

# ***FIRST<sup>®</sup> LEGO<sup>®</sup> League*** ***TUT*** ***RIALS***

teach

share

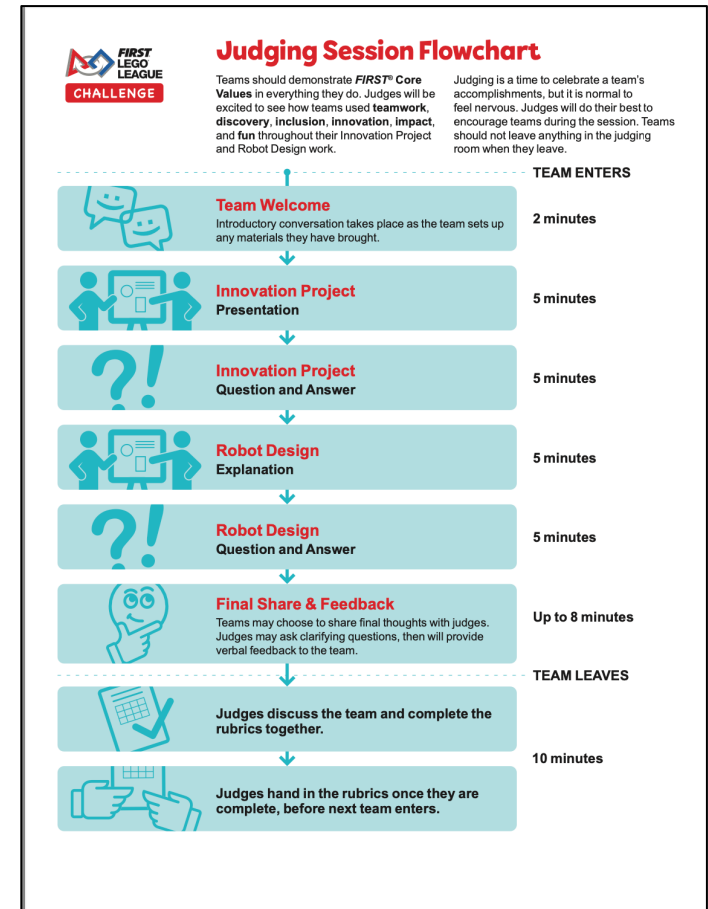
learn

## CORE VALUES JUDGING

SESHAN BROTHERS

# JUDGING FLOWCHART

- New for 2024-25 Season
  - There is no specific time allotted for discussing Core Values
  - There is no presentation required for Core Values



# CORE VALUES JUDGING OBJECTIVES

- Core Values are supposed to be applied to your daily work as a team
- Judges will be listening to your during Robot Design and Innovation Project judging to see how you actually used teamwork, discovery, inclusion, innovation, impact and fun

Teams should demonstrate **FIRST® Core Values** in everything they do. Judges will be excited to see how teams used **teamwork, discovery, inclusion, innovation, impact, and fun** throughout their Innovation Project and Robot Design work.

# HOW DO YOU GET A CORE VALUES SCORE?

- Core Values Score is calculated by adding together 5 criteria from the Innovation Project Rubric and 5 from the Robot Design Rubric (marked with a flower icon)
- In addition, a Gracious Professionalism (judged at the Robot Game table) score is added.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 <small>How has the team exceeded?</small>
<b>IDENTIFY</b> – Team determined which missions to attempt, explored building and coding resources, and sought guidance as needed.			
<input type="checkbox"/> Minimal evidence of mission strategy	<input type="checkbox"/> Partial evidence of mission strategy	<input type="checkbox"/> Clear evidence of mission strategy	<input type="checkbox"/>
Minimal use of building or coding resources	Some use of building or coding resources	Clear use of building or coding resources to support their mission strategy	
<b>DESIGN</b> – Team members worked collaboratively on their designs and developed the building and coding skills needed.			
Minimal evidence that all team members contributed ideas	Partial evidence that all team members contributed ideas	Clear evidence that all team members contributed ideas	
<input type="checkbox"/> Minimal evidence of building and coding skills in all team members	<input type="checkbox"/> Partial evidence of building and coding skills in all team members	<input type="checkbox"/> Clear evidence of building and coding skills in all team members	<input type="checkbox"/>
<b>CREATE</b> – Team developed original designs or improved on existing ones according to their mission strategy.			
<input type="checkbox"/> Unclear explanation of attachments and their purpose	<input type="checkbox"/> Simple explanation of attachments and their purpose	<input type="checkbox"/> Clear explanation of innovative attachments and their purpose	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of code and/or sensor use	<input type="checkbox"/> Simple explanation of code and/or sensor use	<input type="checkbox"/> Clear explanation of innovative code and/or sensor use	<input type="checkbox"/>
<b>ITERATE</b> – Team repeatedly tested their robot and code.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input type="checkbox"/> Clear evidence of testing their robot and code	<input type="checkbox"/>
Minimal evidence of improvements based on testing	Partial evidence of improvements based on testing	Clear evidence of improvements based on testing	
<b>COMMUNICATE</b> – Team effectively explained what they did.			
Unclear explanation of process and lessons learned	Simple explanation of process and lessons learned	Clear explanation of process and lessons learned	
Team shows minimal pride or enthusiasm for their work	Team shows some pride or enthusiasm for their work	Team shows clear pride or enthusiasm for their work	

