

Judge Guide & Quiz



Judging is an important part of a team's *FIRST*® LEGO® League Challenge experience. This guide provides an overview of the judge role and resources, as well as a quiz to help you understand your judging tendencies.

Before the Event:

- ☐ **Register to volunteer:** Confirm you are registered for a judge role in the *FIRST* **Volunteer Dashboard** or by reaching out to your event organizer.
- ☐ **Complete all required training:** The online training modules and videos will help you prepare for your role. Your Judge Advisor may also provide event-specific guidance or schedule a live training session.
- ☐ **Review the judging toolkit:** The toolkit contains key resources you'll reference at the event. Be sure to read:
 - ☐ **Rubrics**
 - ☐ **Judging Session Flowchart**
 - ☐ **Judging Script & Questions List**
 - ☐ **Awards List**
- ☐ **Familiarize yourself with the season theme:** Each season of *FIRST* LEGO League explores a real-world STEM topic. Review the **Season Overview** to understand the theme, robot game, innovation project, and *FIRST* Core Values.
- ☐ **Take the judging style quiz:** Complete the short quiz at the end of this guide to practice decision-making with real scenarios and reflect on your judging style.
- ☐ **Reach out to your judge advisor:** Contact your judge advisor any time before the event with questions or for support.

During the Event:

- ☐ **Arrive on-time and check in:** Get your judging materials, meet your fellow judges, and review your schedule.
- ☐ **Create a welcoming environment:** Greet teams warmly, introduce yourself, and help them feel comfortable sharing.
- ☐ **Listen actively and ask questions:** Follow the session flow and use the open-ended questions from the script to help you evaluate each team's work.
- ☐ **Stay objective and consistent:** Focus on what a team shares during the session, not personal impressions or comparisons between teams.
- ☐ **Work collaboratively:** Discuss your observations with the other judges to reach consensus on rubric scores and feedback.
- ☐ **Celebrate every team:** Emphasize effort, learning, and teamwork over results.
- ☐ **Ask for help if needed:** Reach out to your judge advisor if you're unsure about scoring, or anything else during the event.
- ☐ **Model Core Values:** When you lead with discovery, innovation, inclusion, teamwork, impact, and fun, you help create the positive environment we want every team to experience during judging.

Judging Style Quiz



Complete this quiz to understand your judging style.

Select A, B, or C for each question. Tally your answers at the bottom to find out your *FIRST*® LEGO® League Challenge judging style. Each question will present a scenario that you may encounter during judging. Select the answer that best describes how you would respond. Answer honestly, as there are no right or wrong answers.

- 1. During the team's presentation, one team member forgets their lines, so another team member steps in to help. What do you do?**
 - A. I note the mistake and deduct points for lack of preparation but appreciate the teamwork.
 - B. I commend the team member's quick thinking, then suggest the team spends more time practicing.
 - C. I applaud the team's quick recovery and highlight the importance of supporting each other.
- 2. A team states that during their research they found no solutions like the one they proposed, but you happen to know of a similar product on the market. How do you address this?**
 - A. I inform them about the existing product and suggest they conduct more thorough research next time.
 - B. I ask where they searched for existing solutions and suggest they share their ideas with the makers of the product I know for feedback.
 - C. I praise their innovation – it's impressive they were able to arrive at a similar solution on their own.
- 3. How do you know if a team had fun doing *FIRST* LEGO League?**
 - A. The team must explain it during their presentations.
 - B. Ask the team what they learned and how they celebrated their achievements. If they can answer, they get a 3 – Accomplished.
 - C. If the team seems happy and smiles, I know they are having fun.
- 4. Two team members seem distracted during the judging session, keep moving around, and won't make eye contact. What should the team do to include them?**
 - A. The team should pause their presentation and remind them to stay focused.
 - B. The team can assign tasks that match these students' interests to help them stay engaged.
 - C. I don't mind the distraction – being part of the team is what matters most.
- 5. A team enters the judging room doing their team cheer and they even have a team member dressed as their team's mascot. What is your reaction?**
 - A. I appreciate their enthusiasm, but it won't affect the way I score them on the rubrics.
 - B. I acknowledge their creativity, then provide suggestions on how they can incorporate their enthusiasm into other elements of their presentation.
 - C. I cheer along with them and encourage them to maintain this energy throughout the competition.
- 6. A team explains that they wanted to share their project solution with a famous expert on their chosen topic but were not able to get in contact with one. How would you score this team?**
 - A. I would score them lower on the iterate criteria, since they only included family feedback.
 - B. I would score them on how well they incorporated the family feedback and suggest local experts or organizations to share their solution with next.
 - C. I would commend their ambition and encourage them to keep trying to reach out to experts.

