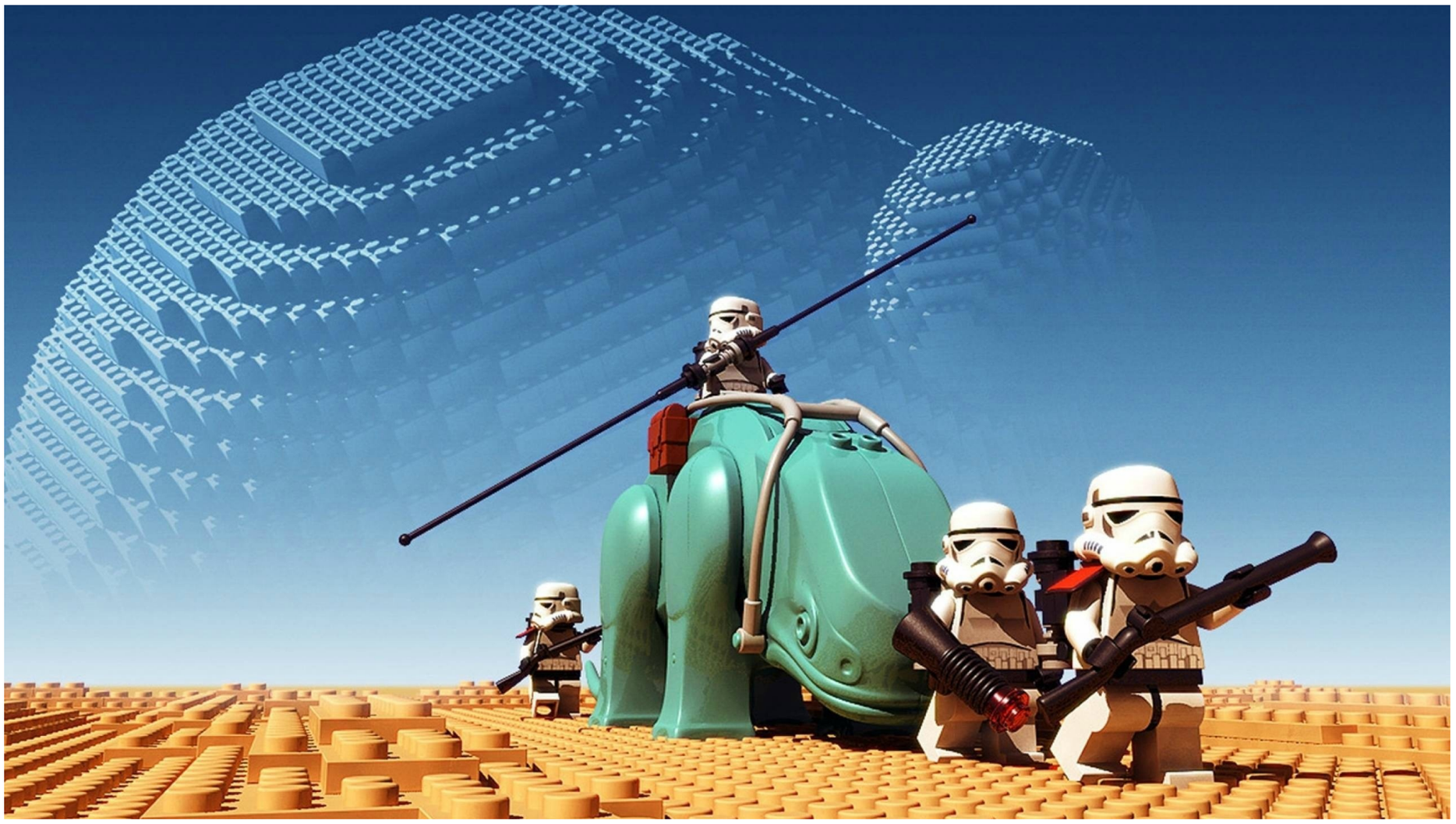
experiment sandbox



resource: ten simple rules for getting grants

@cjlortie

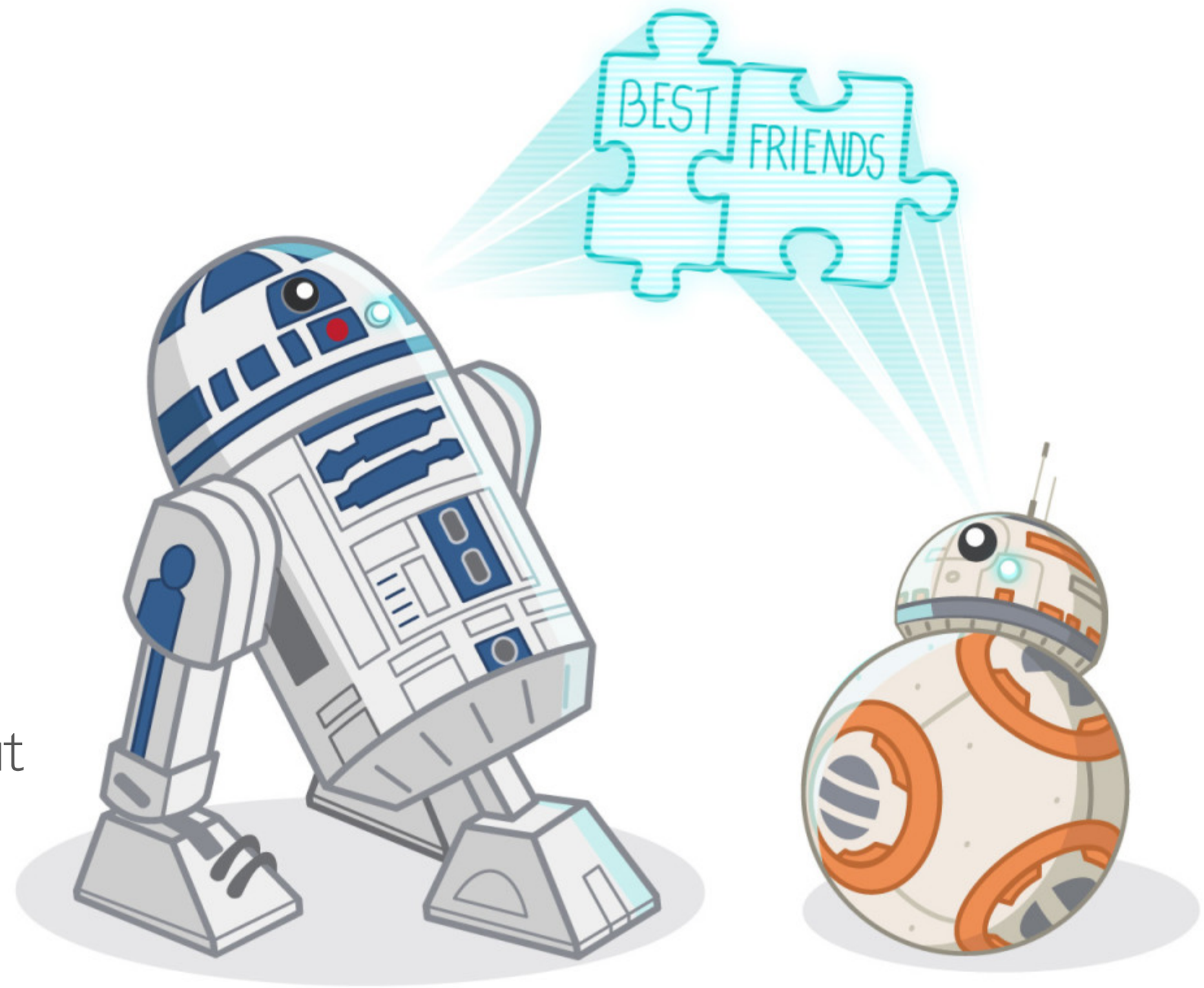
grants are competitive

there are no bad ideas but
success is not guaranteed

set yourself up for success

