

# JUDGING PILOT TEAMS



The following Awards, Rubrics and other materials are for the  
Body Forward Pilot **only**.



September, 2010

Dear Teams:

Welcome to the Body Forward season! You are receiving this communication because we have some very special news for you. **Your region has been selected to help pilot new judging materials for FIRST® LEGO® League (FLL®).** This is a very important project this season that will affect all future FLL participants. We hope you will be as excited as we are!

Over the last year, we have been redesigning the rubrics and awards that will be used in the future. After more than 10 years of evolution, we wanted to revise our judging process to more fully reflect the FLL Program focus and mission. FLL is known around the globe not only for *what* we do (the Robot and Project), but also *how* we do it, with Core Values at the heart. While much will be familiar to veteran teams, our new judging process and award structure will better reflect and align with these three equally important aspects of FLL.

Another goal was to simplify our judging process for both teams and judges. Our historic rubrics were overly complex and confusing for many teams, especially when they needed to be translated into another language. We have designed the rubrics you will be testing to be simpler; they focus on “what matters”-- the key takeaways important to the FLL experience-- and also provide judges with additional opportunity to give the feedback we know is so important to you.

**Please note that your team does not need to prepare for judging sessions any differently than in the past. Your team will still participate in the same judging sessions and almost all of the content in the new rubrics existed previously.** We encourage your team to review the rubrics in advance of events, as judges will also be using these revised forms.

A copy of the pilot rubrics has been attached for your use, along with a copy of our new award listing with descriptions. For pilot purposes, this information replaces the rubrics and awards found on our website or in the Body Forward Coaches' Handbook. Please note that not all events will provide all awards. For example, smaller events may use a more condensed approach. If you have specific questions about the awards that will be presented at upcoming events, please contact your local Partner or event coordinator.