Judging Style Quiz



7. **One team brings a hand-drawn diagram of their project solution to the judging session which receives high scores, but the next team brings a much more impressive CAD drawing along with a functional prototype to share. How do you score both teams?**
 - A. I would score the second team even higher due to the advanced prototype.
 - B. I would evaluate each team independently based on their resources and efforts.
 - C. I would praise both teams for their hard work, noting the impressive aspects of each approach.
8. **A team presents a project that is highly innovative but not very practical. How do you score them?**
 - A. I appreciate their creativity but would score them higher if their idea was more realistic.
 - B. I would score them highly for their innovative approach and ask whether they have considered how to address the challenges with their idea.
 - C. I would score them highly for their innovation and encourage them to continue thinking outside the box.
9. **During the Q&A session, only one team member answers all the questions while the others remain silent. What do you do?**
 - A. I remind teams of the importance of teamwork and encourage equal participation.
 - B. I ask the team how they decided on their presenters to ensure that everyone had a chance to participate and share their ideas.
 - C. I praise the confidence of the spokesperson.
10. **A team shows great enthusiasm but did not complete all the requirements for the project presentation. How do you handle this?**
 - A. I note the missing requirements and deduct points accordingly.
 - B. I acknowledge what they were able to achieve and ask about any barriers before pointing to the requirements they should plan to improve next time.
 - C. I focus only on their positive attitude and effort during the session and provide feedback on the missing requirements in my rubric comments.
11. **A team's robot uses a complex coded component that they clearly struggle to explain. What do you do?**
 - A. I would question them to make sure their coach didn't write the code.
 - B. I would ask questions to help them clarify and encourage them to bring a visual aid next time.
 - C. I would acknowledge the complexity of their code and encourage them to continue developing their explanation skills.
12. **A team presents the solution they've worked on for a new technology, but there is no clear connection to the season theme, and they don't explain how they arrived at this topic during the question and answer. How would you score them?**
 - A. I would score them lower than teams who connected their project to the season theme.
 - B. If they can't explain the connection, they may not score full points on the rubrics so I would provide feedback on making clearer links to the theme.
 - C. I would score them on their creativity and explain how I think their ideas connects to the theme.

Judging Style Quiz



13. During the presentation, a team makes a factual error in their presentation. How do you address it?
- A. I would correct the error and suggest they double-check their facts in the future.
 - B. I would ask where they learned that information and suggest additional sources they could explore.
 - C. I wouldn't mention it during the session, but I would leave a comment on the rubric.
14. A team's presentation runs over the allotted time. How do you handle this?
- A. I would deduct points for the communicate criteria, emphasizing the importance of time management.
 - B. I would remind them of the time constraints and suggest ways to streamline their presentation.
 - C. I would let them finish and just spend less time at the end on feedback.

Tally your total A, B, and C responses.

A _____ B _____ C _____

Quiz results on the next page.

Judging Style Quiz



Quiz Results

Knowing your judging style and tendencies will help you when interacting with teams. Whatever your style, always strive to be welcoming and fair. Teams should leave their session feeling proud of their accomplishments and inspired to grow. Your job is to make sure they leave with a sense of accomplishment about what they achieved and a step toward what they might do next.

Mostly A's: Rigorous Assessor— You hold teams to high standards and expect excellence in all aspects of their performance. While your high expectations can push teams to excel, make sure you also acknowledge their efforts and foster a positive learning environment. Continue to suggest next steps for improvement, but remember that these students are early in their STEM journey and we want them to leave excited to do more.

Mostly B's: Constructive Critic— You ask thoughtful questions that help teams identify areas for improvement without being overly critical. Your constructive comments motivate teams to strive for excellence while being proud of what they have achieved. Continue to look closely at the rubric criteria and mark teams at the level that best matches their performance in the judging room.

Mostly C's: Generous Cheerleader - You are highly supportive of teams and are especially skilled at emphasizing their strengths. While your encouragement is valuable, remember you should also provide specific feedback that will help teams grow and develop their skills further. Continue to celebrate alongside the teams, but make sure they earn high scores only when they have met all the necessary criteria to score at that level.

A mix of A's, B's, and C's: Balanced Advocate – Sometimes you're more generous and sometimes you're more critical. You strike a balance between being supportive and challenging when the teams need it. Your feedback encourages teams while also pushing them to improve their skills and performance.

Sharing your results with your judge advisor may help them to create balanced judging pods.