Team Interview Rubric

Team # _____ **Grade Level ☐ ES | ☐ MS | ☐ HS | ☐ University** **Judge Name** _____

Directions: Determine a point value that best characterizes the content of the Team Interview for that criterion. Write that value in the column to the right.

CRITERIA	PROFICIENCY LEVEL **EXPERT** (4-5 POINTS)	**PROFICIENT** (2-3 POINTS)	**EMERGING** (0-1 POINTS)	**POINTS**
ENGINEERING DESIGN PROCESS *All Awards*	Team shows evidence of independent inquiry from the beginning stages of their design process. This includes brainstorming, testing, and exploring alternative solutions.	Team shows evidence of independent inquiry for some elements of their design process.	Team shows little to no evidence of independent inquiry in their design process.	
GAME STRATEGIES *Design, Innovate, Create, Amaze*	Team can fully explain their entire game strategy including game analysis.	Team can explain their current strategy with limited evidence of game analysis.	Team did not explain game strategy/strategy is not student-directed.	
ROBOT DESIGN *Design, Innovate, Build Create, Amaze*	Team can fully explain the evolution of their robot design to the current design.	Team can provide a limited description of why the current robot design was chosen, but shows limited evolution.	Team did not explain robot design, or design is not student-directed.	
ROBOT BUILD *Innovate, Build, Create, Amaze*	Team can fully explain their robot construction. Ownership of the robot build is evident.	Team can describe why the current robot design was chosen, but with limited explanation.	Team did not explain robot build, or build is not student-directed.	
ROBOT PROGRAMMING *Design, Innovate, Think, Amaze*	Team can fully explain the evolution of their programming.	Team can describe how the current programs work, but with limited evolution.	Team did not explain programming, or programming is not student-directed.	
CREATIVITY / ORIGINALITY *Innovate, Create*	Team can describe creative aspect(s) of their robot with clarity and detail.	Team can describe a creative solution but the answer lacks detail.	Team has difficulty describing a creative solution or gives minimal response.	
TEAM AND PROJECT MANAGEMENT *All Awards*	Team can explain how team progress was tracked against an overall project timeline. Team can explain management of material and personnel resources.	Team can explain how team progress was monitored, and some degree of management of material and personnel resources.	Team cannot explain how team progress was monitored or how resources were managed.	
TEAMWORK, COMMUNICATION, PROFESSIONALISM *All Awards*	Most or all team members contribute to explanations of the design process, game strategy, and other work done by the team.	Some team members contribute to explanations of the design process, game strategy, and other work done by the team	Few team members contribute to explanations of the design process, game strategy, and other work done by the team.	
RESPECT, COURTESY, POSITIVITY *All Awards*	Team consistently interacts respectfully, courteously, and positively in their interview.	Team interactions show signs of respect and courtesy, but there is room for improvement.	Team interactions lack respectful and courteous behavior.	
SPECIAL ATTRIBUTES AND OVERALL IMPRESSIONS *Judges, Inspire*	Does the team have any special attributes, accomplishments, or exemplary effort in overcoming challenges at this event? Did anything stand out about this team in their interview? Please describe:			**TOTAL POINTS**

NOTES:

All judging materials are strictly confidential. They are not shared beyond the Judges and Judge Advisor and shall be destroyed at the end of the event.