WHAT TO LOOK FOR AS A JUDGE IN FLL

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Research Project

- Clearly defined problem
- Existing solutions analyzed
- Variety and quality of research sources
- Solution shared with people who could benefit/target audience
- Engaging presentation
- Comprehensive presentation
- Feasibility of solution (cost, effectiveness, practicality, etc.)

Robot Design

- Robot is sturdy needing infrequent repairs
- Inspiration from existing designs (did they reinvent the wheel when not needed?)
- Added enhancements to existing designs
- Streamlined/economical use of parts
- Use of sensors/added value (make sure they are actually *using* the sensors they have on)
- Loops/switches, myBlocks, and logic in programs
- Helpful comments on code (actually used by the team, not just there for judging)
- Loops/switches, myBlocks, and logic in programs
- Process for choosing missions/strategy
- Innovative features (hardware and software)

Core Values

- Team identity
- Genuine interest in FLL
- Application of FLL values outside of team
- Outreach and mentorship activities
- Kids do the work themselves
- Gracious Professionalism definition, examples, and demonstrated throughout judging
- Coopertition (assistance to/from other teams)/friendly competition
- Mentorship between younger/newer and older/more experienced students