

## Core Values GUE PILOT for INTO ORBITSM

Team Number	
Judging Room	

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. When you have completed the evaluation, please circle the team's areas of strength.

Beginning Developing Accomplished Exemplary

		0 0	. •	•	• •
	Dis		am explored and improved sk re Values) of <i>FIRST</i> LEGO L		
_	N D	minimal examples / all examples from 1 aspect	some examples / examples from 2 aspects	multiple examples / examples from all 3 aspects	multiple examples of exploring <b>new</b> skills & ideas; extensive examples of <b>improving</b> in all 3 aspects
atio	<b>Team Identity</b> Fun expression of team identity; team expresses how they enjoy <i>FIRST</i> LEGO League				
spir	N D	minimal identity; minimal enjoyment	some identity; enjoyment is unclear	clear identity; team clearly expresses their enjoyment	clear identity; team engages others in their enjoyment
_	Impact Team applied knowledge, skills and/or values learned in FIRST LEGO League to improve themselves and their world				
	N D	unclear impact of <i>FIRST</i> LEGO League	knowledge, values or skills impacted some team members	knowledge, values or skills impacted all team members	knowledge, values or skills impacted all team members <b>AND</b> team used values or skills to help others
66					

	Eff	<b>fectiveness</b> Pro	blem solving and decision-m	aking processes help team	achieve their goals	
	N D	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals	
Resources used relative to what the team accomplish and responsibilities); team is stronger together than it						
Team√	ZО	limited time management / role definition	clear time management / role definition	good time management / role definition allows team to avoid wasting effort <b>OR</b> resources	excellent time management / role definition allows team to avoid wasting effort <b>AND</b> resources	
	Kids Do the Work Appropriate balance between team responsibility and coach guidance					
	N D	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with appropriate coach guidance	
Comments:						

Respect & Inclusion Consideration and appreciation for the contributions of all team members, especially when solving problems or resolving conflicts					
N limited consider D appreciation for cor	ntributions	consideration / appreciation for contributions of most team members	clear consideration / appreciation for contributions of all team members	all team members' contributions actively welcomed, recognized & included	
<b>Fairness &amp; Integrity</b> Team members act and speak with fairness and integrity. Team competes in the spirit of friendly competition and helps others feel valued.					
N not evident with m D team memb		evident with majority of team members	clearly evident with all team members	clearly evident with all team members AND team encourages fairness & integrity in others	
Coopertition® Learning is more important than winning; Team learns from, teaches, and cooperates with each other and competing teams.					
N unclear or lack of members coopera each othe	ating with	team members cooperate with each other	team actively learns from and teaches teammates / celebrates other teams' successes	team actively helps, learns from, or collaborates with other teams <b>AND</b> celebrates other teams' successes	

Comments:

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Strengths: Inspiration Teamwork Gracious Professionalism®