



CHALLENGE

Judging Session Feedback

Team #	Team Name	Judging Room
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Instructions

This sheet should be used to record written feedback following the Innovation Project presentation and Robot Design explanation. The *FIRST*® **Core Values** are the lens through which judges watch the team's presentations and evaluate their progress.

The rubrics and feedback page will be returned to teams at the end of the event.

Great job...	Think about...
Core Values – How did the team demonstrate teamwork, discovery, inclusion, innovation, impact, and fun in their work?	
Innovation Project – How did the team identify and approach solving a problem connected to the season theme?	
Robot Design – How did the team approach solving robot game missions using building and coding?	

If the team is a candidate for one of these awards, please tick the appropriate box. Check with your event organizer which optional awards your event uses.

Breakthrough Award A team that made significant progress in their confidence and capability in at least one of the core areas of *FIRST* LEGO League.

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 enthusiasm.

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 according to the Innovation Project presentation.

Judges are **required** to tick one box on each separate row to indicate the level the team has achieved. If the team **EXCEEDS**, a short comment in the exceeds column is required.

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"/> Unclear definition of the problem	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>				
Minimal evidence of research	Partial evidence of research from one or more sources	Clear, detailed research from a variety of sources					
DESIGN – Team worked together while creating a project plan and developing their ideas.							
<input type="checkbox"/> Minimal evidence of an effective project plan	<input type="checkbox"/> Partial evidence of an effective project plan	<input type="checkbox"/> Clear evidence of an effective project plan	<input type="checkbox"/>				
Minimal evidence that development process involved all team members	Partial evidence that development process involved all team members	Clear evidence that development process involved all team members					
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.							
Minimal explanation of innovation in solution	Simple explanation of innovation in solution	Detailed explanation of innovation in solution					
<input type="checkbox"/> Unclear model/drawing that represents the solution	<input type="checkbox"/> Simple model/drawing that represents the solution	<input type="checkbox"/> Detailed model/drawing that represents the solution	<input type="checkbox"/>				
ITERATE – Team shared their ideas with others, collected feedback, and included improvements to their solution.							
<input type="checkbox"/> Minimal sharing of their solution with others	<input type="checkbox"/> Solution shared with at least one person/group	<input type="checkbox"/> Solution shared with multiple people/groups	<input type="checkbox"/>				
<input type="checkbox"/> Minimal evidence of improvements based on feedback	<input type="checkbox"/> Partial evidence of improvements based on feedback	<input type="checkbox"/> Clear evidence of improvements based on feedback	<input type="checkbox"/>				
COMMUNICATE – Team shared an effective presentation of their solution, its impact on others, and celebrated their team's progress.							
Unclear explanation of the solution and its potential impact on others	Partially clear explanation of solution and its potential impact on others	Clear explanation of solution and its potential impact on others					
Presentation shows minimal pride or enthusiasm for their work	Presentation shows partial pride or enthusiasm for their work	Presentation clearly shows pride or enthusiasm for their work					





















Criteria on this page with this style of check box count dually toward Innovation Project and Core Values awards rankings

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 according to the Robot Design explanation.

Judges are **required** to tick one box on each separate row to indicate the level the team has achieved. If the team **EXCEEDS**, a short comment in the exceeds column is required.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
IDENTIFY – Team determined which missions to attempt, explored building and coding resources, and sought guidance as needed.			
<input type="checkbox"/> Minimal evidence of mission strategy	<input type="checkbox"/> Partial evidence of mission strategy	<input type="checkbox"/> Clear evidence of mission strategy	<input type="checkbox"/>
 Minimal use of building or coding resources	 Some use of building or coding resources	 Clear use of building or coding resources to support their mission strategy	
DESIGN – Team members worked collaboratively on their designs and developed the building and coding skills needed.			
 Minimal evidence that all team members contributed ideas	 Partial evidence that all team members contributed ideas	 Clear evidence that all team members contributed ideas	
<input type="checkbox"/> Minimal evidence of building and coding skills in all team members	<input type="checkbox"/> Partial evidence of building and coding skills in all team members	<input type="checkbox"/> Clear evidence of building and coding skills in all team members	<input type="checkbox"/>
CREATE – Team developed original designs or improved on existing ones according to their mission strategy.			
<input type="checkbox"/> Unclear explanation of attachments and their purpose	<input type="checkbox"/> Simple explanation of attachments and their purpose	<input type="checkbox"/> Clear explanation of innovative attachments and their purpose	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of code and/or sensor use	<input type="checkbox"/> Simple explanation of code and/or sensor use	<input type="checkbox"/> Clear explanation of innovative code and/or sensor use	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their solutions.			
<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 repeated testing of their robot and code	<input type="checkbox"/>
 Minimal evidence of improvements based on testing	 Partial evidence of improvements based on testing	 Clear evidence of improvements based on testing	
COMMUNICATE – Team effectively explained what they learned from the robot design process and celebrated their progress.			
 Unclear explanation of process and lessons learned	 Simple explanation of process and lessons learned	 Detailed explanation of process and lessons learned	
 Team shows minimal pride or enthusiasm for their work	 Team shows partial pride or enthusiasm for their work	 Team clearly shows pride or enthusiasm for their work	

 Criteria on this page with this style of check box count dually toward Robot Design and Core Values awards rankings