

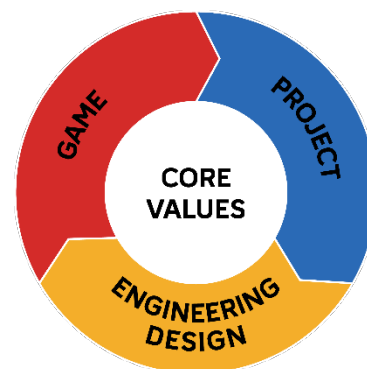
Judging Script & Sample Questions

Judging Session Overview

Thank you for judging. Remember, the most important part of the judging experience is helping *FIRST*® LEGO® League teams share their work and recognizing what they have accomplished. Teams may be excited, nervous, or unsure of what to expect, so help them feel comfortable from the moment they enter the room. The goal is for all teams to feel successful when they leave the judging session.

During the session, teams will present their **Project** and **Engineering Design** work. Judges will listen to the presentations, ask clarifying questions, and use the information the team shares to complete the judging rubrics. At the end of the session, judges will provide feedback that recognizes the team's accomplishments and gives them recommendations for continuing to develop their work.

Core Values should be evident throughout the team's work and event experience, not just during the Core Values Q&A. The *FIRST* Core Values are how teams work together as they learn about and express the ethos of *Gracious Professionalism*® and *Coopertition*®.



The sample script below follows the **Judging Session Flowchart** and can help guide conversations with teams during judging. *Read italicized text aloud.* Decide which judge will keep time and help move the team through each section.

During the Question & Answer sections, ask only one question at a time and give the team time to respond.

Sample questions for each section are provided to help judges gather information needed to complete the rubric. Judges should ask these questions or can make up their own if they are relevant and age appropriate. **Judges do not need to and will not have time to ask every sample question.** If the team has already provided the information during their presentation, move to another question or ask a different follow-up question.

Team Welcome — 2 minutes

Judges can briefly introduce themselves as the team enters.

Welcome, [Team Name]. We are excited to hear about your season!

While the team is setting up, judges may ask one or two simple questions to help team members become comfortable.

- *How many of you are participating in FIRST LEGO League for the first time?*
- *What was something you were especially excited to try when you first learned about this year's challenge?*
- *What has your team enjoyed working on most this season?*

Transition

Thank you for telling us about your team. When you are ready, you can begin your Project presentation.

Project Presentation — 5 minutes

Teams will share a 5-minute presentation that communicates their Project work. Teams were provided with four project paths to choose from, and initial guided research materials when they began their season. During judging, the team will share which project path they selected and their additional research and project work.

Judges should listen for evidence related to the Project rubric and avoid interrupting the team unless clarification is necessary or the team reaches the end of the allotted 5 minutes.

Transition: When the presentation ends:

Thank you! Now we have some questions about your Project:

Project Q&A — 3 minutes

Judges should ask questions that address gaps or build on the team's presentation.

EXPLORE: How does the team research the project path?

- *How did the guided research help your team decide what direction to take?*
- *What other resources did you use to learn more about your Project Path or prompt?*
- *What was something you discovered in your research that surprised you or changed your thinking?*

Listen for: Evidence that the team can explain how the guided research influenced their direction and whether they used multiple relevant sources.

IDEATE: What ideas does the team generate based on their research?

- *What different ideas did your team consider before choosing this one?*
- *How did you decide which idea you wanted to develop?*
- *How did your research or feedback cause your idea to improve?*
- *What do you think is especially creative or original about your idea?*

Listen for: Exploration of multiple ideas, reasoning behind the team's selection, iteration based on research or feedback, and evidence of original thinking.

IMPLEMENT: How does the team's idea have a positive impact?

- *Who could use or benefit from your idea?*
- *What would need to happen to turn your idea into something people could use?*
- *What challenges might you encounter if you tried to put your idea into practice?*
- *Did your team have to make any choices or compromises when developing the idea?*

Listen for: Identification of real-world users and potential impact, steps needed for implementation, and consideration of feasibility, challenges, or compromises.

COMMUNICATE: How does the team communicate their project work?

- *Tell us about the model, prototype, visual, or other materials you created to help explain your idea.*
- *How did each team member contribute to the Project?*

Listen for: How the team communicates their ideas clearly and how team members contributed to the Project.

If Additional Time Remains

- *If you had more time to continue working on your Project, what would your team do next?*

- *If you could talk to an expert about your idea, who would you want to talk to and what would you ask them?*
- *What part of your Project are you most proud of?*

Transition

Thank you for sharing your Project. Now we'd like to hear about your Engineering Design and game strategy.

Engineering Design Presentation — 5 minutes

The team presents their Engineering Design process and game strategy. Teams were given base tools and guided missions as starting points for the four game roles. During judging they will share if and how they used these, and how they developed their own unique tools and strategies.

Teams will use this time to communicate how they developed their game tools, coding, designs, testing, and cooperative strategy. Judges should listen for evidence related to guided missions and resources, improvements to provided tools, mission strategy, custom mechanical builds and coding, testing and iteration, and cooperative strategy.

