



Judging Session Feedback

Team #	Team Name	Judging Room
10	Inventive Block Masters	2

Instructions

This sheet should be used to record written feedback following the Innovation Project presentation and Robot Design explanation. The FIRST® Core Values are the lens through which judges watch the team's presentations and evaluate their progress.

The rubrics and feedback page will be returned to teams at the end of the event.

Great job...	Think about...
Core Values – How did the team demonstrate teamwork, discovery, inclusion, innovation, impact, and fun in their work? every body stop spoke Their explanations last one minute was great * Great communicators.	<ul style="list-style-type: none">• Slit was too complex and difficult follow make it simple.• Think of no tech presentation• don't interrupt your teammate
Innovation Project – How did the team identify and approach solving a problem connected to the season theme? <ul style="list-style-type: none">• Unique idea for presentation but need to simplify• Great prototype• Knowledge is your strength• Show us and talk more	<ul style="list-style-type: none">• Keep slits simple.•
Robot Design – How did the team approach solving robot game missions using building and coding? <ul style="list-style-type: none">• Simple designs , Kids work• Keep it that way• Establish firm guide lines to follow	<ul style="list-style-type: none">• Use Sensors• document your designs• take me attachment and document its journey and present it

If the team is a candidate for one of these awards, please tick the appropriate box. Check with your event organizer which optional awards your event uses.

<input type="checkbox"/> Breakthrough Award	A team that made significant progress in their confidence and capability in at least one of the core areas of FIRST LEGO League.
<input checked="" type="checkbox"/> Rising All-Star	A team that the judges notice and expect great things from in the future.
<input checked="" type="checkbox"/> Motivate	A team that embraces the culture of FIRST LEGO League through team building, team spirit, and enthusiasm.

Innovation Project

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10	Inventive Block Masters	2

Instructions

Teams should communicate to the judges their achievement in each of the following criteria. This rubric should be filled out according to the Innovation Project presentation.

Judges are **required** to tick one box on each separate row to indicate the level the team has achieved. If the team **EXCEEDS**, a short comment in the exceeds column is required.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4	How has the team exceeded?
IDENTIFY – Team had a clearly defined problem that was well researched.				
<input type="checkbox"/> Unclear definition of the problem	<input type="checkbox"/> Partially clear definition of the problem	<input checked="" type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>	
Minimal evidence of research	Partial evidence of research from one or more sources	Clear, detailed research from a variety of sources		
DESIGN – Team worked together while creating a project plan and developing their ideas.				
<input type="checkbox"/> Minimal evidence of an effective project plan	<input checked="" type="checkbox"/> Partial evidence of an effective project plan	<input type="checkbox"/> Clear evidence of an effective project plan	<input type="checkbox"/>	
Minimal evidence that development process involved all team members	Partial evidence that development process involved all team members	Clear evidence that development process involved all team members		Very enthusiastic presentation, ownership
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.				
Minimal explanation of innovation in solution	Simple explanation of innovation in solution	<input checked="" type="checkbox"/> Detailed explanation of innovation in solution		
<input type="checkbox"/> Unclear model/drawing that represents the solution	<input type="checkbox"/> Simple model/drawing that represents the solution	<input type="checkbox"/> Detailed model/drawing that represents the solution	<input checked="" type="checkbox"/>	had working prototype.
ITERATE – Team shared their ideas with others, collected feedback, and included improvements to their solution.				
<input type="checkbox"/> Minimal sharing of their solution with others	<input checked="" type="checkbox"/> Solution shared with at least one person/group	<input type="checkbox"/> Solution shared with multiple people/groups	<input type="checkbox"/>	
<input type="checkbox"/> Minimal evidence of improvements based on feedback	<input checked="" type="checkbox"/> Partial evidence of improvements based on feedback	<input type="checkbox"/> Clear evidence of improvements based on feedback	<input type="checkbox"/>	
COMMUNICATE – Team shared an effective presentation of their solution, its impact on others, and celebrated their team's progress.				
Unclear explanation of the solution and its potential impact on others	Partially clear explanation of solution and its potential impact on others	Clear explanation of solution and its potential impact on others		
Presentation shows minimal pride or enthusiasm for their work	Presentation shows partial pride or enthusiasm for their work	Presentation clearly shows pride or enthusiasm for their work		Very enthusiastic contagious as well. for talking with them

Criteria on this page with this style of check box count dually toward Innovation Project and Core Values awards rankings. Core Values make up 25% of a team's Champion's score and should be demonstrated throughout their work and event experience.

Robot Design

Team #	Team Name	Judging Room
10	Inventive Block Masters	2

Instructions

Teams should communicate to the judges their achievement in each of the following criteria. This rubric should be filled out according to the Robot Design explanation.

Judges are required to tick one box on each separate row to indicate the level the team has achieved. If the team EXCEEDS, a short comment in the exceeds column is required.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
How has the team exceeded?			
IDENTIFY – Team determined which missions to attempt, explored building and coding resources, and sought guidance as needed.			
<input type="checkbox"/> Minimal evidence of mission strategy	<input checked="" type="checkbox"/> Partial evidence of mission strategy	<input type="checkbox"/> Clear evidence of mission strategy	<input type="checkbox"/>
Minimal use of building or coding resources	Some use of building or coding resources	Clear use of building or coding resources to support their mission strategy	
DESIGN – Team members worked collaboratively on their designs and developed the building and coding skills needed.			
Minimal evidence that all team members contributed ideas	Partial evidence that all team members contributed ideas	Clear evidence that all team members contributed ideas	
<input type="checkbox"/> Minimal evidence of building and coding skills in all team members	<input type="checkbox"/> Partial evidence of building and coding skills in all team members	<input checked="" type="checkbox"/> Clear evidence of building and coding skills in all team members	<input type="checkbox"/>
CREATE – Team developed original designs or improved on existing ones according to their mission strategy.			
<input type="checkbox"/> Unclear explanation of attachments and their purpose	<input type="checkbox"/> Simple explanation of attachments and their purpose	<input type="checkbox"/> Clear explanation of innovative attachments and their purpose	<input checked="" type="checkbox"/> Simple but all kids work w/ it & pride and innovation
<input type="checkbox"/> Unclear explanation of code and/or sensor use	<input checked="" type="checkbox"/> Simple explanation of code and/or sensor use	<input type="checkbox"/> Clear explanation of innovative code and/or sensor use	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their solutions.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input checked="" type="checkbox"/> Clear evidence of repeated testing of their robot and code	<input type="checkbox"/>
Minimal evidence of improvements based on testing	Partial evidence of improvements based on testing	Clear evidence of improvements based on testing	
COMMUNICATE – Team effectively explained what they learned from the robot design process and celebrated their progress.			
Unclear explanation of process and lessons learned	Simple explanation of process and lessons learned	Detailed explanation of process and lessons learned	
Team shows minimal pride or enthusiasm for their work	Team shows partial pride or enthusiasm for their work	Team clearly shows pride or enthusiasm for their work	Very excited full of energy great spirit

Criteria on this page with this style of check box count dually toward Robot Design and Core Values awards rankings. Core Values make up 25% of a team's Champion's score and should be demonstrated throughout their work and event experience.