#### How you can help:

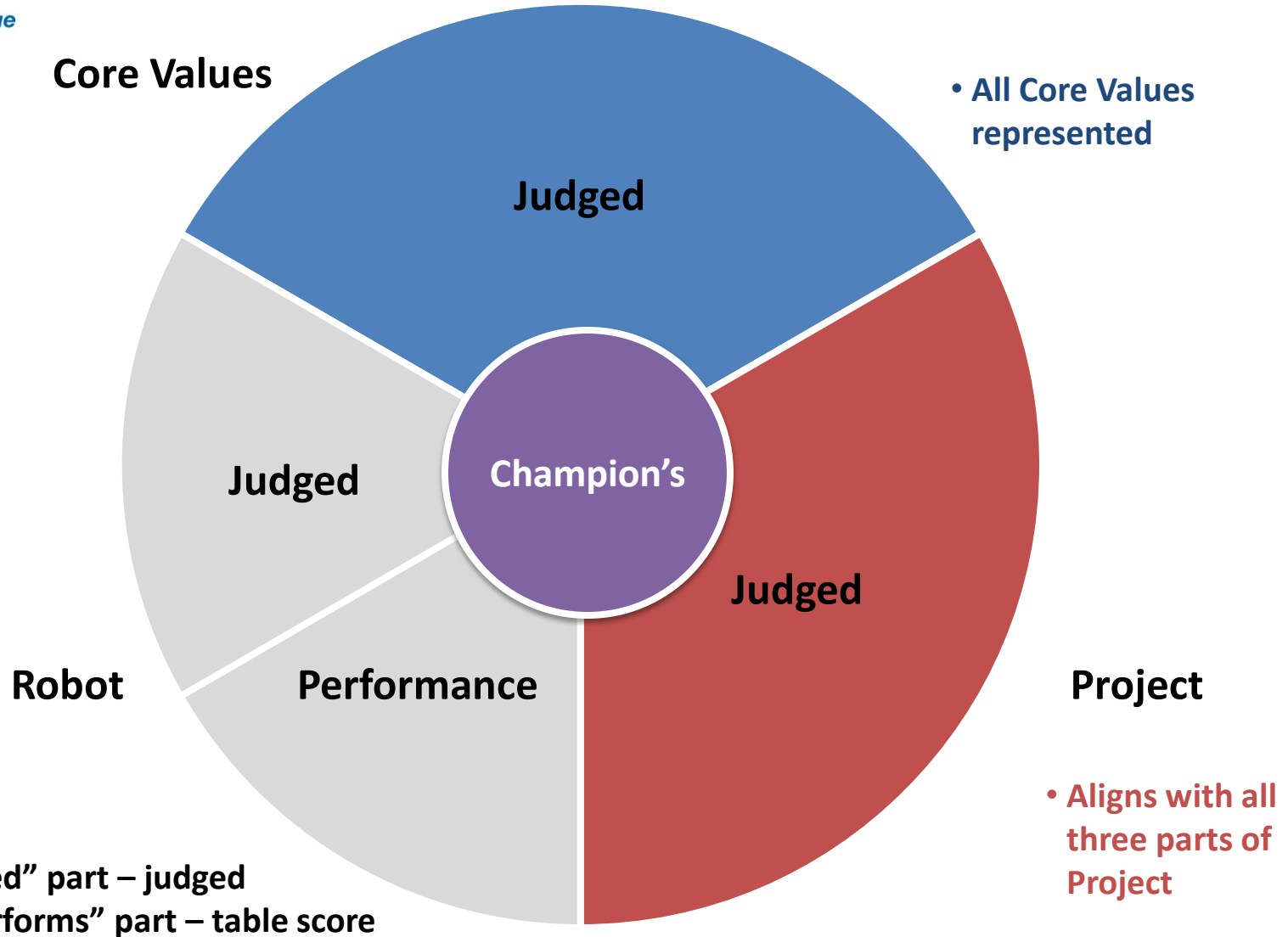
- **Please *do* give us your candid feedback and suggestions.** As a first step, please go to <https://www.surveymonkey.com/s/TMC6QY5> to complete a very brief online survey to let us know your first impressions of the attached material.
- **Throughout the season, we encourage you to send any comments, questions, or concerns** to the Partner in your region with a copy to [FLLPilot@usfirst.org](mailto:FLLPilot@usfirst.org). Answers to frequently asked questions will be posted at: <http://www.firstlegoleague.org/where-is-fll/twocol.aspx?id=315>. Note that this will be a hidden web page available only to pilot teams, so don't lose this link as you won't be able to search for it!
- **Please *don't* share the new rubrics or award information with other teams.** While all teams enrolled in official events in your region will utilize these new materials, other teams in other regions will not. In order to avoid significant confusion in the greater FLL community, we are counting on your Gracious Professionalism to ensure all pilot-related materials are not copied, referred to on the website Forums, or otherwise shared with other teams at this time.
- **Relax and have fun.** While you are the first teams to see the attached material, you are not our first test group: an earlier generation of these rubrics and award structure were tested at World Festival last spring and generally received strong reviews from teams and judges alike. Your feedback will also be very important to us as we work to finalize the new judging materials for the teams of tomorrow, with a global release expected in the 2011 season.

On behalf of the entire FLL community, thank you for your important contribution to the judging redesign process this season. We could not do this without your help.

With High 5's and Admiration,

The FLL Team

# Champion's Award Weighting



# FLL Core Awards - Pilot

## Champion's Award

This award recognizes a team that embodies the FLL experience, by fully embracing our Core Values while achieving excellence and innovation in both the Robot Game and Project.

## Robot Awards

### Mechanical Design

This award recognizes a team that designs and develops a mechanically sound robot that is durable, efficient and highly capable of performing challenge missions.

### Programming

This award recognizes a team that utilizes outstanding programming principles, including clear, concise and reusable code that allows their robot to perform challenge missions autonomously and consistently.

### Innovation & Strategy

This award recognizes a team that uses solid engineering practices and a well-developed strategy to design and build an innovative, high performing robot.

### Robot Performance

This award recognizes a team that scores the most points during the Robot Game. Teams have a chance to compete in at least three 2.5 minute matches and their highest score counts.

## Project Awards

### Research

This award recognizes a team that utilizes diverse resources to formulate an in-depth and comprehensive understanding of the problem they have identified.

### Innovative Solution

This award recognizes a team's solution that is exceptionally well-considered and creative, with good potential to solve the problem researched.