Teams may also discuss the Driver, Operator, Technician, and Specialist roles and how they modified tools, code, and strategies as they learned through practice.

Transition: When the presentation ends:

Thank you! Now we would like to ask you a few questions about your engineering design and strategy.

Engineering Design Q&A — 3 minutes

Judges should ask questions that address gaps or build on the team's presentation.

IDENTIFY: How does the team practice and identify areas for improvement?

- *How did the guided missions help your team learn how to play the game?*
- *What building or coding resources did your team use when you were getting started?*
- *As you practiced, how did you decide which tools needed improvement?*

Listen for: How the team used guided missions and building and coding resources and how they identified areas for improvement in the provided tools.

DESIGN & CREATE: What ideas does the team generate to improve their tools and strategy?

- *How did your team develop a mission strategy?*
- *How did your strategy affect the tools you decided to build or modify?*
- *Show us a custom mechanical design your team created. What problem were you trying to solve with it?*
- *Tell us about some code your team created or changed. How does it support your strategy?*

Listen for: A clear mission strategy and evidence that the team's custom mechanical builds and custom coding support that strategy.

ITERATE: How does the team test and improve their designs?

- *Tell us about a tool where you tried more than one design before deciding what worked best.*
- *How did your team test your tools or code?*
- *Tell us about something you changed because of your testing results.*
- *What did you learn from a design that did not work the way you expected?*

Listen for: Evidence of testing, comparison, learning from results, and improvements made through iteration.

COMMUNICATE: How does the team present their design process and strategy?

- *How do the four player roles work together in your game strategy?*
- *How does your strategy change when you are playing alongside another team?*
- *How did your team split the work during the different stages of the engineering design process?*
- *How did you make sure everyone played a role in developing your team's tools and strategy?*

Listen for: Cooperative strategy among player roles and with another team, as well as meaningful contributions from all team members.

If Additional Time Remains

- *Which game role or tool changed the most during the season?*
- *What design are you most proud of and why?*
- *If you had another month to work on your Engineering Design, what would you improve next?*

Transition

Thank you for telling us about your Engineering Design work. Before we give you some feedback, we would like to hear a little more about how your team worked together this season.

Core Values Q&A — 3 minutes

Core Values are demonstrated throughout the team's Project, Engineering Design work, and event experience. They are:

- **Discovery:** Exploring new skills and ideas.
- **Innovation:** Using creativity and persistence to solve problems.
- **Impact:** Applying what is learned to improve the world.
- **Inclusion:** Respecting each other and embracing differences.
- **Teamwork:** Recognizing that collaboration strengthens outcomes.
- **Fun:** Enjoying and celebrating the work done together.

Use this portion of the session to learn more about aspects of the team's experience that may not have been clear during their presentations. Judges do not need to and will not have time to ask every question.

- *What is a team accomplishment that you are especially proud of?*
- *Tell us about a challenge your team faced this season. How did you work together?*
- *What happened when team members disagreed about an idea or strategy?*
- *What did your team do when something did not work the way you expected?*
- *How did you divide responsibilities while still making sure everyone understood what the team was doing?*
- *How did your team support or cooperate with other teams?*
- *What is one way your team is different now than when you started the season?*
- *What was the most fun your team had together this season?*
- *What is something you learned from one of your teammates?*

Transition: If time permits...

Before we move on to feedback, is there anything about your team or your season that you hoped we would ask about but did not?

Judging Feedback — 3 minutes

The purpose of feedback is to recognize achievements and recommend next steps for the team to consider as they continue working together. Feedback should be specific, positive, constructive, and age appropriate. Whenever possible, refer to specific examples the team shared during the session.

You have shared a lot with us today, and we would like to give you feedback about what we learned.

Project

One thing we really liked about your Project was [specific recognition].

As a next step, think about [specific recommendation].

Engineering Design

One thing that stood out to us about your Engineering Design was [specific recognition].

As a next step, think about [specific recommendation].

Core Values

We also noticed [specific example of Core Values]. You should be proud of the way your team [specific recognition].

As you continue working together, think about [recommendation].

Wrap-Up and Goodbye

That completes our judging session. Thank you for sharing your work with us today. You have clearly put a lot of thought, creativity, and teamwork into your season.

We hope you have a great time during the rest of the event. Good luck with your matches!

The team packs up their materials and leaves the judging room.

After the Team Leaves — 10 minutes

Judges discuss the team's work and complete the rubric together, whether digitally or on paper. Use evidence from both the team's prepared presentations and their responses to questions when determining rubric levels. Teams are scored as **BEGINNING**, **DEVELOPING**, **ACHIEVES**, or **EXCEEDS** for each area. An EXCEEDS score requires a written comment for that rubric row.

Judges should also complete the written feedback, including at least one comment in each feedback box for Project, Engineering Design, and Core Values. If you are unsure how to score a team or need help framing your feedback, reach out to your judge advisor for support.

Once the rubric is complete, judges should submit the paper or digital rubric before the next team enters.