



CHALLENGE

Core Values

Team #	Team Name	Judging Room
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Instructions

The Core Values should be the lens through which you watch the team's presentations. All team members should demonstrate the Core Values in everything they do. This rubric should be used to record the Core Values observed throughout the judging session. Core Values will also be evaluated at each Robot Game with *Gracious Professionalism*® scores, which will feed into a team's overall Core Values rank.

If the team is a candidate for one of these awards, please tick the appropriate box:

- Breakthrough Award** A team that made significant progress in their confidence and capability and who understand that what they discover is more important than what they win.

- Rising All-Star** A team that the judges notice and expect great things from in the future.

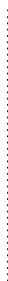
- Motivate** A team that embraces the culture of *FIRST*® *LEGO*® League through team building, team spirit, and displayed enthusiasm.

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently observed across the team. 3	EXCEEDS 4	<i>How has the team exceeded?</i>
DISCOVERY – Team explored new skills and ideas.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INNOVATION – Team used creativity and persistence to solve problems.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
IMPACT – Team applied what they learned to improve their world.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INCLUSION – Team demonstrated respect and embraced their differences.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TEAMWORK – Team clearly showed they had worked as a team throughout their journey.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
FUN – Teams clearly had fun and celebrated what they have achieved -- as individuals and a group.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Feedback Comments

Great Job:

Think About:





Innovation Project

CHALLENGE

Team #	Team Name	Judging Room
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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 line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			<i>How has the team exceeded?</i>
IDENTIFY – Team had a clearly defined problem that was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Partial research from more than one source	<input type="checkbox"/> Clear, detailed research from a variety of sources	<input type="checkbox"/>
DESIGN – Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal evidence of an inclusive selection process	<input type="checkbox"/> Partial evidence of an inclusive selection process	<input type="checkbox"/> Clear evidence of an inclusive selection process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> Clear development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> Unclear model/drawing of solution	<input type="checkbox"/> Simple model/drawing that helps to share the solution	<input type="checkbox"/> Detailed model/drawing that helps to share the solution	<input type="checkbox"/>
ITERATE – Team shared their ideas, collected feedback, and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Shared their solution with user OR professional	<input type="checkbox"/> Shared their solution with user AND professional	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Partial evidence of improvements in their solution	<input type="checkbox"/> Clear evidence of improvements in their solution	<input type="checkbox"/>
COMMUNICATE – Team shared a creative and effective presentation of their current solution and its impact on their users.			
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation engaging	<input type="checkbox"/>
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others clear	<input type="checkbox"/>

Feedback Comments

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CHALLENGE

Robot Design

Team #	Team Name	Judging Room
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Instructions

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

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			<i>How has the team exceeded?</i>
IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills they needed.			
<input type="checkbox"/> Unclear mission strategy	<input type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Clear mission strategy	<input type="checkbox"/>
<input type="checkbox"/> Limited evidence of building and coding skills in all team members	<input type="checkbox"/> Inconsistent evidence of building and coding skills in all team members	<input type="checkbox"/> Consistent evidence of building and coding skills in all team members	<input type="checkbox"/>
DESIGN – Team produced innovative designs and a clear plan, seeking guidance as needed.			
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
<input type="checkbox"/> Minimal explanation of robot and code's features	<input type="checkbox"/> Partial explanation of robot and code's features	<input type="checkbox"/> Clear explanation of robot and code's features	<input type="checkbox"/>
CREATE – Team developed an effective robot and code solution matching their mission strategy.			
<input type="checkbox"/> Limited explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Simple explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Detailed explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input type="checkbox"/> Partially clear explanation of how code makes their robot act	<input type="checkbox"/> Clear explanation of how code makes their robot act	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input type="checkbox"/> Clear evidence of testing their robot and code	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Partial evidence their robot and code was improved	<input type="checkbox"/> Clear evidence their robot and code was improved	<input type="checkbox"/>
COMMUNICATE – Team's explanation of the robot design process was effective and showed how all team members have been involved.			
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input type="checkbox"/> Clear explanation of robot design process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence that all team members were involved	<input type="checkbox"/> Partial evidence that all team members were involved	<input type="checkbox"/> Clear evidence that all team members were involved	<input type="checkbox"/>

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