Criteria on this page with this style of check box count toward Robot Design and Core Values awards rank

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 <small>How has the team exceeded?</small>
<b>IDENTIFY</b> – Team had a clearly defined problem that was well researched.			
<input type="checkbox"/> Unclear definition of the problem	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>
Minimal evidence of research	Partial evidence of research from one or more sources	Clear, detailed research from a variety of sources	
<b>DESIGN</b> – Team worked together while creating a project plan and developing their ideas.			
<input type="checkbox"/> Minimal evidence of an effective project plan	<input type="checkbox"/> Partial evidence of an effective project plan	<input type="checkbox"/> Clear evidence of an effective project plan	<input type="checkbox"/>
Minimal evidence that development process involved all team members	Partial evidence that development process involved all team members	Clear evidence that development process involved all team members	
<b>CREATE</b> – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
Minimal explanation of innovation in solution	Simple explanation of innovation in solution	Detailed explanation of innovation in solution	
<input type="checkbox"/> Unclear model/drawing that represents the solution	<input type="checkbox"/> Simple model/drawing that represents the solution	<input type="checkbox"/> Detailed model/drawing that represents the solution	<input type="checkbox"/>
<b>ITERATE</b> – Team shared their ideas with others, collected feedback, and included improvements to their solution.			
<input type="checkbox"/> Minimal sharing of their solution with others	<input type="checkbox"/> Solution shared with at least one person/group	<input type="checkbox"/> Solution shared with multiple people/groups	<input type="checkbox"/>
Minimal evidence of improvements based on feedback	Partial evidence of improvements based on feedback	Clear evidence of improvements based on feedback	
<b>COMMUNICATE</b> – Team shared an effective presentation of their solution, its impact on others, and celebrated their team's progress.			
Unclear explanation of the solution and its potential impact on others	Partially clear explanation of solution and its potential impact on others	Clear explanation of solution and its potential impact on others	
Presentation shows minimal pride or enthusiasm for their work	Presentation shows partial pride or enthusiasm for their work	Presentation clearly shows pride or enthusiasm for their work	

Criteria on this page with this style of check box count dually toward Innovation Project and Core Values awards rankings

**Gracious Professionalism® displayed at the robot game table:**

DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4

# MAPPING THE RUBRIC TO CORE VALUES PT. I



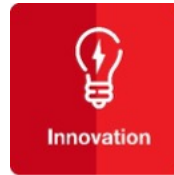
## **Build and Coding Resources**

Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?



## **All team members contributed ideas**

Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?



## **Improvements based on testing**

Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?



## **Process and lessons learned**

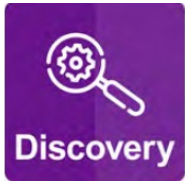
Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?



## **Pride and Enthusiasm**

Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?

# MAPPING THE RUBRIC TO CORE VALUES PT. 2



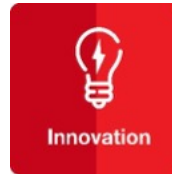
## Research from a variety of sources

Clearly state all the different types of sources you used (survey, interview, field trip, articles, website, etc.) and what you learnt from each of them. How did they influence the rest of your Innovation Project?



## Development process that involved everyone

Share clearly with the judges how team members had different ideas on what problem to research and even the solution. Share with them your Project Plan that gives everyone a role.



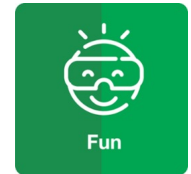
## Innovation in the Solution

Be clear about what the solution is and whom or what it will impact. Share any data to demonstrate and prove this.



## Solution and its impact

Be clear about what the solution is and whom or what it will impact. Share any data to demonstrate/prove this.



## Pride and Enthusiasm

Be energetic and enthusiastic throughout your presentations and Q&A. Get creative.

# CREDITS

- More lessons for FIRST LEGO League are available at [www.flitutorials.com](http://www.flitutorials.com)



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