

# 2019 Team Exhibit and Interviews Score Sheet

Total: 20pts

*M A*

Team Exhibit		Possible Points	Points Awarded
Objective: Display a visual story of community outreach/impact, product and brand (100 Points)			
<b>Section 1: Social Responsibility</b>			
The team used visuals within the exhibit to effectively share outreach information, methods, audience and outcomes.	15	15	40
The team used testimonials and/or storytelling effectively to communicate impact in their school and community.	10	10	
The exhibit reflects the diversity of the team (company) and their school and community (target audiences).	5	5	
Team, Hub and national BEST sponsors are clearly displayed.	5	5	
Hub and national BEST Robotics logos and/or branding are visible.	5	5	
Comments:			
<b>Section 2: Product and Brand</b>			
The exhibit tells a story based on visual impression and brand promise is evident.	15	15	33
The team showcased information of their product (robot) in an informative manner.	15	10	
The team embraced technology and used it in a meaningful and relevant way.	5	3	
The exhibit is cohesive, engaging, interactive and creative.	5	5	
Comments:			
<b>Section 3: Electricity and Specifications for the Exhibit</b>			
The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology.	15	15	20
The team adhered to all requirements set forth by the Hub/Championship (i.e. size limitations, student built, etc.)	5	5	
Comments:			
	Exhibits Total	100	93
	Interviews Total	100	94.72
		÷10	÷10
	Exhibit & Interviews Total	20	18.7

40

33

20

187

18.5

Judge Name/number (print):

*6*

Team Number: *0804*

School:

*DeCatur HGR*

## 2019 Informal Interviews Score Sheet

<b>Informal Interviews</b>		<b>Possible Points</b>	<b>Points Awarded</b>	
<b>Objective: Communicate company brand and student learning (100 Points)</b> Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.				
<b>Section 1: Company Elevator Speech</b>				
Clearly defines what benefits the product (robot) delivers.	5	3	15	
Explains outreach and social responsibility.	5	5		
Conveys the company's brand through tone and language.	5	5		
<b>Comments:</b>				
<b>Section 2: Testimonials and sharing the Brand</b>				
Students communicated the brand personality.	10	10	38	
Students explained how their product (robot) provides brand advantage.	10	8		
The team used testimonials to communicate impact in their school and community.	10	10		
Outreach efforts and outcomes were shared.	10	10		
<b>Comments:</b>				
<b>Section 3: Game Theme and Learning Experience</b>				
Students clearly articulated an understanding of the game theme/problem.	15	15	41	
The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials.	10	10		
Students clearly articulated lessons learned through the BEST experience.	10	8		
Students communicated the impact of the BEST Robotics program on his/her path toward STEM or career choice.	10	8		
<b>Comments:</b>				
<b>Additional Comments:</b>		<b>Interviews Total</b>	<b>100</b>	92 94

Judge Name/number (print): \_\_\_\_\_

Team Number: 0804 School: \_\_\_\_\_

# 2019 Team Exhibit and Interviews Score Sheet

Total: 20pts

*Handwritten initials*

Team Exhibit		Possible Points	Points Awarded
Objective: Display a visual story of community outreach/impact, product and brand (100 Points)			
<b>Section 1: Social Responsibility</b>			
The team used visuals within the exhibit to effectively share outreach information, methods, audience and outcomes.	15	15	40
The team used testimonials and/or storytelling effectively to communicate impact in their school and community.	10	10	
The exhibit reflects the diversity of the team (company) and their school and community (target audiences).	5	5	
Team, Hub and national BEST sponsors are clearly displayed.	5	5	
Hub and national BEST Robotics logos and/or branding are visible.	5	5	
Comments:			
<b>Section 2: Product and Brand</b>			
The exhibit tells a story based on visual impression and brand promise is evident.	15	15	40
The team showcased information of their product (robot) in an informative manner.	15	15	
The team embraced technology and used it in a meaningful and relevant way.	5	5	
The exhibit is cohesive, engaging, interactive and creative.	5	5	
Comments:			
<b>Section 3: Electricity and Specifications for the Exhibit</b>			
The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology.	15	15	30
The team adhered to all requirements set forth by the Hub/Championship (i.e. size limitations, student built, etc.)	5	5	
Comments:			
	Exhibits Total	100	100
	Interviews Total	100	100
		÷10	÷10
	Exhibit & Interviews Total	20	20.0

