2019 Team Exhibit and Interviews Score Sheet

Total: 20pts

Objective: Display a visual story of community outreach/impact, product and brand (100 Points)	Possible Points	Points Awarded
Section 1: Social Responsibility		A
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
Comments:	For Zuit s	27 : Tr-11
Section 2: Product and Brand	api 1 eu 1	3
The exhibit tells a story based on visual impression and brand promise is evident.	15	15
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 subject is a place of the control of the contro	5	5
The exhibit is cohesive, engaging, interactive and creative. Comments:		
Comments:	9 9/15	5. 4. 1. 7. 11. 12.
Comments: Section 3: Electricity and Specifications for the Exhibit The team calculated, demonstrated and communicated the energy needed to power their	15	15
Comments: Section 3: Electricity and Specifications for the Exhibit	ores and	J 15 5
Comments: Section 3: Electricity and Specifications for the Exhibit The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology. The team adhered to all requirements set forth by the Hub/Championship (i.e. size	15	J 5
Comments: Section 3: Electricity and Specifications for the Exhibit The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology. The team adhered to all requirements set forth by the Hub/Championship (i.e. size imitations, student built, etc.)	15	15 5
Comments: Section 3: Electricity and Specifications for the Exhibit The team calculated, demonstrated and communicated the energy needed to power their exhibit and used proper terminology. The team adhered to all requirements set forth by the Hub/Championship (i.e. size imitations, student built, etc.) Comments: Exhibits Total	15 5	15 5
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Judge Name/number (print): _______
Team Number: 2804/____ School

School: DECATUR

2019 Informal Interviews Score Sheet

Objective: Communicate company brand and student learning (100 Points) Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.	Possible Points	Points Awarded
Section 1: Company Elevator Speech		
Clearly defines what benefits the product (robot) delivers.	5	3
Explains outreach and social responsibility.	5	5
Conveys the company's brand through tone and language.	5	5
Comments:		
Section 2: Testimonials and sharing the Brand		
Students communicated the brand personality.	10	10
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
Comments:		
Section 3: Game Theme and Learning Experience		
Section 3: Game Theme and Learning Experience	15	15
Section 3: Game Theme and Learning Experience Students clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials.	15 10	
Section 3: Game Theme and Learning Experience Students clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials. Students clearly articulated lessons learned through the BEST experience.		15
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Section 3: Game Theme and Learning Experience Students clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials. Students clearly articulated lessons learned through the BEST experience.	10	15
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2019 Team Exhibit and Interviews Score Sheet

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Section 1: Social Responsibility	Possible Points	Points Awarded
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 the	ir 40	,
school and community.	. 10	10
The exhibit reflects the diversity of the team (company) and their school and community	-	C
target audiences).	5	>
Feam, Hub and national BEST sponsors are clearly displayed.	5	5
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Hub and national BEST Robotics logos and/or branding are visible.	5	5
Comments:	e Pagenti	
Section 2: Product and Brand		
The exhibit tells a story based on visual impression and brand promise is evident.	15	15
The team showcased information of their product (robot) in an informative manner.	15	15
he 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:		
Section 3: Electricity and Specifications for the Exhibit	V 7.3-131	
The team calculated, demonstrated and communicated the energy needed to power the	ir kalan	
exhibit and used proper terminology.	" 15	15
The team adhered to all requirements set forth by the Hub/Championship (i.e. size		
The team adhered to an requirements set for the by the ridby championship (i.e. size	5	5
imitations, student built, etc.)		

Judge Name/number (print):			what his part up
Team Number: 504	School:	DHCA	indiaek

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2019 Informal Interviews Score Sheet

Informal Interviews Objective: Communicate company brand and student learning (100 Points) Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.	Possible Points	Points Awarded
ection 1: Company Elevator Speech		
learly defines what benefits the product (robot) delivers.	5	5
xplains outreach and social responsibility.	5	5
onveys the company's brand through tone and language.	5	5
Comments:		
ection 2: Testimonials and sharing the Brand		
tudents communicated the brand personality.	10	10
tudents explained how their product (robot) provides brand advantage.	10	10
he team used testimonials to communicate impact in their school and community.	10	10
Outreach efforts and outcomes were shared.	10	10
Comments:		110
ection 3: Game Theme and Learning Experience		
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ection 3: Game Theme and Learning Experience students clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials. Students clearly articulated lessons learned through the BEST experience. Students communicated the impact of the BEST Robotics program on his/her path toward or career choice. Comments:	15 10 10 10	15

