



## Team Interview Rubric

**Rubrics are strictly confidential;** they are not shared beyond the Judges/Judge Advisor and shall be destroyed at the end of the event.

**Directions:** Write the points in each row for the criterion that best describes the quality of the interview. Total the points.

<b>Team #:</b> _____
<b>Program level:</b> <input type="checkbox"/> Elementary <input type="checkbox"/> Middle <input type="checkbox"/> HS or VEX U
<b>Judges:</b> _____

Topic	Criteria			Points
	Expert (4-5 points)	Proficient (2-3 points)	Emerging (0-1 points)	
Design process and Engineering Notebook	Students <u>clearly explain all aspects of the design process</u> and how they recorded their use of the design process in the Notebook.	Students <u>can explain most aspects of the design process</u> and how they recorded their use of the process.	Students <u>can explain only limited aspects of the design process</u> and how they recorded their use of the process.	
Game strategies and robot designs	Students can describe <u>three or more game strategies</u> and robot designs that were considered; students can fully explain how and why the current game strategy and robot design were chosen.	Students can describe <u>two game strategies</u> and robot designs that were considered; students can explain how and why the current game strategy or robot design were chosen.	Students can describe <u>only their current game strategy</u> and design, or they cannot explain how and why the current game strategy or robot design were chosen.	
Project and team management	Students can explain <u>how team progress was tracked against an overall project timeline</u> , and how students were assigned to tasks based on their skills and availability; students can explain management of material resources.	Students can explain <u>how team progress was monitored</u> , or how students were assigned to tasks, or management of material resources.	Students <u>cannot explain how team progress was monitored</u> or how students were assigned to tasks or how material resources were managed.	
Teamwork and communication	Students can explain how <u>multiple team members contributed</u> to the robot design and game strategy. All students answer questions independently.	Students can explain how <u>most team members contributed</u> to the robot design and game strategy. Students support each other as needed to answer questions.	<u>Only one team member</u> answered questions or contributed to the robot design process.	
Respect and courtesy	Students answer respectfully and courteously. Students <u>make sure each team member contributes</u> . Students wait to speak until others have finished.	Students answer respectfully and courteously. Some <u>students attempt to contribute</u> but are interrupted by other students.	Students <u>do not answer respectfully</u> and courteously. Students interrupt each other or the Judges.	
Describe a few of the best features of the team interview:			Total points for Team Interview:	
			Total points for Engineering Notebook:	
			Total points for both rubrics:	



## Team Interview Tips and Sample Questions

Judges need to talk to students, not adults. Occasionally enthusiastic adults may want to answer the Judge's questions. If this is encountered, politely remind the adult(s) that the Judges are there to interview the students.

- Help put the students at ease by asking them questions about their robot.
- Try not to ask yes or no questions. Encourage teams to elaborate on their answers.
- Be prepared to rephrase your questions. It is important to be mindful of differences in communication style. Also be mindful of students who do not speak the language you are using as their first language.
- Be aware of different age levels and approach students in an age appropriate way, especially when talking to younger students.
- Be sure all team members are present and include all team members in the interview.
- Being a Judge gives you a unique opportunity to impact students. They will be looking to you for positive reinforcement. Just a few words of encouragement can make their day.
- Be attentive to students and do not engage in other conversations during interviews.
- Take a picture of each team with their robot so the license plate is visible. This will help you identify teams and robots during later deliberations.
- Leave the [Judge's Note to Missed Teams](#) at the pit table for teams that you cannot locate.
- After interviewing the team, mark the pit sign or the team list to indicate the team has been interviewed.
- Did your team turn in an Engineering Notebook? When did you start making entries?
- What does your robot do and how does it score points?
- How did you develop this robot design?
- Which team members built the robot?
- What part of your robot are you most proud of? Why?
- Were there any other robots that inspired your robot design? How?
- What changes did you make to improve your design during the season?
- Did you use any sensors? What are they used for? How do they operate in your autonomous mode? How do they operate in your driver-controlled mode?
- What problems did you have in working on your robot? How did your team solve them?
- If you had one more week to work on your robot, how would you improve it?
- Has your game strategy been effective? How and why?
- Tell us about your robot's programming. Autonomous mode? Driver control mode? Who did the programming?
- What were the challenges of this year's game that you considered before designing your robot? How did you design your robot to meet those challenges?
- How many subsystems does your robot have? Who was responsible for integrating them? (May be difficult question for VIQC students to answer.)