FIRST® LEGO® League

TUTORIALS

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CONSOLIDATED JUDGING

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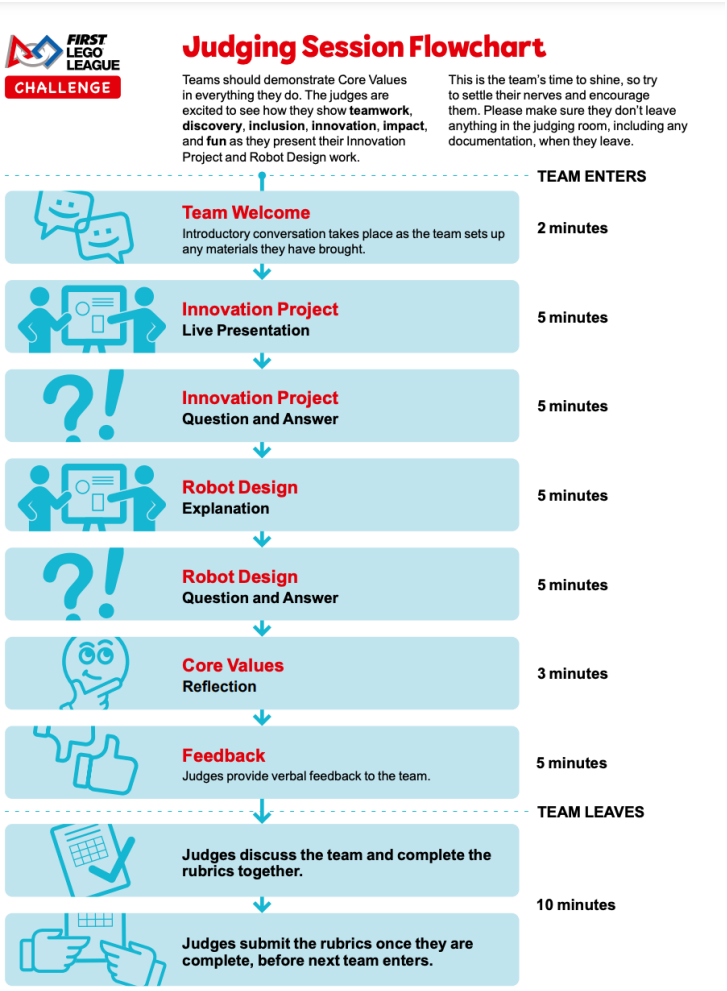
WHAT IS CONSOLIDATED JUDGING?

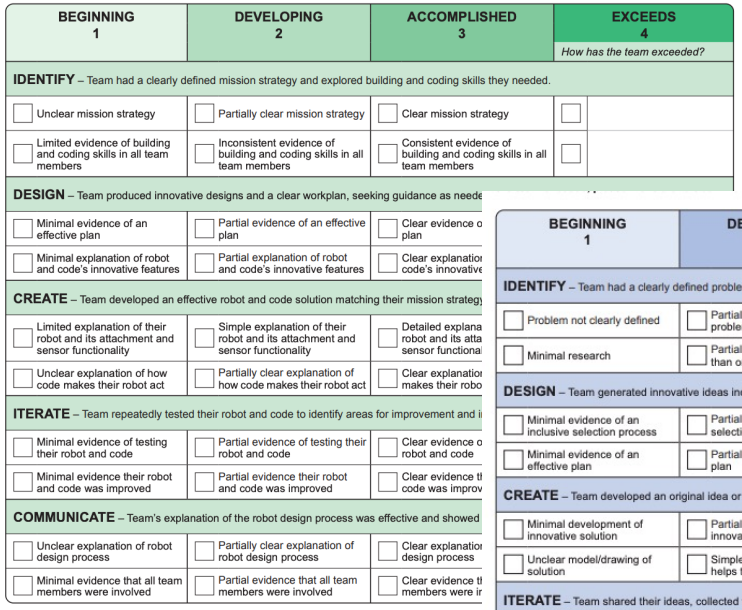
- All regions in FIRST LEGO League should have moved to the 30-minute judging format
- Instead of teams having to move from room-to-room, all judging happens in one room
- Your team will have a 30-minute single judging slot that covers Robot Design, Project, and Core Values

WHAT HAPPENS IN CONSOLIDATED JUDGING?

