

Team #	Team Name	Room
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Project Rubric

Teams should prepare a **5-minute presentation** to communicate their project work. After the presentation, judges will ask clarifying questions. Judges should look for evidence during the presentation and responses to questions to score the team on the rubric.

Judges will mark one box in each row to indicate the level the team has achieved. If the team **EXCEEDS** in any area, a comment should be written in the provided space for that row.

	BEGINNING (1 point)	DEVELOPING (2 points)	ACHIEVES (3 points)	EXCEEDS (4 points) – <i>Comment required</i>
EXPLORE: How does the team research the project path?				
Team clearly explains how the guided research influenced their project direction	☐	☐	☐	☐
Team uses multiple relevant sources to learn about their selected prompt	☒	☒	☒	☒
IDEATE: What ideas does the team generate based on their research?				
Team explored multiple ideas and clearly explains reasoning for selection	☐	☐	☐	☐
Team clearly explains the iterative process for developing and improving their idea based on research or feedback	☐	☐	☐	☐
Team clearly explains the innovative approach or original thinking in their project idea	☒	☒	☒	☒
IMPLEMENT: How does the team's idea have a positive impact?				
Team clearly identifies the real-world users and potential impact of their idea	☒	☒	☒	☒
Team clearly identifies the steps needed to implement their idea	☐	☐	☐	☐
Team considers the feasibility of their idea including challenges or trade-offs	☐	☐	☐	☐
COMMUNICATE: How does the team communicate their project work?				
Team provides clear visuals, models, or prototypes to support project presentation	☐	☐	☐	☐
Team explains how all members meaningfully contribute to project development	☒	☒	☒	☒

 Criteria on this page with this style of check box count dually toward Project and Core Values awards rankings. Core Values make up 25% of a team's Champion's score and should be demonstrated throughout their work and event experience.

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Engineering Design Rubric

Teams should prepare a **5-minute presentation** to communicate their engineering design process and game strategy. After the presentation, judges will ask clarifying questions. Judges should look for evidence during the presentation and responses to questions to score the team on the rubric.

Judges will mark one box in each row to indicate the level the team has achieved. If the team **EXCEEDS** in any area, a comment should be written in the provided space for that row.

	BEGINNING (1 point)	DEVELOPING (2 points)	ACHIEVES (3 points)	EXCEEDS (4 points) – <i>Comment required</i>
IDENTIFY: How does the team practice and identify areas for improvement?				
Team explains the use of guided missions and building and coding resources	☐	☐	☐	☐
Team identifies areas for improvement in provided tools to inform design requirements				
DESIGN & CREATE: What ideas does the team generate to improve their tools and strategy?				
Team develops a clear mission strategy that guides design decisions	☐	☐	☐	☐
Team solutions include custom mechanical builds that support their mission strategy	☐	☐	☐	☐
Team solutions include custom coding that supports their mission strategy	☐	☐	☐	☐
ITERATE: How does the team test and improve their designs?				
Team explores multiple design options for each role tool before selecting one to test	☐	☐	☐	☐
Team follows a clear testing process and documents results	☐	☐	☐	☐
Team uses testing results to improve designs				
COMMUNICATE: How does the team present their design process and strategy?				
Team clearly explains cooperative game strategy between player roles and with another team				
Team explains how all members meaningfully contribute to engineering design process				

Criteria on this page with this style of check box count dually toward Engineering Design and Core Values awards rankings. Core Values make up 25% of a team's Champion's score and should be demonstrated throughout their work and event experience.

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Judging Feedback

Teachers or judges will provide written feedback to teams to recognize their achievements and make recommendations for taking their work further. A minimum of one comment per box is **required**.

The completed rubric and feedback notes will be returned to teams at the end of the event.

RECOGNITION: <i>Great job with...</i>	RECOMMENDATIONS: <i>As a next step, think about...</i>
PROJECT FEEDBACK	
ENGINEERING DESIGN FEEDBACK	
CORE VALUES FEEDBACK	

If the team is a candidate for one of these awards, please mark the appropriate box.
Check with your Judge Advisor for which awards will be given at your event.

☐

Rising All-Star Award

This award celebrates a team that makes significant progress in their confidence and capability, and who judges expect great things from in the future.

☐

Inspiration Award

This award celebrates a team that embraces the culture of *FIRST* LEGO League through above and beyond innovation, impact, or outreach.