Team Number:	School:	

2016 Team Exhibit and Interviews Score Sheet

Purpose: To creatively a) communicate an understanding of the game theme, and b) demonstrate how the team has promoted BEST in the school and community (20 pts.)		Score
EXHIBIT: LEVEL & QUALITY OF INFO PRESENTED ON PROMOTION OF B	EST CONCE	PT (13 points)
 Sharing information and/or technology resources, and mentoring other schools, including other BEST teams 	15	
Comments:		
■ Presentations & robot demonstrations to other schools & community groups	15	
Comments:		
 Publicity (print materials, media/press) generated within the school and within the community about BEST 	15	
Comments:		
 Fund raising and/or sponsorship efforts (strategies used to recruit sponsors, team fund raisers, description of how funds were allocated to support team, team budget information available for review) 	15	
Comments:		
Use of technology, display models or boards, or multi-media at exhibit in promotion of BEST Comments:	20	
 Creativity in incorporating game theme into design and presentation of this exhibit 	40	
Comments:		

•	Compliance with specifications (did not exceed space allocation)	10	
	Comments:		
	TERVIEWS AT EXHIBIT, IN PIT, AND IN STANDS (7 points)		
•	Evidence of students' learning experience, and understanding of the game theme	20	
	Comments:		
•	Evidence of students' enthusiasm about their experience in BEST	10	
	Comments:		
•	Evidence that recruitment efforts for this team included multiple grade levels	10	
	and students from a cross-section of the school population Comments:		
	Evidence that attidants were the primary decirpore and builders of robot		
•	Evidence that students were the primary designers and builders of robot, team exhibit and all materials	30	
	Comments:		
	Total	200	
		÷10	÷ 10
	Final score:	20 max	
Ac	lditional Comments:		