### Presentation

This award recognizes a team that effectively communicates the problem they have identified and their proposed solution to both the judges and other potential supporters.

## Core Values Awards

### Inspiration

This award celebrates a team that is empowered by their FLL experience and displays extraordinary enthusiasm and spirit.

### Teamwork

This award recognizes a team that is able to accomplish more together than they could as individuals through shared goals, strong communication, effective problem solving and excellent time management.

### Gracious Professionalism™

This award recognizes a team whose members show each other and other teams respect at all times. They recognize that both friendly competition and mutual gain are possible, on and off the playing field.

## Judges Awards

During the course of competition the judges may encounter teams whose unique efforts, performance or dynamics merit recognition. Some teams have a story that sets them apart in a unique way. Sometimes a team is so close to winning an award that the judges choose to give special recognition to the team. Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

Examples include:

### Against All Odds *or* Overcoming Adversity *or* Perseverance

This award goes to the team that improvises and overcomes a difficult situation while still making a respectable showing, with an attitude that shows, “We can overcome incredible odds if we never give up, no matter what!”

### Rising Star

This award recognizes a team that the judges notice and expect great things from in the future.

## Special Recognition Awards

### Outstanding Volunteer Award

The FLL program would not exist without its volunteers. This award honors an extraordinary volunteer(s) whose dedication to the FLL program has a positive impact on the team experience.

## Adult Coach/Mentor Award

Many teams reach significant milestones thanks to their close relationship with an adult mentor. This award goes to the coach or mentor whose wisdom, guidance, and devotion are most clearly evident in the team's discussion with the judges.

## Young Adult Mentor Award

FLL presents this award to the young adult, high school or college mentor whose support, impact, inspiration, and guidance are most clearly evident in the team's discussion with the judges.



**1 Evaluation** 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. Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve.

Not Demo'd		Beginning	Developing	Accomplished	Exemplary
Inspiration	<b>Discovery</b>	Balanced emphasis on the overall FLL experience (Robot, Project, Core Values) ; it's not just about winning awards			
		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
	<b>Team Spirit</b>	Enthusiastic and fun expression of the team identity			
		minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm and fun; clear identity
	<b>Integration</b>	Application of FLL values and skills outside FLL (ability to cite current and potential examples from daily life)			
		team does not apply FLL values and skills outside FLL	team able to cite at least one example	team able to cite multiple examples	team able to cite multiple and personal examples
Comments:					
Teamwork	<b>Effectiveness</b>	Problem solving and decision making processes help team achieve their goals			
		team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes accomplish team's well defined goals
	<b>Efficiency</b>	Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)			
		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
	<b>Initiative</b>	Responsibility the team has in their success and the nature of coach involvement			
		limited team responsibility AND excessive coach direction	limited team responsibility OR excessive coach direction	Good balance between team responsibility and coach direction	team independence with minimal coach direction
Comments:					
Gracious Professionalism™	<b>Inclusion</b>	Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement			
		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
	<b>Respect</b>	Team members act and speak with integrity and sensitivity, so that others feel valued-- especially when solving problems or resolving conflicts			
		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
	<b>Cooperation</b>	Team competes in the spirit of friendly competition and cooperates with others			
		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 situations--and team actively helps other teams
Comments:					