rule 1

be novel
by proposing
to do
something
you care about

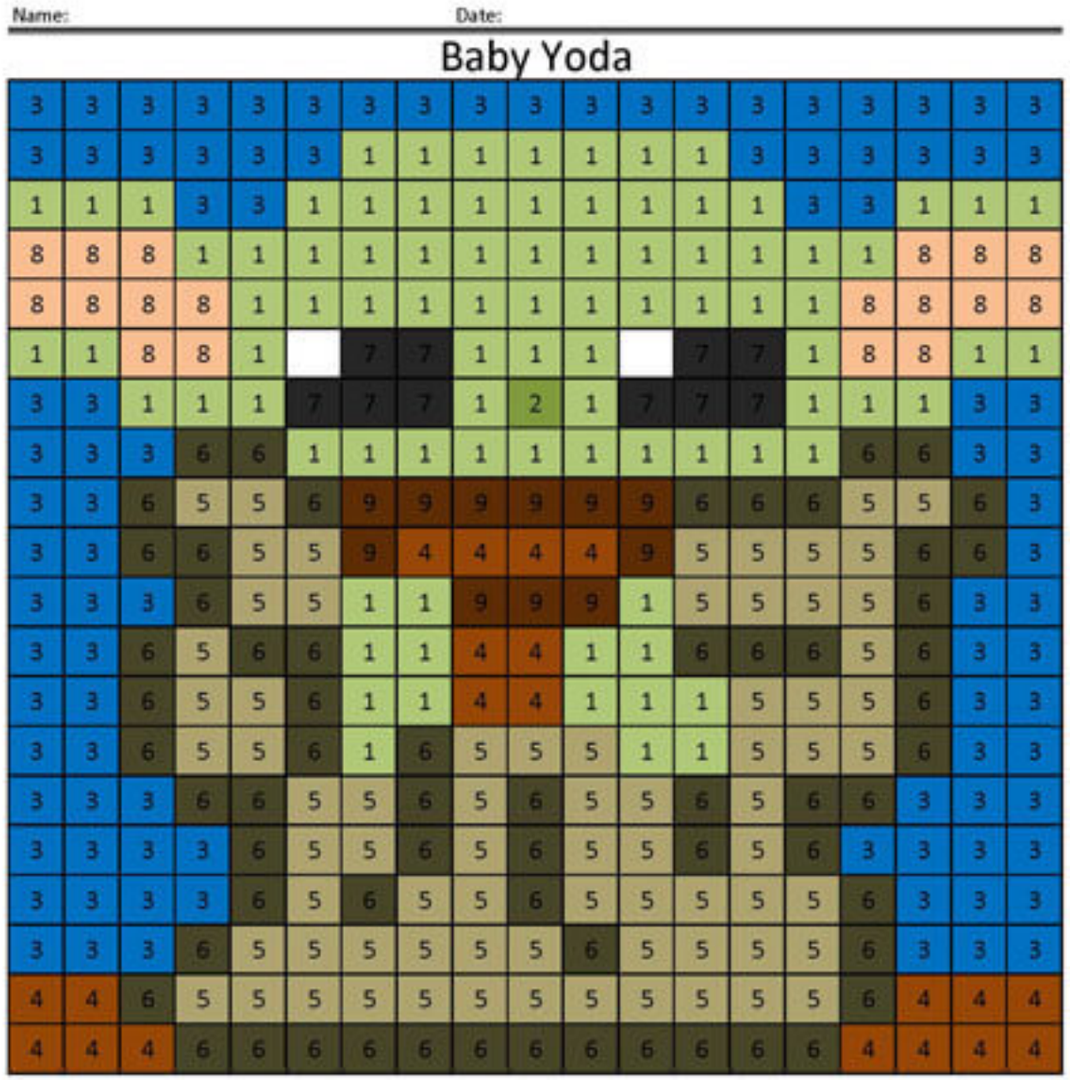


YOU COMPLETE ME

rule 2

include the background

mention what we know about the
field of research specifically *even with numbers



1	Light Green	4	Brown	7	Black
