

FIRST[®] LEGO[®] League

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CONSOLIDATED JUDGING

SESHAN BROTHERS

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



Photo Credit: Razorback Open

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

CONSOLIDATED RUBRIC

Project	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				
	<i>Accomplished:</i>	<i>mostly clear; detailed; sufficient quality and variety including professionals; sufficient study and analysis by team</i>	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				
	<i>Accomplished:</i>	<i>Understandable; original solution/application with the potential to add value; systematic and well-explained, including evaluation or verification</i>	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				
	<i>Accomplished:</i>	<i>shared with one individual or group who may benefit; engaging AND imaginative; mostly clear; mostly organized</i>	Beginning	Developing	Accomplished	Exemplary
Comments:						

Robot Design	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				
	<i>Accomplished:</i>	<i>rare faults/repairs; appropriate use of parts and time to repair/modify; appropriate balance of speed, strength and accuracy on most tasks</i>	Beginning	Developing	Accomplished	Exemplary
	Programming	Modular, understandable programs that are appropriate for intended purpose and would achieve consistent results using mechanical or sensor feedback				
	<i>Accomplished:</i>	<i>should achieve purpose repeatedly; appropriate code and easy to understand; robot moves/acts as intended repeatedly w/ occasional driver intervention</i>	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				
	<i>Accomplished:</i>	<i>systematic and well-explained; clear strategy to accomplish the team's well defined goals; original feature(s) with the potential to add significant value</i>	Beginning	Developing	Accomplished	Exemplary
Comments:						

Core Values	Inspiration	Balanced approach to all three aspects while team shows enthusiasm and fun expression of team identity and demonstration of application of <i>FIRST</i> LEGO League values				
	<i>Accomplished:</i>	<i>emphasis on all three aspects; team is enthusiastic and fun; clear identity; team able to describe multiple examples</i>	Beginning	Developing	Accomplished	Exemplary
	Teamwork	Problem solving and decision making processes explained while appropriate balance between team responsibility and coach guidance				
	<i>Accomplished:</i>	<i>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</i>	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				
	<i>Accomplished:</i>	<i>balanced team involvement AND appreciation for contributions of most team members; almost always evident with all team members</i>	Beginning	Developing	Accomplished	Exemplary
Comments:						
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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.

CREDITS

- This tutorial was created by Sanjay Seshan and Arvind Seshan
- More lessons at www.ev3lessons.com and www.flltutorials.com



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