

Gracious Professionalism™

#### **Core Values**

## Team Number Judging Room

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. When you have completed the evaluation, please circle the awards for which you would like this team to be considered.

		Beginning	Developing	Accomplished	Exemplary
	Dis	•	anced emphasis on all three asp ning awards	pects (Robot, Project, Core Valu	ues) of FLL; it's not just about
_	N D	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
5	Team Spirit Enthusiastic and fun expression of the team identity				
2	N D	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
Integration Application of FLL values and skills outside FLL (ability to describe current and potent examples from daily life)				current and potential	
	N D	team does not apply FLL values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories

	Eff	<b>ectiveness</b> Prol	lem solving and decision making processes help team achieve their goals			
-	N D	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals	
:	<b>Efficiency</b> Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)					
	N D	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals	
	Kids Do the Work Appropriate balance between team responsibility and coach guidance					
	N D	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with minimal coach guidance	

Inclusion Consideration and appreciation for the contributions (ideas and skills) of all te with balanced involvement					
5	N D	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
Respect Team members act and speak with integrated problems or resolving conflicts				n integrity so others feel valued	I especially when solving
	N D	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
	Cod	<b>opertition™</b> Tea	m competes in the spirit of frie	ndly competition and cooperate	tes with others
	N D	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situationsand team actively helps other teams

Awards Consideration: Inspiration Teamwork Gracious
Professionalism™



#### **Project**

# Team Number **Judging Room**

potential to add significant value

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	Beginning	Developing	Accomplished	Exemplary
Pro	oblem Identification * C			
N D	unclear; few details	partially clear; details missing	mostly clear; detailed	clear; very detailed
So		ypes (e.g. books, magazines, web ources cited, including profession		ces) and number of quality
N D	one type of information cited; minimal sources	two types of information cited; several sources	three types of information cited; many sources, including professionals	four(+) types of information cited; extensive sources, incl. professionals
Pro	oblem Analysis D	epth to which the problem was s	tudied and analyzed by the tea	ım
N D	minimal study; no team analysis	minimal study; some team analysis	sufficient study and analysis by team	extensive study and analysis by team
Re		xtent to which existing solutions riginality of the team's solution	were analyzed by the team, Inc	cluding an effort to verify the
N D	minimal review; no team analysis	minimal review; some team analysis	sufficient review and analysis by team	extensive review and analysi by team

Com					
	Tea	m Solution* Clea	ar explanation of the proposed	solution	
ution	N D	difficult to understand	some parts confusing	understandable	easy to understand by all
Solu	Innovation Degree to which the team's solution makes life better by improving existing options, developing a new application of existing ideas, or solving the problem in a completely new way				
ative	N	existing solution/application	solution/application contains	original solution/application	original solution/application with the

some original element(s)

**Implementation** Consideration of factors for implementation (cost, ease of manufacturing, etc.)

Ν factors well considered; some factors well considered and feasible minimal factors considered some factors considered question about proposed solution solution proposed

Sh		ree to which the team shared their Project before the tournament with others who might efit from the team's efforts		
N D	shared with one individual	shared with one group	shared with one individual or group who may benefit	shared with multiple individuals or groups who may benefit
Creativity Imagination used to develop and deliver the presentation				
N D	minimally engaging OR unimaginative	engaging OR imaginative	engaging AND imaginative	very engaging AND exceptionally imaginative
Pro	esentation Effectiveness Mes	ssage delivery and organization	of the presentation	
N D	unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized	clear AND well organized
	N D Cro	Shared with one individual  Creativity Ima  N minimally engaging OR unimaginative  Presentation Effectiveness Mes	benefit from the team's efforts  N	benefit from the team's efforts  N

**Awards Consideration:** Research **Innovative Solution Presentation** 



#### **Robot Design**

## Team Number Judging Room

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Beginning Developing Accomplished Exemplary

Di	<b>Durability</b> Evidence of structural integrity; ability to withstand rigors of competition					
N D	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs		
M	Mechanical Efficiency Economic use of parts and time; easy to repair and modify					
N D	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify		
M	Mechanization Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)					
N D	imbalance of speed, strength and accuracy on most tasks	imbalance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on every task		

Comments:

**Mechanical Design** 

Programming Quality  Programs are appropriate for the intended purpose and would achieve consistent reassuming no mechanical faults					
1	` <u> </u>	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	should achieve purpose every time	
F	Programming Efficiency Prog	grams are modular, streamlined, a	nd understandable		
1		inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand	
	Automation/Navigation Ability of the robot to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)				
1	TO aim AND retrieve robot - 1	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention	

Comments:

Programming

De	Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)					
N D	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well- explained	systematic, well-explained and well-documented		
Mi	Mission Strategy Ability to clearly define and describe the team's game strategy					
N D	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all game missions		
	Innovation Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks					
Inr				programs, strategies or		

Comments:

Strategy & Innovation

Awards Consideration: Mechanical Design Programming Strategy & Innovation