



Project

Room: *F1* Team No: *14* Time: *11:25:00 AM*

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. Teams should demonstrate everything at the level; if they are missing part, mark the level below. If the team does not demonstrate an area, 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 team's areas of strength.*

		Beginning	Developing	Accomplished	Exemplary
Research	Problem Identification *	Clear definition of the problem being studied			
	ND	unclear; few details	partially clear; details missing	mostly clear; detailed ✓	clear; very detailed
	Sources of Information	Quality and variety of data/evidence and sources cited			
	ND	minimal quality; variety limited	quality OR variety need improvement; did not include professional(s)	sufficient quality and variety; included professional(s) ✓	extensive quality and variety; included multiple professionals ✓
Comments	Problem Analysis	Depth to which the problem was studied and analyzed by the team, including extent of analysis of existing solutions			
	ND	minimal study; no analysis	minimal study; some analysis	sufficient study and analysis ✓	extensive study and analysis ✓

Research 10 / 12

Innovative Solution	Team Solution *	Clear explanation of the proposed solution and description of how it solves the problem			
	ND	difficult to understand	some parts confusing	understandable	easy to understand by all ✓
	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.			
	ND	existing solution/application	solution/application contains some original element(s)	original solution/application; potential added value ✓	original solution/application; demonstrated added value
Comments	Solution Development	Systematic process used to select, develop, evaluate, test, and improve the solution (Implementation could include cost, ease of manufacturing, etc.)			
	ND	process AND explanation need improvement	process OR explanation need improvement	systematic process included evaluation	systematic process included evaluation; implementation considered ✓

Innovative Sol 11 / 12

Presentation	Sharing *	Degree to which the team shared their Project before the tournament with others who might benefit from the team's efforts			
	ND	shared with family / friends	shared outside family / friends (such as classmates)	shared with one audience who may benefit OR one professional	shared with multiple audiences who may benefit OR multiple professionals ✓
	Creativity	Imagination used to develop and deliver the presentation			
	ND	minimally engaging OR unimaginative	engaging OR imaginative	engaging AND imaginative ✓	very engaging AND exceptionally imaginative
Comments	Presentation Effectiveness	Message delivery and organization of the presentation			
	ND	unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized ✓	clear AND well organized

Presentation 10 / 12

Strengths:	Research	Innovative Solution	Presentation
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*Required for Award Consideration

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Bot Builders

Robot Design Table: 1 Team No: 14 Time: 8:56:00 AM

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 team's areas of strength.*

		Beginning	Developing	Accomplished	Exemplary
Mechanical Design	Durability	Evidence of structural integrity; ability to withstand rigors of competition			
	N	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	<input checked="" type="checkbox"/> sound construction; no repairs
	D				
	Mechanical Efficiency	Economic use of parts and time; easy to repair and modify			
N	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	<input checked="" type="checkbox"/> streamlined use of parts and time to repair/modify	
D					
Mechanization	Mechanization	Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)			
	N	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	<input checked="" type="checkbox"/> appropriate balance of speed, strength and accuracy on every task
D					

Comments:

Mechanical Design / 12

Programming	Programming Quality	Programs are appropriate for the intended purpose and would achieve consistent results, assuming no mechanical faults			
	N	would not achieve purpose AND would be inconsistent	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	<input checked="" type="checkbox"/> should achieve purpose every time
	D				
	Programming Efficiency	Programs are modular, streamlined, and understandable			
N	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	<input checked="" type="checkbox"/> streamlined code and easy for anyone to understand	
D					
Automation/Navigation	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)			
	N	frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	<input checked="" type="checkbox"/> robot moves/acts as intended every time with no driver intervention
D					

Comments:

Programming / 12

Strategy & Innovation	Design Process	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	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well-explained	<input checked="" type="checkbox"/> systematic, well-explained and well-documented has you're
	D				
	Mission Strategy	Ability to clearly define and describe the team's game strategy			
N	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	<input checked="" type="checkbox"/> clear strategy to accomplish most/all game missions	
D					
Innovation	Innovation	Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks			
	N	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant value	<input checked="" type="checkbox"/> original feature(s) that add significant value
D					

Comments:

Strategy and Innovation / 12

Strengths:	Mechanical Design	Programming	Strategy & Innovation
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Core Values

Judge Team: B
 Team No: 14
 Pit Location: J5
 Complete:

Directions: For each area, clearly mark the box that best describes the team's accomplishments. Please complete the "Comments" block with appropriate words or phrases and provide written comments to acknowledge each team's hard work and to help teams improve. Exemplary performance beyond the Accomplished level may be indicated by circling "+". Optional: Circle the team's strength(s).

	Beginning	Developing	Accomplished		
Inspiration	Discovery Team explored and improved skills or ideas within all three aspects (Robot, Project, Core Values) of FIRST LEGO League; used creativity & persistence to solve problems				Strength Area
	minimal examples / all examples from 1 aspect	some examples / examples from 2 aspects	multiple examples / examples from all 3 aspects ✓	+	
	Team Identity Fun expression of team identity; team expresses how they enjoy FIRST LEGO League				
	minimal identity; minimal enjoyment	some identity; enjoyment is unclear	clear identity; team clearly expresses their enjoyment ✓	+	
	Impact Team applied knowledge, skills and/or values learned in FIRST LEGO League to improve themselves and their world				
	unclear impact of FIRST LEGO League	knowledge, values or skills impacted some team members ✓	knowledge, values or skills impacted all team members ✓	9/19	
Teamwork	Effectiveness Problem solving and decision-making processes help team achieve their goals				Strength Area
	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes ✓	+	
	Efficiency Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities); team is stronger together than its individual members				
	limited time management / role definition	clear time management / role definition	good time management / role definition, allows team to avoid wasting effort OR resources ✓	+	
	Kids Do the Work Appropriate balance between team responsibility and coach guidance				
	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance ✓	9/19	
Gracious Professionalism®	Respect & Inclusion Consideration and appreciation for the contributions of all team members, especially when solving problems or resolving conflicts				Strength Area
	limited consideration / appreciation for contributions	consideration / appreciation for contributions of most team members	clear consideration / appreciation for contributions of all team members ✓	+	
	Fairness & Integrity Team members act and speak with fairness and integrity. Team competes in the spirit of friendly competition and helps others feel valued				
	not evident with majority of team members	evident with majority of team members ✓	clearly evident with all team members	+	
	Cooperation Learning is more important than winning; Team learns from, teaches, and cooperates with each other and competing teams				
	unclear or lack of team members cooperating with each other	team members cooperate with each other ✓	team actively learns from and teaches teammates; celebrates other teams' successes	7/19	

Comments

Great job...

Think about...

*journey well documented
respect*

taking turns to talk

Judges: Use the back for additional comments if needed!