2019 Team Exhibit and Interviews Score Sheet

Total: 20pts



The team used visuals within the exhibit to effectively share outreach information, methods, audience and outcomes. The team used testimonials and/or storytelling effectively to communicate impact in their school and community. The exhibit reflects the diversity of the team (company) and their school and community target audiences). Team, Hub and national BEST sponsors are clearly displayed. The beam and national BEST Robotics logos and/or branding are visible. The exhibit tells a story based on visual impression and brand promise is evident. The team showcased information of their product (robot) in an informative manner. The team embraced technology and used it in a meaningful and relevant way. The exhibit is cohesive, engaging, interactive and creative. The exhibit is cohesive, engaging, interactive and creative. The team calculated, demonstrated and communicated the energy needed to power their the team calculated, demonstrated and communicated the energy needed to power their the team adhered to all requirements set forth by the Hub/Championship (i.e. size)	Team Exhibit Objective: Display a visual story of community outreach/impact, pro-	duct and brand (100 Points)	Possible Points	Points Awarded
methods, audience and outcomes. The team used testimonials and/or storytelling effectively to communicate impact in their school and community. The exhibit reflects the diversity of the team (company) and their school and community target audiences). Feam, Hub and national BEST sponsors are clearly displayed. Hub and national BEST Robotics logos and/or branding are visible. Comments: **Exhibit tells a story based on visual impression and brand promise is evident** The team embraced technology and used it in a meaningful and relevant way. The exhibit is cohesive, engaging, interactive and creative. **Comments:** Comments: **Please fell we have the rotat is deligned to power their brand prometrial and used proper terminology. **Successoral at the game** Section 3: Electricity and Specifications for the Exhibit the team calculated, demonstrated and communicated the energy needed to power their brand used proper terminology. **Successoral at the game** **Successoral at the game** Interview Total 1000 Interviews Total 1000 Exhibits Total 1000 Interviews Total 1000 Exhibits Reference of the Exhibit Referenc	Section 1: Social Responsibility			
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target audiences). Feam, Hub and national BEST sponsors are clearly displayed. full band national BEST Robotics logos and/or branding are visible. Comments: Except Cont. Section 2: Product and Brand The exhibit tells a story based on visual impression and brand promise is evident. 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. Comments: Please tell we how the robot is deligned to succeed at the game Section 3: Electricity and Specifications for the Exhibit The team calculated, demonstrated and communicated the energy needed to power their here team dahered to all requirements set forth by the Hub/Championship (i.e. size imitations, student built, etc.) Comments: Exhibits Total 100 Interviews Total 100 Exhibit & Interviews Total 100	The team used testimonials and/or storytelling effectively to conschool and community.	nmunicate impact in their	10	10
The exhibit tells a story based on visual impression and brand promise is evident 15 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	The exhibit reflects the diversity of the team (company) and thei (target audiences).	r school and community	5	5
Comments: Comments	Team, Hub and national BEST sponsors are clearly displayed.		5	<
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Exhibits Total 100 Interviews Total 100 Exhibit & Interviews Total 20 13 20 23 20 20 20 20 20 20 20 20 20 20 20 20 20		and add to no weath in	na we	
Exhibits Total 100	exhibit and used proper terminology. Show calo	ulations plane	15	10
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Informal Interviews Objective: Communicate company brand and student learning (100 Points) Scores will reflect interviews with students at team exhibits, in the pit area and in the stands.	Possible Points	Points Awarded
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onveys the company's brand through tone and language.	5	<u> </u>
Comments:		
ection 2: Testimonials and sharing the Brand		
tudents communicated the brand personality	10	3
tudents explained how their product (robot) provides brand advantage.	10	- 3
he team used testimonials to communicate impact in their school and community.) 10	10
Comments: did not address	10	10
Section 3: Game Theme and Learning Experience		
tudents clearly articulated an understanding of the game theme/oroblem.	15	8
tudents clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their	15 10	8
tudents clearly articulated an understanding of the game theme/problem. The students showed evidence they were the primary designers and builders of their product (robot), exhibit and all materials.	10	8 10 5
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