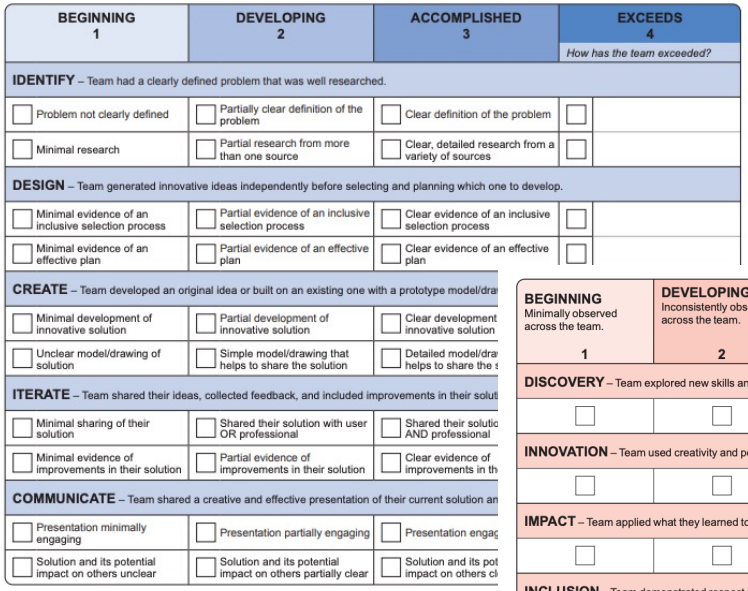


- Students will enter the room, introduce themselves and then proceed to present their Innovation Project.
- The session will then proceed according to the flowchart on the left.
- A team can transition to the next presentation on their own or the judges will keep track of the time and move the conversation 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

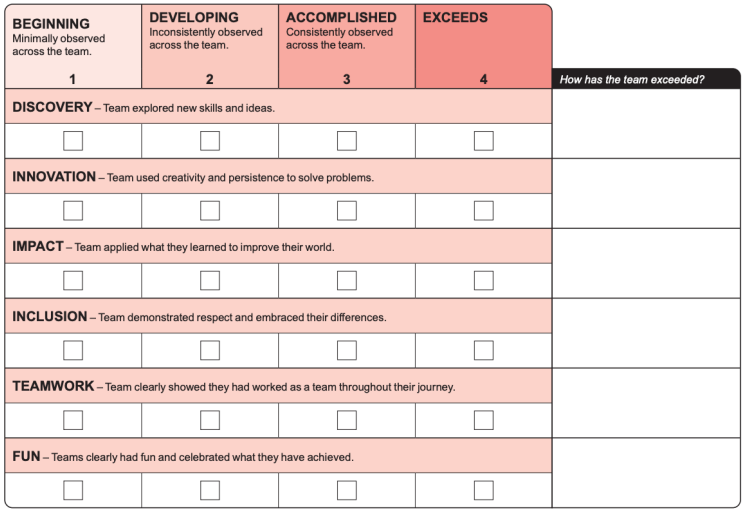
JUDGES WILL FILL IN ALL THREE RUBRICS



BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 *How has the team exceeded?*
IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills they needed.			
☐ Unclear mission strategy	☐ Partially clear mission strategy	☐ Clear mission strategy	☐
☐ Limited evidence of building and coding skills in all team members	☐ Inconsistent evidence of building and coding skills in all team members	☐ Consistent evidence of building and coding skills in all team members	☐
DESIGN – Team produced innovative designs and a clear workplan, seeking guidance as neede			
☐ Minimal evidence of an effective plan	☐ Partial evidence of an effective plan	☐ Clear evidence o plan	
☐ Minimal explanation of robot and code's innovative features	☐ Partial explanation of robot and code's innovative features	☐ Clear explanatio code's innovative	
CREATE – Team developed an effective robot and code solution matching their mission strategy			
☐ Limited explanation of their robot and its attachment and sensor functionality	☐ Simple explanation of their robot and its attachment and sensor functionality	☐ Detailed explana robot and its atta sensor functiona	
☐ Unclear explanation of how code makes their robot act	☐ Partially clear explanation of how code makes their robot act	☐ Clear explanatio makes their robo	
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and i			
☐ Minimal evidence of testing their robot and code	☐ Partial evidence of testing their robot and code	☐ Clear evidence o robot and code	
☐ Minimal evidence their robot and code was improved	☐ Partial evidence their robot and code was improved	☐ Clear evidence t code was improv	
COMMUNICATE – Team's explanation of the robot design process was effective and showed			
☐ Unclear explanation of robot design process	☐ Partially clear explanation of robot design process	☐ Clear explanatio design process	
☐ Minimal evidence that all team members were involved	☐ Partial evidence that all team members were involved	☐ Clear evidence t members were ir	



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



BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently observed across the team. 3	EXCEEDS 4	*How has the team exceeded?*
DISCOVERY – Team explored new skills and ideas.				
☐	☐	☐	☐	
INNOVATION – Team used creativity and persistence to solve problems.				
☐	☐	☐	☐	
IMPACT – Team applied what they learned to improve their world.				
☐	☐	☐	☐	
INCLUSION – Team demonstrated respect and embraced their differences.				
☐	☐	☐	☐	
TEAMWORK – Team clearly showed they had worked as a team throughout their journey.				
☐	☐	☐	☐	
FUN – Teams clearly had fun and celebrated what they have achieved.				
☐	☐	☐	☐	

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.flltutorials.com