

Judging Session Script & Questions

Thank you for judging today. **Remember, the most important thing is to enable the teams to give their best performance and feel that their work is appreciated. All teams should feel successful when they leave the judging session.** The teams should demonstrate the *FIRST*® Core Values in everything they do, so by the end of the judging session, you will be in a good position to score their work and provide feedback.



The following sample script will guide you through the judging session. Decide which judge should be responsible for timekeeping and moving the team through each section. You will all work together to complete the rubrics.

The *Judging Session Flowchart* gives an overview of the different sections of the judging session and timing. The rubrics and session flowchart should have been shared with teams before the tournament, so they should know what to expect. However, they may be nervous or stressed, so please remember to put the team at ease from the very start of the session.

Text in *italics* is intended to be read, but you can adjust to what feels natural. Please use the questions and prompts in the colored boxes as time allows. These questions have been written to match what teams have worked on according to their season materials.

Questions are color-coded to correspond to the core areas of *FIRST* LEGO League:

Red – Core Values

Blue – Innovation Project

Green – Robot Design



Team Welcome

Welcome, everyone, are you the (Team Name) ? Come in and set up your things. We're really excited about seeing your work today!

As the team enters and sets up, introduce yourselves by sharing your names. You may also choose to tell the team where you work or what you do. For example:

My name is (Judge Name) . I'm a (Profession) and I work for (Company/Organization) .

Rubric/Award Area

Elicit information to complete your rubric with the following questions or prompts.

Icebreaker – helps to establish team's starting point

While you're setting up, could you raise your hand if this is the first year you have competed in *FIRST*® LEGO® League Challenge? Great, now raise your hand if it is your second year, third year, etc.

How do you all know each other, and how did the team get together?

Thanks so much for telling us about your team. When you are ready, you can begin your innovation project presentation.



Innovation Project Presentation

Team presents their project work – Videos and other prepared elements are permitted, but teams should be ready to improvise in case technology fails. Do not interrupt presentations unless they go over 5 minutes. At the end of 5 minutes, you may raise your hand and gently let teams know their time to present is up.



Innovation Project Question and Answer

Following the presentation, ask some or all of the questions below. If a team effectively addresses any of the questions during their presentation, you can move onto the next question. **Ask one question at a time** and allow the team to respond before moving onto the next question.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
IDENTIFY	
Discovery Core Value	<p><i>Describe the problem you were trying to solve and how it connects to the project prompt.</i></p> <p><i>What resources did you use for your research?</i></p> <p><i>Which resource was most helpful?</i></p>
DESIGN	
Teamwork Core Value	<p><i>Describe the steps your team took to work on your innovation project this season.</i></p> <p><i>How did your team divide the work for your innovation project?</i></p> <p><i>How did you make sure everyone's work was valued?</i></p>
CREATE	
Innovation Core Value	<p><i>What is the innovative about your solution?</i></p> <p><i>What makes your idea different from other solutions you discovered in your research?</i></p> <p><i>Describe the different parts of your model/drawing/prototype and what they represent.</i></p>
ITERATE	
	<p><i>Who did you share your solution with for feedback?</i></p> <p><i>What changes or improvements did you make to your project throughout the process?</i></p> <p><i>How did the changes improve your solution?</i></p>
COMMUNICATE	
Impact Core Value	<i>How could your solution help others?</i>
Fun Core Value	<p><i>What has been your team's favorite part of working on your project this season and why?</i></p> <p><i>What are you most proud of in regards to your project?</i></p>

If the teams answer all questions with time remaining in the project section, ask follow-up questions, such as:

If you could work with any expert or organization in the world on your solution, who would it be?

If you had more time to work on your project, what would you do next?

When time is up, or you are ready to move on:

Thank you for telling us about your project! Now we would love to hear about your robot design. Tell us about your robot and your design process.



Robot Design Explanation

Team explains their robot design process. Teams are allowed to bring their robot and programs list to the judging session, but should use the time to explain their design process rather than demonstrating how their robot or attachments work.



