

FIRST[®] LEGO[®] League

TUT***RIALS***

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CONSOLIDATED JUDGING

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WHAT IS CONSOLIDATED JUDGING?

- All regions in FIRST LEGO League should have moved to the 30-minute judging format
- Instead of teams having to move from room-to-room, all judging happens in one room
- Your team will have a 30-minute single judging slot that covers Robot Design, Project, and Core Values



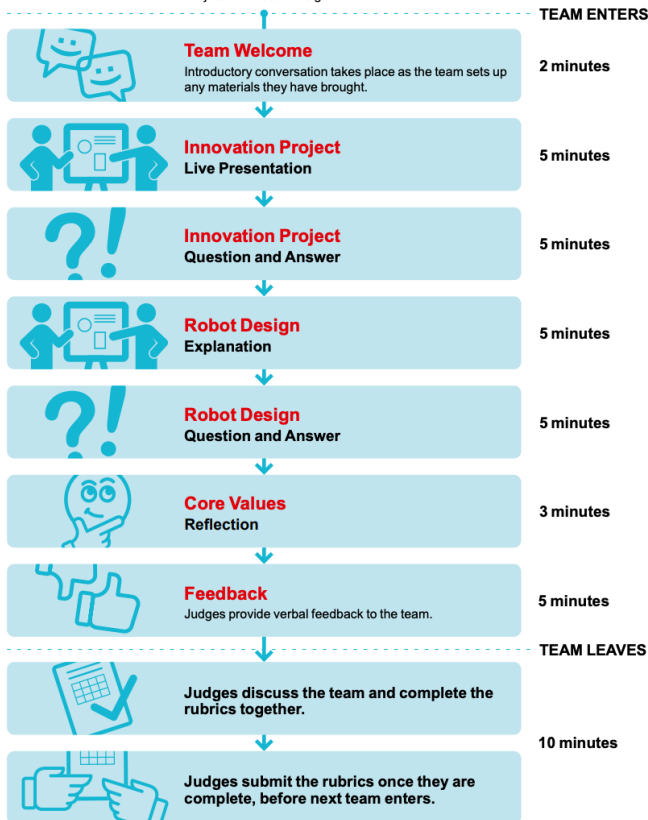
WHAT HAPPENS IN CONSOLIDATED JUDGING?



Judging Session Flowchart

Teams should demonstrate Core Values in everything they do. The judges are excited to see how they show **teamwork, discovery, inclusion, innovation, impact, and fun** as they present their Innovation Project and Robot Design work.

This is the team's time to shine, so try to settle their nerves and encourage them. Please make sure they don't leave anything in the judging room, including any documentation, when they leave.



- Students will enter the room, introduce themselves and then proceed to present their Innovation Project.
- The session will then proceed according to the flowchart on the left.
- A team can transition to the next presentation on their own or the judges will keep track of the time and move the conversation to the next section.
- Teams give a 5 min presentation for Innovation Project and Robot Design
- Core Values Reflection is a time for judges to ask questions. Core Values judges will be judging during the Team Welcome, Innovation Project and Robot Design as well

JUDGES WILL FILL IN ALL THREE RUBRICS

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills they needed.			
<input type="checkbox"/> Unclear mission strategy	<input type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Clear mission strategy	<input type="checkbox"/>
<input type="checkbox"/> Limited evidence of building and coding skills in all team members	<input type="checkbox"/> Inconsistent evidence of building and coding skills in all team members	<input type="checkbox"/> Consistent evidence of building and coding skills in all team members	<input type="checkbox"/>
DESIGN – Team produced innovative designs and a clear workplan, seeking guidance as needed.			
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
<input type="checkbox"/> Minimal explanation of robot and code's innovative features	<input type="checkbox"/> Partial explanation of robot and code's innovative features	<input type="checkbox"/> Clear explanation of code's innovative features	<input type="checkbox"/>
CREATE – Team developed an effective robot and code solution matching their mission strategy.			
<input type="checkbox"/> Limited explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Simple explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Detailed explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input type="checkbox"/> Partially clear explanation of how code makes their robot act	<input type="checkbox"/> Clear explanation of how code makes their robot act	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and refinement.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input type="checkbox"/> Clear evidence of testing their robot and code	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Partial evidence their robot and code was improved	<input type="checkbox"/> Clear evidence their robot and code was improved	<input type="checkbox"/>
COMMUNICATE – Team's explanation of the robot design process was effective and showed understanding of the process.			
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input type="checkbox"/> Clear explanation of robot design process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence that all team members were involved	<input type="checkbox"/> Partial evidence that all team members were involved	<input type="checkbox"/> Clear evidence that all team members were involved	<input type="checkbox"/>

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
IDENTIFY – Team had a clearly defined problem that was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Partial research from more than one source	<input type="checkbox"/> Clear, detailed research from a variety of sources	<input type="checkbox"/>
DESIGN – Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal evidence of an inclusive selection process	<input type="checkbox"/> Partial evidence of an inclusive selection process	<input type="checkbox"/> Clear evidence of an inclusive selection process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing.			
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> Clear development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> Unclear model/drawing of solution	<input type="checkbox"/> Simple model/drawing that helps to share the solution	<input type="checkbox"/> Detailed model/drawing that helps to share the solution	<input type="checkbox"/>
ITERATE – Team shared their ideas, collected feedback, and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Shared their solution with user OR professional	<input type="checkbox"/> Shared their solution with user AND professional	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Partial evidence of improvements in their solution	<input type="checkbox"/> Clear evidence of improvements in their solution	<input type="checkbox"/>
COMMUNICATE – Team shared a creative and effective presentation of their current solution and its potential impact.			
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation engaging	<input type="checkbox"/>
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others clear	<input type="checkbox"/>

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
DISCOVERY – Team explored new skills and ideas.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INNOVATION – Team used creativity and persistence to solve problems.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IMPACT – Team applied what they learned to improve their world.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INCLUSION – Team demonstrated respect and embraced their differences.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TEAMWORK – Team clearly showed they had worked as a team throughout their journey.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FUN – Teams clearly had fun and celebrated what they have achieved.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TIPS IN JUDGING

- **Be efficient.** Timing starts as soon as you enter the room. Since project is first, be ready to go with costumes, props, etc. Minimize set up time.
- **Be prepared.** Have everything ready for Robot and Core Values Presentations so that it is quick and easy to switch to the next presentation. Consider having everything on one cart.
- **Be ready to explain.** There is no robot game table. Prepare to explain your process, not show your runs. (Take a look at the lesson on FLLTutorials for additional tips.)
- **Have a plan and communicate well.** Make sure that you communicate everything you want to in your presentation time. Use the rubrics as your guide.
- **Leave a summary sheet if allowed.** If you are allowed to leave documentation, include some highlights about your robot, project and core values.



ADVANTAGES OF CONSOLIDATED JUDGING

- Easier for teams as they do not need to find their next room
- Gives a chance for teams to get to know their judges better
- Judges can evaluate throughout the session this allows judges from each core area to evaluate and ask questions.
- During deliberations, the judges can advocate for the teams with a deeper understanding of each of the core areas
- Improved judging and training due to having to recruit less judges
- Teams still get all the presentation time they would get in individual/separated judging slots.

CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons at www.ev3lessons.com and www.flitutorials.com



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