CONSOLIDATED JUDGING

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WHAT IS CONSOLIDATED JUDGING?

- Some regions are using a consolidated judging system
- Instead of teams having to move from room-to-room, all judging happens in one room
- Your team will have a 20-30 minute single judging slot that covers Robot Design, Project, and Core Values
WHAT HAPPENS IN CONSOLIDATED JUDGING?

- Sample* 20-min judging schedule:
  - 5 minute **Project** presentation
  - 2 minutes questions about the Project
  - 5 minute **Robot Design** judging. No game table will be in the room. You are allowed 2mins for a prepared presentation if you want to. *with your Tournament Director.*
  - 5-minutes for **Core Values** judging. You are allowed to use 2 minutes for a Core Values poster presentation if you want to.
  - 3-minutes for judges to ask any questions they want to

*There may be regional variation as to how this is implemented. Always check with your Tournament Director.*
## CONSOLIDATED RUBRIC

### Research
- **Clear definition of the problem being studied:** the quality and variety of sources cited including professionals in the field; the extent to which existing solutions were analyzed
  - Accomplished: mostly clear; detailed; sufficient quality and variety including professionals; sufficient study and analysis by team
  - Beginning: Developing: Accomplished: Exemplary

### Innovative Solution
- **Clear explanation of proposed solution:** degree to which the team's solution makes life better by improving existing options, developing new applications, or a new idea; use of a systematic process to develop the solution
  - Accomplished: Understandable; original solution/application with the potential to add value; systematic and well-explained, including evaluation or verification
  - Beginning: Developing: Accomplished: Exemplary

### Presentation
- **Degree to which the team shared their Project before the tournament with others who might benefit:** Effectiveness of message delivery and presentation creativity
  - Accomplished: shared with one individual or group who may benefit; engaging AND imaginative; mostly clear; mostly organized
  - Beginning: Developing: Accomplished: Exemplary

### Mechanical Design
- **Economic use of parts and time:** easy to repair and modify with evidence of structural integrity and the ability of the robot to move or act with appropriate speed, strength & accuracy for intended tasks
  - Accomplished: rare faults/repairs; appropriate use of parts and time to repair/modify; appropriate balance of speed, strength and accuracy on most tasks
  - Beginning: Developing: Accomplished: Exemplary

### Programming
- **Modular, understandable programs:** that are appropriate for intended purpose and would achieve consistent results using mechanical or sensor feedback
  - Accomplished: should achieve purpose repeatedly; appropriate code and easy to understand; robot moves/acts as intended repeatedly w/ occasional driver intervention
  - Beginning: Developing: Accomplished: Exemplary

### Strategy & Innovation
- **Ability to develop and explain improvement cycles:** where alternatives are considered; ability to clearly define and describe the team’s game strategy which includes unique, or unexpected feature(s) that are beneficial in performing the specified tasks
  - Accomplished: systematic and well-explained; clear strategy to accomplish the team’s well defined goals; original feature(s) with the potential to add significant value
  - Beginning: Developing: Accomplished: Exemplary

### Core Values
- **Balanced approach to all three aspects:** while team shows enthusiasm and fun expression of team identity and demonstration of application of FIRST LEGO League values
  - Accomplished: emphasis on all three aspects; team is enthusiastic and fun; clear identity; team able to describe multiple examples
  - Beginning: Developing: Accomplished: Exemplary

### Teamwork
- **Problem solving and decision making processes explained:** while appropriate balance between team responsibility and coach guidance
  - Accomplished: clear team goals and processes; excellent time management and role definition allows team to accomplish most goals; Good balance between team responsibility and coach guidance
  - Beginning: Developing: Accomplished: Exemplary

### Gracious Professionalism
- **Consideration and appreciation for the contribution of all team members:** and demonstration that the team competes in the spirit of friendly competition
  - Accomplished: balanced team involvement AND appreciation for contributions of most team members; almost always evident with all team members
  - Beginning: Developing: Accomplished: Exemplary

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*Sample from 2018 INTO ORBIT. Make sure you have the most recent version if your region uses this rubric*
TIPS IN JUDGING

- **Be efficient.** Timing starts as soon as you enter the room. Since project is first, be ready to go with costumes, props, etc. Minimize set up time.

- **Be prepared.** Have everything ready for Robot and Core Values Presentations so that it is quick and easy to switch to the next presentation. Consider having everything on one cart.

- **Be ready to explain.** There is no robot game table. Prepare to explain your process, not show your runs. (Take a look at the lesson on FLLTutorials for additional tips.)

- **Have a plan and communicate well.** Make sure that you communicate everything you want to in your presentation time. Use the rubrics as your guide.

- **Leave a summary sheet.** If you want to leave documentation, you can. Include some highlights about your robot, project and core values.
ADVANTAGES OF CONSOLIDATED JUDGING

- Easier for teams as they do not need to find their next room
- Gives a chance for teams to get to know their judges in 20 (or 30) mins.
- Judges can evaluate throughout the 20 (or 30) mins; this allows judges from each core area to evaluate and ask questions.
- During deliberations, the judges can advocate for the teams with a deeper understanding of each of the core areas
- Improved judging and training due to having to recruit less judges
- Teams still get all the presentation time they would get in individual/separated judging slots.
• This tutorial was created by Sanjay Seshan and Arvind Seshan
• More lessons at www.ev3lessons.com and www.flltutorials.com

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