

Core Values



CHALLENGE

Team #	Team Name	Judging Room
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Instructions

The Core Values should be the lens through which you watch the team's presentations. All team members should be demonstrating the Core Values in everything they do. This rubric should be used to record the Core Values observed throughout the judging session.

If the team is a candidate for one of these awards, please tick the appropriate box:

- Breakthrough Award** A team that made significant progress in their confidence and capability and who understand that what they discover is more important than what they win.

- 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 displayed enthusiasm.

BEGINNING	DEVELOPING	ACCOMPLISHED	EXCEEDS	Explain how team exceeds:
Minimal examples observed across the team. 1	Some examples observed across the team. 2	Multiple examples observed across the team. 3	4	
DISCOVERY - Team explored new skills and ideas.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INNOVATION - Team used creativity and persistence to solve problems.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
IMPACT - Team applied what they learned to improve their world.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INCLUSION - Team demonstrated respect and embraced their differences.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TEAMWORK - Team clearly showed they had worked as a team throughout their journey.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
FUN - Teams clearly had fun and celebrated what they have achieved.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Feedback Comments

Great Job:

Think about:



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 criteria below. This rubric should be filled out during the Innovation Project presentation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1		DEVELOPING 2		ACCOMPLISHED 3		EXCEEDS 4	
							<i>How has the team exceeded?</i>
IDENTIFY - Team had a clearly defined problem that it was well researched.							
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Fully clear definition of the problem	<input type="checkbox"/>				
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Some research but quality unclear	<input type="checkbox"/> Wide variety of quality research	<input type="checkbox"/>				
DESIGN - Team generated innovative ideas independently before selecting and planning which one to develop.							
<input type="checkbox"/> Minimal idea generation across the team	<input type="checkbox"/> Evidence of some ideas from across the team	<input type="checkbox"/> Evidence of a lot of ideas from across the team	<input type="checkbox"/>				
<input type="checkbox"/> Minimal planning with some team members included	<input type="checkbox"/> Some effective planning with some team members included	<input type="checkbox"/> Highly effective planning including all team members	<input type="checkbox"/>				
CREATE - Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.							
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> A lot of development of innovative solution	<input type="checkbox"/>				
<input type="checkbox"/> No model/drawing of solution	<input type="checkbox"/> Simple model/drawing which helps to share the solution	<input type="checkbox"/> Detailed model/drawing which helps to share the solution	<input type="checkbox"/>				
ITERATE - Team shared their ideas, collected feedback and included improvements in their solution.							
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Some sharing of their solution	<input type="checkbox"/> A lot of sharing of their solution	<input type="checkbox"/>				
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Some evidence of improvements in their solution	<input type="checkbox"/> A lot of evidence of improvements in their solution	<input type="checkbox"/>				
COMMUNICATE - Team shared a creative and effective presentation of their current solution and its impact on their users.							
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation very engaging	<input type="checkbox"/>				
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others fully clear	<input type="checkbox"/>				

Feedback Comments

Great Job:

Think about:



Robot Design



CHALLENGE

Team #	Team Name	Judging Room
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Instructions

Teams should communicate to the judges their achievement in each of the criteria below. This rubric should be filled out during the Robot Design explanation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1		DEVELOPING 2		ACCOMPLISHED 3		EXCEEDS 4	
							<i>How has the team exceeded?</i>
IDENTIFY - Team had a clearly defined mission strategy and explored building and coding skills they needed.							
<input type="checkbox"/> No clear mission strategy	<input type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Fully clear mission strategy	<input type="checkbox"/>				
<input type="checkbox"/> Some team members learned building and coding skills	<input type="checkbox"/> Many team members learned building and coding skills	<input type="checkbox"/> All team members learned building and coding skills	<input type="checkbox"/>				
DESIGN - Team produced innovative designs and a clear workplan, seeking guidance as needed.							
<input type="checkbox"/> Minimal evidence of an effective workplan	<input type="checkbox"/> Some evidence of an effective workplan	<input type="checkbox"/> A lot of evidence of an effective workplan	<input type="checkbox"/>				
<input type="checkbox"/> Minimal explanation of robot and code's innovative features	<input type="checkbox"/> Some explanation of robot and code's innovative features	<input type="checkbox"/> A lot of explanation of robot and code's innovative features	<input type="checkbox"/>				
CREATE - Team developed an effective robot and code solution matching their mission strategy.							
<input type="checkbox"/> Limited functionality of robot attachments or sensors	<input type="checkbox"/> Developing functionality of robot attachments or sensors	<input type="checkbox"/> Good functionality of robot attachments or sensors	<input type="checkbox"/>				
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input type="checkbox"/> Partially clear explanation of how code makes the robot act	<input type="checkbox"/> Fully clear explanation of how code makes their robot act	<input type="checkbox"/>				
ITERATE - Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.							
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Some evidence of testing their robot and code	<input type="checkbox"/> A lot of evidence of testing their robot and code	<input type="checkbox"/>				
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Some evidence their robot and code was improved	<input type="checkbox"/> A lot of evidence their robot and code was improved	<input type="checkbox"/>				
COMMUNICATE - Team's explanation of the robot design process was effective and showed how all team members have been involved.							
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input type="checkbox"/> Fully clear explanation of robot design process	<input type="checkbox"/>				
<input type="checkbox"/> Clear evidence that some team members involved	<input type="checkbox"/> Clear evidence that many team members involved	<input type="checkbox"/> Clear evidence that all team members involved	<input type="checkbox"/>				

Feedback Comments

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