Judging Session Feedback

Team #	Team Name	Judging Room

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*?*	
Innovation Project – How did the team identify and approach solving a problem connected to the season theme?	
Robot Design – How did the team approach solving robot game missions using building and coding?	

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.

☐	**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.
☐	**Rising All-Star**	A team that the judges notice and expect great things from in the future.
☐	**Motivate**	A team that embraces the culture of *FIRST* LEGO League through team building, team spirit, and enthusiasm.

Innovation Project

Team #	Team Name	Judging Room

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.			
☐ Unclear definition of the problem	☐ Partially clear definition of the problem	☐ Clear definition of the problem	☐
⚙ 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.			
☐ Minimal evidence of an effective project plan	☐ Partial evidence of an effective project plan	☐ Clear evidence of an effective project plan	☐
⚙ 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	⚙
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	⚙ Detailed explanation of innovation in solution	⚙
☐ Unclear model/drawing that represents the solution	☐ Simple model/drawing that represents the solution	☐ Detailed model/drawing that represents the solution	☐
ITERATE – Team shared their ideas with others, collected feedback, and included improvements to their solution.			
☐ Minimal sharing of their solution with others	☐ Solution shared with at least one person/group	☐ Solution shared with multiple people/groups	☐
☐ Minimal evidence of improvements based on feedback	☐ Partial evidence of improvements based on feedback	☐ Clear evidence of improvements based on feedback	☐
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	⚙

⚙ *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

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.			
☐ Minimal evidence of mission strategy	☐ Partial evidence of mission strategy	☐ Clear evidence of mission strategy	☐
⚙ 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	⚙
☐ Minimal evidence of building and coding skills in all team members	☐ Partial evidence of building and coding skills in all team members	☐ Clear evidence of building and coding skills in all team members	☐
CREATE – Team developed original designs or improved on existing ones according to their mission strategy.			
☐ Unclear explanation of attachments and their purpose	☐ Simple explanation of attachments and their purpose	☐ Clear explanation of innovative attachments and their purpose	☐
☐ Unclear explanation of code and/or sensor use	☐ Simple explanation of code and/or sensor use	☐ Clear explanation of innovative code and/or sensor use	☐
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their solutions.			
☐ Minimal evidence of testing their robot and code	☐ Partial evidence of testing their robot and code	☐ Clear evidence of repeated testing of their robot and code	☐
⚙ 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	⚙

⚙ *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.*