

#### Innovation Project Team Number \_

Judging Room Project

For each skill area, clearly mark the box that best describes the team's accomplishments. Teams should demonstrate everything at the level; if they are missing part, mark the level below. If the team does not demonstrate an area, put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. Use the back for additional comments if needed. \*Required for Award Consideration

	Beginning	Developing	Accomplished	Exemplary		
	Problem Identification *	Clear definition of the pro	blem being studied	page 100 million constitution and		
	N unclear; few details	partially clear; details missing	mostly clear; detailed	clear; very detailed		
rch	Sources of Information	Quality and variety of data/evidence and sources cited				
Research	N minimal quality; D variety limited	quality OR variety need improvement; did not include professional(s) sufficient quality and variety; included professional(s)		extensive quality and variety; included multiple professionals		
	Problem Analysis	Depth to which the problem was studied and analyzed by the team, including extent of analysis of existing solutions				
	N minimal study; no analysis	minimal study; some analysis	sufficient study and analysis	extensive study and analysis		
	Team Solution*	Clear explanation of the p	roposed solution and descrip	otion of how it solves the		
tion	N difficult to understand	some parts confusing understandable		easy to understand by all		
Solut	Innovation  Degree to which the team's solution makes life better by improving existing options, developing a new application of existing ideas, or solving the problem in a completely new way					
Innovative Solution	N existing solution/application	solution/application contains some original element(s)	original solution/application; potential added value	original solution/application; demonstrated added value		
nova	Solution Development	Systematic process used to select, develop, evaluate, test, and improve the solution (Implementation could include cost, ease of manufacturing, etc.)				
ㅁ	N process AND explanation D need improvement	process OR explanation need improvement	systematic process included evaluation	systematic process included evaluation; implementation considered		
	Sharing*	Degree to which the team who might benefit from th	shared their Project before e team's efforts			
Qu <sub>C</sub>	N shared with family / friends	shared outside family / friends (such as classmates)	shared with one audience who may benefit OR one professional	shared with multiple audiences who may benefit OR multiple professionals		
Presentation	Creativity	Imagination used to develop and deliver the presentation				
	N minimally engaging OR Unimaginative	engaging OR imaginative	engaging AND imaginative	very engaging AND exceptionally imaginative		
٩	Presentation Effectiveness	Message delivery and or	ganization of the presentation	n		
	N unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized	clear AND well organized		
		Commen	te			

Comments

Think about...



Beginning

#### **Core Values**

Developing

Team Number _	8	1	7	2	
Judging Room _					

Exemplary

For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. Use the back for additional comments if needed.

Accomplished

	Beginning	Developing	Accomplished	Exemplary					
	Discovery	Team explored and improved skill Core Values) of FIRST® LEGO® L	s or ideas within all three aspece eague; used creativity & persis	tence to solve problems					
_	N minimal examples / all D examples from 1 aspec		multiple examples / examples from all 3 aspects	multiple examples of exploring new skills & ideas; extensive examples of improving in all 3 aspects					
atio	Team Identity	Fun expression of team identit League	y; team expresses how they	enjoy FIRST LEGO					
Inspiration	N minimal identity; minim D enjoyment	unclear	clear identity; team clearly expresses their enjoyment	clear identity; team engages others in their enjoyment					
=	Impact	Team applied knowledge, skill improve themselves and their		IRST LEGO League to					
	N unclear impact of FIRS	knowledge, values or skills impacted some team members	knowledge, values or skills impacted all team members	knowledge, values or skills impacted all team members <b>AND</b> team used values or skills to help others					
	Effectiveness	Problem solving and decision-	making processes help team	achieve their goals					
	N team goals AND team D processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals					
vork	Efficiency  Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities); team is stronger together than its individual members								
Teamwork	N limited time managemen D role definition	clear time management / role definition	good time management / role definition allows team to avoid wasting effort <b>OR</b> resources	excellent time management / role definition allows team to avoid wasting effort AND resources					
	Kids Do the Work Appropriate balance between team responsibility and coach guidance								
	N limited team responsibility Al D excessive coach guidance		Good balance between team responsibility and coach guidance	team independence with appropriate coach guidance					
η®	Inclusion	Consideration and appreciation of all team members.	n for the contributions (ideas	and skills) and differences					
Professionalism <sup>®</sup>	N limited consideration / D appreciation for contribution	consideration / appreciation for contributions of most team members	clear consideration / appreciation for contributions of all team members	all team members' contributions actively welcomed & recognized					
	Respect	Team members act and speak solving problems or resolving	with deference so others fe conflicts	el valued—especially when					
	N not evident with majorit team members	y of evident with majority of team members	clearly evident with all team members	clearly evident with all team members AND team encourages respect in others					
ious	Coopertition®	Learning is more important than we each other and competing teams.							
Gracious	N unclear or lack of team members cooperating with each other	team members cooperate with	team actively learns from and teaches teammates / celebrates other teams' successes	team actively helps, learns from, or collaborates with other teams AND celebrates other teams' successes					

Comments

Great Job ...

