Robot Design

Hammond Qualifier

Team #	Team Name	Round #
65903	Robot Rizzlers	

Instructions

Teams should communicate to the judges their achievement in each of the following criteria. This rubric should be filled out during 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**.

Criteria on this page with this style of check box count dually toward Robot Design and Core Values awards rankings.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 (comment required)
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	⚙ Partial evidence of improvements based on	⚙ Clear evidence of improvements based on	⚙

testing	testing	testing	
COMMUNICATE - Team shared an effective presentation of their solution, its impact on others, and celebrated their team's 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	
Comments **Robot Design** – How did the team approach solving robot game missions using building and coding? **Core Values** – How did the team demonstrate teamwork, discovery, inclusion, innovation, impact, and fun in their work?			
Great Job... Good decision making when selecting missions. Good iterate process for improving attachments. Good gyro code sample and explanation of code. Good problem solving skills (launch jig, shorten set up time)			
Think About... Try to complete more missions.			
Awards - If the team is a candidate for one of these awards, please tick the appropriate box:			