2	Green	5	Olive	8	Beige
3	Blue	6	Dark Olive	9	Dark Brown

*Blank squares are white

rule 3

ensure your grant fits

NSERC, SSHRC, or another agency

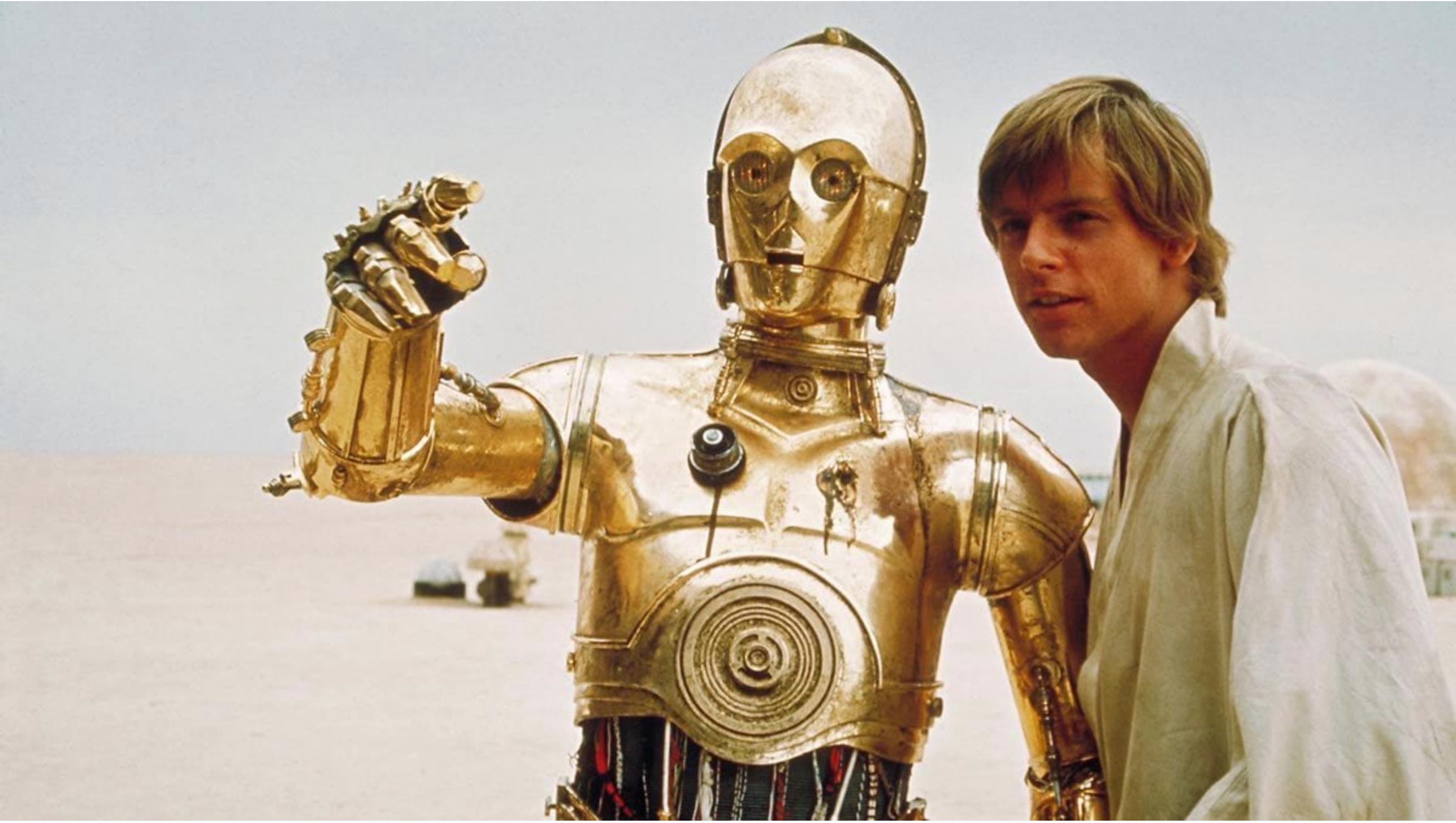
rule 4

check and follow guidelines

this is never the fun part,
