FIRST® LEGO® League

TUTORIALS

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CONSOLIDATED JUDGING

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WHAT IS CONSOLIDATED JUDGING?

- All regions in FIRST LEGO League should have moved to the 30-minute judging format
- Instead of teams having to move from room-to-room, all judging happens in one room
- Your team will have a 30-minute single judging slot that covers Robot Design, Project, and Core Values

WHAT HAPPENS IN CONSOLIDATED JUDGING?

FIRST LEGO LEAGUE CHALLENGE

Judging Session Flowchart

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.

Judging is a time to celebrate a team's accomplishments, but it is normal to feel nervous. Judges will do their best to encourage teams during the session. Teams should not leave anything in the judging room when they leave.

TEAM ENTERS

Team Welcome — Introductory conversation takes place as the team sets up any materials they have brought. — 2 minutes

Innovation Project Presentation — 5 minutes

Innovation Project Question and Answer — 5 minutes

Robot Design Explanation — 5 minutes

Robot Design Question and Answer — 5 minutes

Final Share & Feedback — Teams may choose to share final thoughts with judges. Judges may ask clarifying questions, then will provide verbal feedback to the team. — Up to 8 minutes

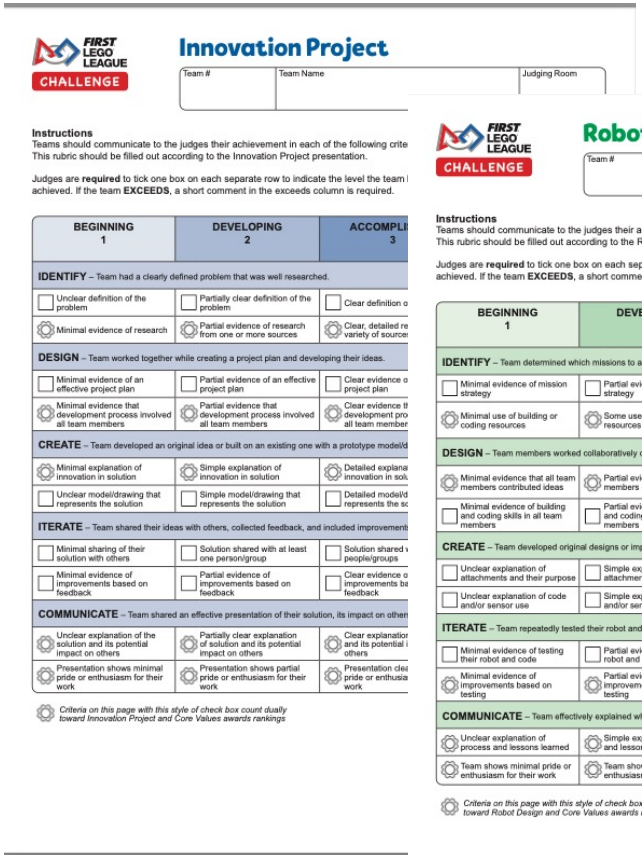
TEAM LEAVES

Judges discuss the team and complete the rubrics together. — 10 minutes

Judges hand in the rubrics once they are complete, before next team enters.

- Students will enter the room, introduce themselves and then proceed to present their Innovation Project.
- The session will then proceed according to the flowchart on the left.
- A team can transition to the next presentation on their own or the judges will keep track of the time and move the conversation to the next section.
- Teams give a 5 min presentation for Innovation Project and Robot Design
- Core Values is judged during the other presentations (see rubrics)

JUDGES WILL FILL IN 2 RUBRICS + FEEDBACK



FIRST LEGO LEAGUE CHALLENGE

Innovation Project

Team #	Team Name	Judging Room

Instructions
Teams should communicate to the judges their achievement in each of the following crite
This rubric should be filled out according to the Innovation Project presentation.

Judges are **required** to tick one box on each separate row to indicate the level the team
achieved. If the team **EXCEEDS**, a short comment in the exceeds column is required.

