

# ***FIRST<sup>®</sup> LEGO<sup>®</sup> League*** ***TUT*** ***RIALS***

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INNOVATION PROJECT JUDGING

SESHAN BROTHERS

# ABOUT THE AUTHORS

- Seshan Brothers were on Team Not the Droids You Are Looking For
- They were Global Innovation Award Semi-Finalists for their Trash-Trek Project. EV3Lessons.com was their award-winning World Class project. They have also won First Place Innovative Solution at the International Open in Toronto.
- They are the Champion's Team from World Festival 2018.



# INNOVATION PROJECT JUDGING OVERVIEW

- Innovation Project judging will focus on the contents of the rubric. Make sure that you address all aspects within the 5 mins.
- Make sure that everyone on the team is involved. If you have anyone who is shy, try to help them or give them a role that will make them comfortable
- During your 5-minute presentation, you need to cover all the components of rubric (do not wait until the Q&A to cover critical components)

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
<b>IDENTIFY</b> – 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 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	
<b>DESIGN</b> – Team worked together while creating a project plan and developing their ideas.			
<input type="checkbox"/> Minimal evidence of an effective project plan	<input 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	
<b>CREATE</b> – 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	
<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 type="checkbox"/>
<b>ITERATE</b> – 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 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 type="checkbox"/> Partial evidence of improvements based on feedback	<input type="checkbox"/> Clear evidence of improvements based on feedback	<input type="checkbox"/>
<b>COMMUNICATE</b> – 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

# FAQS

- Do we have to do a creative skit?
  - Many teams choose this route as being creative can help you stand out. However, if it is not the personality of your team do not force a skit upon your team. Also, be careful not to get so involved in a skit that it becomes hard for a judge to understand and mark the rubric.
- Can we do a PowerPoint presentation?
  - Yes. However, keep in mind that your presentation is supposed to be live (not a recording) and that you may or may not have access to technology (or an electricity outlet) in the room. You will have to bring your own fully-charged device to share the slides.
- What if we go over the 5 min limit?
  - Try to keep to the time limit. If you are a few seconds over, the judges should let you keep speaking. If you are not stopping, they are likely to cut you off, or not get a chance to ask you as many questions. This will hurt your team.
- Do we have to memorize our lines?
  - It is helpful to have eye-contact with your judges. Memorizing can help with that. However, ideally, you do not memorize the exact words, but the general content you want to convey. You are allowed notes as well. Some teams hide notes behind props or posters.

# COMMON JUDGE QUESTIONS

- Describe the problem your team chose?
- Why did you pick this problem? What other problems did you consider?
- Did you have a plan for the season? How did you split the work?
- What are the steps you took to solve this problem?
- Whom did you share the solution with? What feedback did you get? How did you incorporate that feedback?
- What would it take to implement this solution?
- How does your solution help your community/solve the problem?

# CREDITS

- This lesson was written by Sanjay and Arvind Seshan
- More lessons available on [www.ev3lessons.com](http://www.ev3lessons.com), [www.primelessons.org](http://www.primelessons.org) and [www.flltutorials.com](http://www.flltutorials.com)



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