Robot Design Question and Answer

Some teams may need more encouragement if they are nervous; you can begin asking questions to help them with their explanation. Following the team's explanation, ask some or all of the questions below. **Ask one question at a time** and allow the team to respond before moving onto the next question.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
IDENTIFY	
Discovery Core Value	<p><i>How did your team decide which missions to work on?</i></p> <p><i>Can you tell us what resources—like websites, videos, or guides—helped you build and program your robot?</i></p> <p><i>Which resource was most useful?</i></p>
DESIGN	
Inclusion Core Value	<p><i>How did you make sure every team member was able to share their ideas for the robot?</i></p> <p><i>How did your team divide the work on your robot?</i></p> <p><i>How did you make sure every team member understood the robot and coding?</i></p>
CREATE	
	<p><i>Explain how you built your robot and attachments to complete missions.</i></p> <p><i>Explain how you used sensors and coding to complete missions.</i></p> <p><i>What is innovative about your robot attachments or coding?</i></p>
ITERATE	
Innovation Core Value	<p><i>How did you test that your robot was consistent at solving a mission?</i></p> <p><i>Describe how you improved your robot after testing.</i></p>
COMMUNICATE	
Impact Core Value	<i>What did your team learn from working together on your robot design?</i>
Fun Core Value	<i>What are you most proud of with regards to your robot design or mission strategy?</i>

If the teams answer all questions with time remaining in the project section, ask follow-up questions, such as:

How do you decide whether to change the robot, the code, or both when something goes wrong?

If you had more time to work on your robot, what would you work on next?

Which was your favorite mission to work on? (Pause for response) Why that mission?

When time is up, or you are ready to move on:

Thank you so much for telling us about your robot design. Is there anything else you would like to share about your team's season before we move on?



Final Share & Feedback

Teams may or may not choose to share additional information about their season during this time. If needed, you can ask clarifying questions about their work and use of Core Values using the list below, then move on to the feedback section.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
<i>All Core Values</i>	<p>Describe the toughest challenge your team faced and how you overcame it.</p> <p>Of all the things your team accomplished, what are you most proud of?</p> <p>How did your coach help you this season?</p> <p>How did you resolve any conflicts or disagreements that your team had?</p>



Feedback

When giving verbal and written feedback, remember that your words can have a lasting impression, so it is important that all feedback is **positive, encouraging, and age-appropriate**, even when it is constructive. Your comments are a way to **celebrate** their progress and **inspire** their next step, not to point out flaws. Highlight what they did well, and frame suggestions in a way that motivates them to keep learning and improving.

We have some comments, but first, do you have any specific areas you want feedback on?

You may not have comments on every area, but these prompts will help you.

Okay, let's start with your innovation project. [Insert innovation project feedback]

Moving on to your Robot Design. [Insert robot design feedback]

Finally, some comments about your team's use of Core Values. [Insert Core Values feedback]

Be sure to call out their strengths, (areas where they **Accomplished** or **Exceeded**), using phrases like:

"We were impressed with your _____ because _____."

"We really liked the way you _____. You should be proud of your work!"

You should also identify areas for improvement (areas where they were **Beginning** or **Developing**), using phrases like:

"You are making good progress with _____. One way you could improve would be _____."

"As a next step, consider (or have you considered?) doing _____."

Try to balance positive with constructive feedback. Feedback should always help teams grow—think of it as guidance, not criticism. Be specific rather than generalizing, and always start and end on a positive note.



Wrap-Up and Goodbye

That completes the judging session. Thank you for sharing all your hard work with us and congratulations on all you've achieved this season; it's clear you have learned a lot.

Good luck, and have a great time with the rest of the event.

Team will pack up their materials and exit the room. Once the team has left, judges complete the rubrics together.



Completing the Rubrics

All judges in your room should come to an agreement on the rubric scores before they are submitted and add written feedback within the time allotted. Written feedback can be the same as what was shared verbally, or additional feedback that you may have for each area.

Hand in the rubrics once they are complete, before the next team enters the room. Rubrics and written feedback will be returned to teams at the end of the event.