BEGINNING 1	DEVELOPING 2	ACCOMPLI 3
IDENTIFY – Team had a clearly defined problem that was well researched.		
☐ Unclear definition of the problem	☐ Partially clear definition of the problem	☐ Clear definition o
⚙ Minimal evidence of research	⚙ Partial evidence of research from one or more sources	⚙ Clear, detailed re variety of source
DESIGN – Team worked together while creating a project plan and developing their ideas.		
☐ Minimal evidence of an effective project plan	☐ Partial evidence of an effective project plan	☐ Clear evidence o project plan
⚙ Minimal evidence that development process involved all team members	⚙ Partial evidence that development process involved all team members	⚙ Clear evidence t development pro all team member
CREATE – Team developed an original idea or built on an existing one with a prototype model/d		
⚙ Minimal explanation of innovation in solution	⚙ Simple explanation of innovation in solution	⚙ Detailed explana innovation in sol
☐ Unclear model/drawing that represents the solution	☐ Simple model/drawing that represents the solution	☐ Detailed model/d represents the sc
ITERATE – Team shared their ideas with others, collected feedback, and included improvement		
☐ Minimal sharing of their solution with others	☐ Solution shared with at least one person/group	☐ Solution shared people/groups
☐ Minimal evidence of improvements based on feedback	☐ Partial evidence of improvements based on feedback	☐ Clear evidence o improvements ba feedback
COMMUNICATE – Team shared an effective presentation of their solution, its impact on other		
⚙ Unclear explanation of the solution and its potential impact on others	⚙ Partially clear explanation of solution and its potential impact on others	⚙ Clear explanatio and its potential i others
⚙ Presentation shows minimal pride or enthusiasm for their work	⚙ Presentation shows partial pride or enthusiasm for their work	⚙ Presentation cle pride or enthusia work

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

FIRST LEGO LEAGUE CHALLENGE

Robot Design

Team #	Team Name	Judging Room

Instructions
Teams should communicate to the judges their achievement in each of the following criteria.
This rubric should be filled out according to the Robot Design explanation.

Judges are **required** to tick one box on each separate row to indicate the level the team has
achieved. If the team **EXCEEDS**, a short comment in the exceeds column is required.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3
IDENTIFY – Team determined which missions to attempt, explored building and coding resources, and		
☐ Minimal evidence of mission strategy	☐ Partial evidence of mission strategy	☐ Clear evidence of missio strategy
⚙ Minimal use of building or coding resources	⚙ Some use of building or coding resources	⚙ Clear use of building or c resources to support thei mission strategy
DESIGN – Team members worked collaboratively on their designs and developed the building and codi		
⚙ Minimal evidence that all team members contributed ideas	⚙ Partial evidence that all team members contributed ideas	⚙ Clear evidence that all te members contributed ide
☐ Minimal evidence of building and coding skills in all team members	☐ Partial evidence of building and coding skills in all team members	☐ Clear evidence of buildin and coding skills in all te members
CREATE – Team developed original designs or improved on existing ones according to their mission str		
☐ Unclear explanation of attachments and their purpose	☐ Simple explanation of attachments and their purpose	☐ Clear explanation of inno attachments and their pu
☐ Unclear explanation of code and/or sensor use	☐ Simple explanation of code and/or sensor use	☐ Clear explanation of inno code and/or sensor use
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorpora		
☐ Minimal evidence of testing their robot and code	☐ Partial evidence of testing their robot and code	☐ Clear evidence of repeat testing of their robot and
⚙ Minimal evidence of improvements based on testing	⚙ Partial evidence of improvements based on testing	⚙ Clear evidence of improvements based on
COMMUNICATE – Team effectively explained what they learned from the robot design process and c		
⚙ Unclear explanation of process and lessons learned	⚙ Simple explanation of process and lessons learned	⚙ Detailed explanation of p and lessons learned
⚙ Team shows minimal pride or enthusiasm for their work	⚙ Team shows partial pride or enthusiasm for their work	⚙ Team clearly shows pride enthusiasm for their work

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

FIRST LEGO LEAGUE CHALLENGE

Judging Session Feedback

Team #	Team Name	Judging Room

Instructions
This sheet should be used to record written feedback following the Innovation Project presentation and Robot Design explanation. The *FIRST*® **Core Values** are the lens through which judges watch the team's presentations and evaluate their progress.

The rubrics and feedback page will be returned to teams at the end of the event.

Great job...	Think about...
Core Values – How did the team demonstrate **teamwork**, **discovery**, **inclusion**, **innovation**, **impact**, and **fun** in their work?	
Innovation Project – How did the team identify and approach solving a problem connected to the season theme?	
Robot Design – How did the team approach solving robot game missions using building and coding?	

If the team is a candidate for one of these awards, please tick the appropriate box. Check with your event organizer which optional awards your event uses.

☐ **Breakthrough Award**	A team that made significant progress in their confidence and capability in at least one of the core areas of *FIRST* LEGO League.
☐ **Rising All-Star**	A team that the judges notice and expect great things from in the future.
☐ **Motivate**	A team that embraces the culture of *FIRST* LEGO League through team building, team spirit, and enthusiasm.

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 Evaluation 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.
- You are not allowed to leave anything with judges. So communicate and show everything you need to during judging.

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 better
- Judges can evaluate throughout the session 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