Judge Name/number (print): \_\_\_\_\_

Team Number: 804 School: DHCA

## 2019 Informal Interviews Score Sheet

<b>Informal Interviews</b>		<b>Possible Points</b>	<b>Points Awarded</b>
<b>Objective: Communicate company brand and student learning (100 Points)</b> Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.			
<b>Section 1: Company Elevator Speech</b>			
Clearly defines what benefits the product (robot) delivers.	5	5	15
Explains outreach and social responsibility.	5	5	
Conveys the company's brand through tone and language.	5	5	
<b>Comments:</b>			
<b>Section 2: Testimonials and sharing the Brand</b>			
Students communicated the brand personality.	10	10	40
Students explained how their product (robot) provides brand advantage.	10	10	
The team used testimonials to communicate impact in their school and community.	10	10	
Outreach efforts and outcomes were shared.	10	10	
<b>Comments:</b>			
<b>Section 3: Game Theme and Learning Experience</b>			
Students clearly articulated an understanding of the game theme/problem.	15	15	45
The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials.	10	10	
Students clearly articulated lessons learned through the BEST experience.	10	10	
Students communicated the impact of the BEST Robotics program on his/her path toward STEM or career choice.	10	10	
<b>Comments:</b>			
<b>Additional Comments:</b>		<b>Interviews Total</b>	<b>100</b>  100

Judge Name/number (print):

1

Team Number: 804

School: DHCA



# 2019 Team Exhibit and Interviews Score Sheet

Total: 20pts

10

Team Exhibit		Possible Points	Points Awarded
Objective: Display a visual story of community outreach/impact, product and brand (100 Points)			
<b>Section 1: Social Responsibility</b>			
The team used visuals within the exhibit to effectively share outreach information, methods, audience and outcomes.	15	15	
The team used testimonials and/or storytelling effectively to communicate impact in their school and community.	10	10	
The exhibit reflects the diversity of the team (company) and their school and community (target audiences).	5	5	
Team, Hub and national BEST sponsors are clearly displayed.	5	5	
Hub and national BEST Robotics logos and/or branding are visible.	5	5	
<b>Comments:</b> excellent!			
<b>Section 2: Product and Brand</b>			
The exhibit tells a story based on visual impression and brand promise is evident.	15	5	
The team showcased information of their product (robot) in an informative manner.	15	5	
The team embraced technology and used it in a meaningful and relevant way.	5	3	
The exhibit is cohesive, engaging, interactive and creative. ok.	5	5	
<b>Comments:</b> Please tell me how the robot is designed to succeed at the game			
<b>Section 3: Electricity and Specifications for the Exhibit</b>			
✓ The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology. Show calculations please	15	10	
The team adhered to all requirements set forth by the Hub/Championship (i.e. size limitations, student built, etc.)	5	5	
<b>Comments:</b>			
	Exhibits Total	100	
	Interviews Total	100	
		÷10	÷10
	Exhibit & Interviews Total	20	13.3

Judge Name/number (print): \_\_\_\_\_

Team Number: \_\_\_\_\_ School: Heritage Christian

## 2019 Informal Interviews Score Sheet

Informal Interviews		Possible Points	Points Awarded
<b>Objective: Communicate company brand and student learning (100 Points)</b> Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.			
<b>Section 1: Company Elevator Speech</b>			
Clearly defines what benefits the product (robot) delivers.	did not	5	1
Explains outreach and social responsibility.	yes	5	5
Conveys the company's brand through tone and language.	yes	5	5
<b>Comments:</b>			
<b>Section 2: Testimonials and sharing the Brand</b>			
Students communicated the brand personality.		10	3
Students explained how their product (robot) provides brand advantage.		10	3
The team used testimonials to communicate impact in their school and community.	yes!	10	10
Outreach efforts and outcomes were shared.	yes!	10	10
<b>Comments:</b>			
<div style="border: 1px solid black; border-radius: 50%; padding: 10px; display: inline-block;">             did not address           </div>			
<b>Section 3: Game Theme and Learning Experience</b>			
Students clearly articulated an understanding of the game theme/problem.		15	8
The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials.	yes	10	10
Students clearly articulated lessons learned through the BEST experience.	Not explicitly addressed	10	5
Students communicated the impact of the BEST Robotics program on his/her path toward STEM or career choice.	Not done	10	0
<b>Comments:</b>			
<div style="border: 1px solid black; border-radius: 50%; padding: 10px; display: inline-block;">             did not address what the robot does in the game -- alluded to what a robot might do in real world           </div>			
<b>Additional Comments:</b>		<b>Interviews Total</b>	<b>100</b>

Judge Name/number (print): \_\_\_\_\_

Team Number: \_\_\_\_\_ School: Heritage Christian