ensure you know the structure and sections needed

rule 5

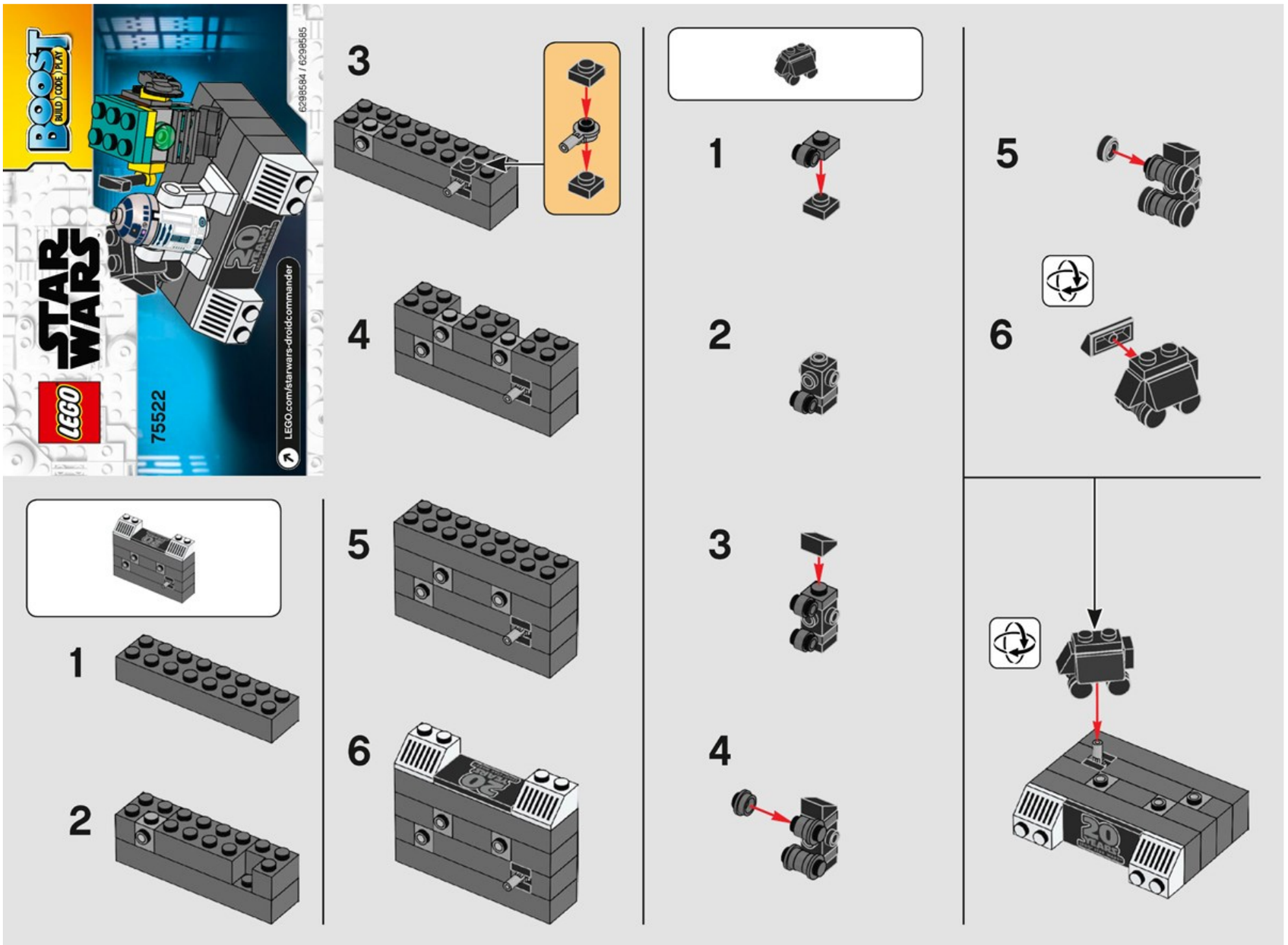
obey the Cs



concise, clear, and complete

rule 6

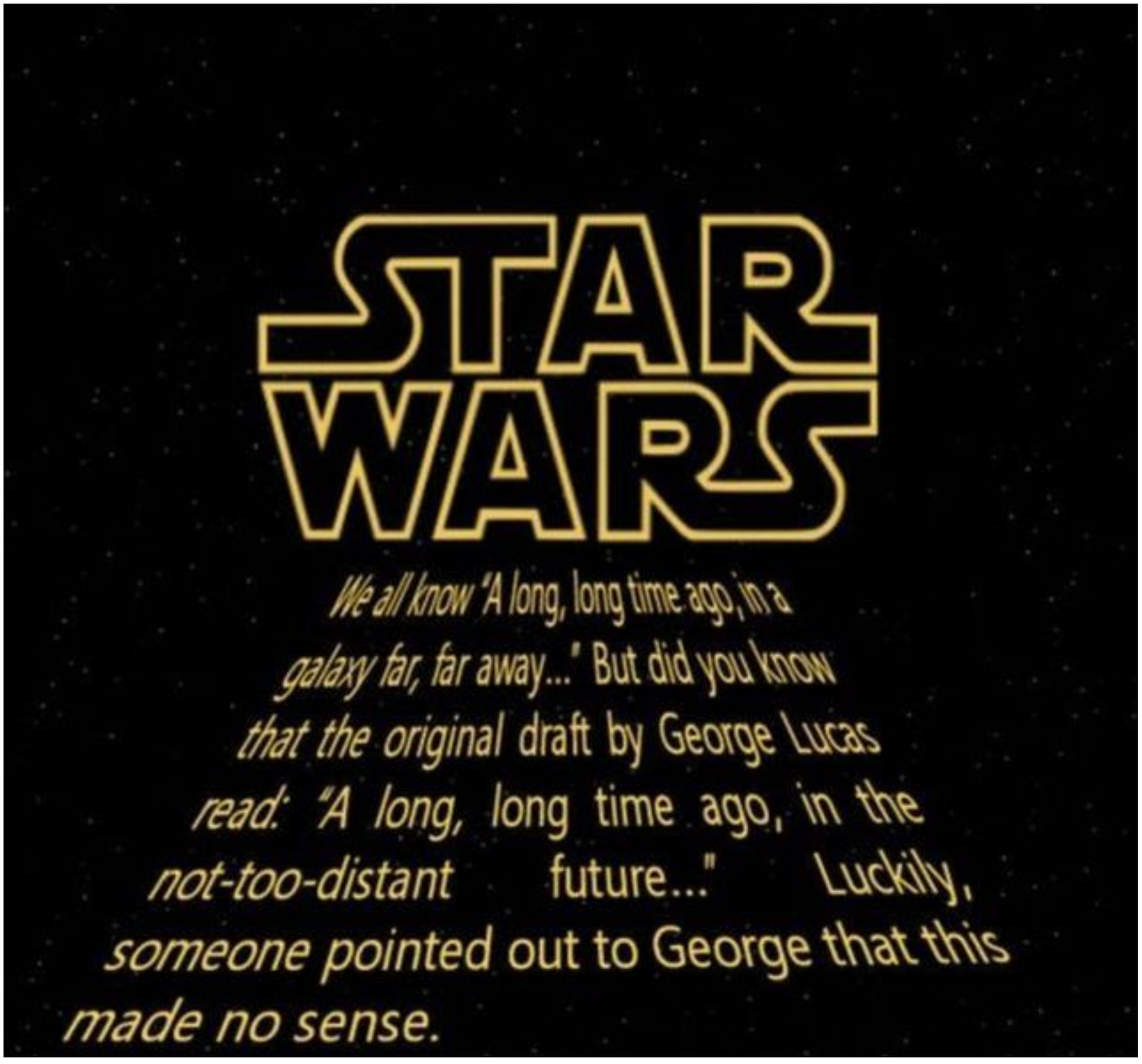
make it easy for referees, not hard



use sections,
bold,
structured ideas

rule 7

timing


STAR WARS
We all know "A long, long time ago, in a galaxy far, far away..." But did you know that the original draft by George Lucas read: "A long, long time ago, in the not-too-distant future..." Luckily, someone pointed out to George that this made no sense.

rule 8

consult with grant admin

ensure you understand how to submit at your institution
or if it is direct to agency or if it is both

rule 9

review a grant

rule 10

accept your jedi training (rejection) and learn from it

grants are structured ideas