**2 Awards Consideration** Circle all awards for which you would like this team to be considered.

Inspiration Teamwork Gracious Professionalism™

1		Evaluation		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. Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve.			
Not Demo'd		Beginning	Developing	Accomplished	Exemplary		
Research	<b>Problem Identification</b>		Clear definition of the problem being studied				
		unclear; few details	somewhat clear; details missing	clear; detailed	very clear; very detailed		
	<b>Sources of Information</b>		Types/Sources of information cited (e.g. books, magazines, websites, reports and other resources), including professionals in the field				
		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		
	<b>Problem Analysis</b>		Depth to which the problem was studied and analyzed by the team				
		minimal study; no team analysis	minimal study; some team analysis	sufficient study and analysis by team	extensive study and analysis by team		
	<b>Review Existing Solutions</b>		Extent to which other theories and solutions were analyzed by the team				
		minimal review; no team analysis	minimal review; some team analysis	sufficient review and analysis by team	extensive review and analysis by team		
Comments:							
Innovative Solution	<b>Team Solution</b>		Clear explanation of the proposed solution				
		difficult to understand	some parts confusing	understandable	easy to understand by all		
	<b>Innovation</b>		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				
		existing solution/application	solution/application contains some original element(s)	original solution/application	original solution/application with the potential to add significant value		
	<b>Implementation</b>		Consideration of factors for implementation (cost, ease of manufacturing, etc.)				
	minimal factors considered	some factors considered	factors well considered; some question about proposed solution	factors well considered and feasible solution proposed			
Comments:							
Presentation	<b>Presentation Effectiveness</b>		Message delivery and organization of the presentation				
		unclear or disorganized	somewhat clear; minimal organization	mostly clear; mostly organized	very clear and well organized		
	<b>Creativity</b>		Imagination used to develop and deliver the presentation				
		minimally engaging; familiar presentation style	somewhat engaging; familiar presentation style	engaging; familiar presentation style	engaging and new presentation style		
	<b>Sharing</b>		Degree to which the team shared their presentation with others				
		general, non-targeted audience(s)	single targeted audience that can benefit from solution	multiple targeted audiences that can benefit from solution	mult. targeted audiences that can benefit from solution, utilizing diverse sharing methods		
Comments:							
2		Core Values		Please record any Core values related observations here AND on the separate Core Values Form (to provide to the Core Values judges).			

3		Awards Consideration		Circle all awards for which you would like this team to be considered.	
		Research	Innovative Solution	Presentation	



**1 Evaluation** *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. Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve.*

Not Demo'd		Beginning	Developing	Accomplished	Exemplary
Mechanical Design	<b>Durability</b>	<i>Evidence of structural integrity; ability to withstand rigors of competition</i>			
	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs	
	<b>Mechanical Efficiency</b>	<i>Economic use of parts and time; easy to repair and modify</i>			
	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	
	<b>Mechanization</b>	<i>Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)</i>			
	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:					
Programming	<b>Programming Quality</b>	<i>Programming is appropriate for the intended purpose and achieves consistent results</i>			
	does not achieve purpose AND is inconsistent	does not achieve purpose OR is inconsistent	achieves purpose repeatedly	achieves purpose every time	
	<b>Programming Efficiency</b>	<i>Program is modular, streamlined, and understandable</i>			
	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand	
	<b>Automation/Navigation</b>	<i>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)</i>			
	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	robot moves/acts as intended every time with no driver intervention	
Comments:					
Innovation & Strategy	<b>Design Process</b>	<i>Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved</i>			
	disorganized AND poorly explained improvement cycles	disorganized OR poorly explained improvement cycles	systematic and well-explained improvement cycles	systematic, well-explained and well-documented improvement cycles	
	<b>Mission Strategy</b>	<i>Ability to clearly define and describe the team's game strategy</i>			
	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	
	<b>Innovation</b>	<i>Creation of new, unique, or unexpected feature(s) (e.g designs, programming, strategies or applications) that are beneficial in performing the specified tasks</i>			
	existing feature(s)	feature(s) contains some original element(s)	original feature(s)	original feature(s) with the potential to add significant value	
Comments:					
<b>2 Core Values</b>	<i>Please record any Core values related observations here AND on the separate Core Values Form (to provide to the Core Values judges).</i>				

**3 Awards Consideration** *Circle all awards for which you would like this team to be considered.*

Mechanical Design

Programming

Innovation & Strategy

## Observations from Tournament Personnel

Please record any Core Values related observations here. This Core Values Form will be provided to the Core Values judges to give them additional insight into teams. NOTE: Please record only observations that are outside "standard" demonstrations of Core Values behavior - either very positive or negative.

1	We are a team.
2	We do the work to find solutions with guidance from our coaches and mentors.
3	We honor the spirit of friendly competition.
4	What we discover is more important than what we win.
5	We share our experiences with others.
6	We display Gracious Professionalism™ in everything we do.
7	We have fun!