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INNOVATION PROJECT JUDGING

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# ABOUT THE AUTHORS

- Seshan Brothers were on Team Not the Droids You Are Looking For
- They were Global Innovation Award Semi-Finalists for their Trash-Trek Project. EV3Lessons.com was their award-winning World Class project. They have also won First Place Innovative Solution at the International Open in Toronto.
- They are the Champion's Team from World Festival 2018.



# INNOVATION PROJECT JUDGING OVERVIEW

- Innovation Project judging will focus on the contents of the rubric. Make sure that you address all aspects within the 5 mins.
- Make sure that everyone on the team is involved. If you have anyone who is shy, try to help them or give them a role that will make them comfortable
- During your 5-minute presentation, you need to cover all the components of rubric (do not wait until the Q&A to cover critical components)

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
<i>How has the team exceeded?</i>			
<b>IDENTIFY</b> – Team had a clearly defined problem that was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Partial research from more than one source	<input type="checkbox"/> Clear, detailed research from a variety of sources	<input type="checkbox"/>
<b>DESIGN</b> – Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal evidence of an inclusive selection process	<input type="checkbox"/> Partial evidence of an inclusive selection process	<input type="checkbox"/> Clear evidence of an inclusive selection process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
<b>CREATE</b> – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> Clear development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> Unclear model/drawing of solution	<input type="checkbox"/> Simple model/drawing that helps to share the solution	<input type="checkbox"/> Detailed model/drawing that helps to share the solution	<input type="checkbox"/>
<b>ITERATE</b> – Team shared their ideas, collected feedback, and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Shared their solution with user OR professional	<input type="checkbox"/> Shared their solution with user AND professional	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Partial evidence of improvements in their solution	<input type="checkbox"/> Clear evidence of improvements in their solution	<input type="checkbox"/>
<b>COMMUNICATE</b> – Team shared a creative and effective presentation of their current solution and its impact on their users.			
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation engaging	<input type="checkbox"/>
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others clear	<input type="checkbox"/>

# FAQS

- Do we have to do a creative skit?
  - Many teams choose this route as being creative can help you stand out. However, if it is not the personality of your team do not force a skit upon your team. Also, be careful not to get so involved in a skit that it becomes hard for a judge to understand and mark the rubric.
- Can we do a PowerPoint presentation?
  - Yes. However, keep in mind that your presentation is supposed to be live (not a recording) and that you may or may not have access to technology (or an electricity outlet) in the room. You will have to bring your own fully-charged device to share the slides.
- What if we go over the 5 min limit?
  - Try to keep to the time limit. If you are a few seconds over, the judges should let you keep speaking. If you are not stopping, they are likely to cut you off, or not get a chance to ask you as many questions. This will hurt your team.
- Do we have to memorize our lines?
  - It is helpful to have eye-contact with your judges. Memorizing can help with that. However, ideally, you do not memorize the exact words, but the general content you want to convey. You are allowed notes as well. Some teams hide notes behind props or posters.

# COMMON JUDGE QUESTIONS

- Describe the problem your team chose?
- Why did you pick this problem? What other problems did you consider?
- Did you have a plan for the season? How did you split the work?
- What are the steps you took to solve this problem?
- Whom did you share the solution with? What feedback did you get? How did you incorporate that feedback?
- What would it take to implement this solution?
- How does your solution help your community/solve the problem?

# CREDITS

- This lesson was written by Sanjay and Arvind Seshan
- More lessons available on [www.ev3lessons.com](http://www.ev3lessons.com), [www.primelessons.org](http://www.primelessons.org) and [www.flltutorials.com](http://www.flltutorials.com)



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