FIRST LEGO League Judging Helper—ROBOT DESIGN
Room #_____ Judges:_____

Instructions: Fill in the table for each team you see (details for <u>top 2-4 teams</u>). This will be helpful when rooms merge lists at the end of the day. You'll be expected to know about each of the areas on the sheet for top teams. If a team doesn't discuss something in the presentation, <u>ask them about it</u>.

Team #:			
Robot Design rank			
Sturdiness – can withstand rigor			
Enhancement – Improvement or new version of existing design			
Efficiency – Effective vs. excessive parts			
Sensors – Which ones, how many, and for what?			
Programing – myBlocks, loops, switches, etc.			
Programming Comments – Present and relevant			
Strategy – Process, etc.			
Innovation – Unique features			
Strength(s)—Mech. Design, Programming, Strat./Innovation	[ ] Mech. Design [ ] Programming [ ] Strategy & Innovation	[ ] Mech. Design [ ] Programming [ ] Strategy & Innovation	[ ] Mech. Design [ ] Programming [ ] Strategy & Innovation

Sample questions & helpful hints

Category	Look for...	Sample questions
Sturdiness – can withstand rigor	Does the robot appear to withstand normal operating wear during an event?	When or how often do you need to repair your robot? What types of things cause the robot to break?
Enhancement – Improvement or new version of existing design	Team explains the basis for their design and how they arrived at the current iteration.	Where did you get inspiration for your design? How did you think of the design?
Efficiency – Effective vs. excessive parts	All or most parts have a clear purpose and are sufficient but not excessive to accomplish goals set out by team.	What is the purpose of _____ *(for mechanisms with unclear purpose)*? Are there any components of your robot which you do not use now?
Sensors – Which ones, how many, and for what?	Sensors are present and have a stated and documented purpose. There is an explained benefit to the team by using sensors.	Which sensors do you use and for what purpose? *(If no sensors)* Do you run into any problems without using sensors?
Programing – myBlocks, loops, switches, etc.	Programming is sophisticated but streamlined, has a variety of block types, and is well explained.	--
Programming Comments – Present and relevant	Comments are present throughout the programming and are helpful, serving a purpose.	--
Strategy – Process, etc.	Team has a well-documented process for their mission and building strategies.	How did you decide which missions to do?
Innovation – Unique features	Team has unique features not seen in most cases.	What is unique or different about your robot? What is something fun about your robot?