Think about...



Robot Design Team Number M 842 Eag Judging Room Design Boom

For each Robot Design criteria, clearly mark the box that best describes the ability of the team to demonstrate or provide evidence (such as analysis or test data) that their robot and processes meet that level of achievement. If the team does NOT describe a particular criteria at all, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help team's improve. Use the back for additional comments if needed.

	Beginning	Developing	Accomplished	Exemplary		
		rigors of competition	structural integrity and have	the ability to withstand		
sign	N quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs		
l De	Mechanical Efficiency	Robot designed to be easy to repair, modify, and be handled by technicians				
Mechanical Design	N excessive time to D repair/modify	inefficient to repair/modify appropriate time to repair/modify		streamlined time to repair/modify		
cha	Mechanization	accuracy for intended tasks	d to move or act with approp (propulsion and execution)	riate speed, strength and		
M	N imbalance of speed, strength and accuracy on most tasks	strength and accuracy on most tasks some tasks some tasks speed, strength and accuracy on most tasks				
	Programming Quanty	results, assuming no mecha				
g	N would not achieve purpose D AND would be inconsistent	would not achieve purpose oR would be inconsistent should achieve purpose repeatedly		should achieve purpose every time		
mim	Programming Efficiency  Programs are modular, streamlined, and understandable  N excessive code and difficult inefficient code and appropriate code and easy streamlined code and easy					
Programming	N excessive code and difficult D to understand	inefficient code and challenge to understand	streamlined code and easy for anyone to understand			
Pro	Automation/Navigation	Robot designed to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)				
	N frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention		
on	Design Process	Developed and explained im and narrowed, selections tes well as mechanical design)	nprovement cycles where alto sted, designs improved (app	ernatives were considered lies to programming as		
& Innovation	N organization AND explanation D need improvement	organization OR explanation systematic and well- need improvement explained		systematic, well-explained and well-documented		
lunc	Mission Strategy Clearly defined and described the team's game strategy					
	N no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish well-defined goals	clear strategy to accomplish most/all game missions		
Strategy		unexpected feature(s) (e.g. beneficial in performing the	s of inspiration and creates r designs, programs, strategie specified tasks	new, unique, or es or applications) that are		
	N No original feature(s) D	original feature(s) with some added value or potential	original feature(s) with the potential to add significant value	original feature(s) that add significant value		

Comments

· lots of spirite.
· uses sensors.
· has hotes/comments.

the Need to Stay focused.

Practice giving a robot presentation have some one captain each port, every one needs to spook.

ROUND:	TEAM #:
_	8192
( t	- SR
TABLE:	REFEREE:
Green	Aricelys





(please circle one selection or fill in the blank for each item)

	ADVANTAGE  Your Robot and Equipment fit in the Small Inspection Area:	N <sub>O</sub>	Yes
(-)	M01 – ELEVATED PLACES The Robot is Supported by the Bridge: Number of flags that are clearly raised any distance, only by the Robot:	0 Z	Yes
(2)	M02 - CRANE		

(1)

M11 – INNOVATIVE ARCHITECTURE

w M03 - INSPECTION DRONE AND Level 1 is Completely in the Blue Circle The Hooked Blue Unit is Independent and Supported The Inspection Drone is Supported by the axle on the The Hooked Blue Unit is clearly lowered any distance by another Blue Unit: from the Guide Hole: (S) 8 8 Yes Yes

5 4 M05 - TREEHOUSE M04 - DESIGN FOR WILDLIFE Number of Units Independent and Supported by the Number of Units Independent and Supported by the The Bat is Supported by the branch on the Tree: Tree's Large Branches: No S Yes Yes

M06 - TRAFFIC JAM The Traffic Jam is lifted, its moving part is Independent, and it is Supported only by its hinges: Yes

6

Tree's Small Branches

œ M08 - ELEVATOR M07 - SWING The Elevator's moving parts are Independent and Supported only by its The Swing is released: hinges, in the following position: Neither Blue Car Down No Balanced Yes

ဖ M09 - SAFETY FACTOR The Test Building is Independent and Supported only by the blue beams: 8

Number of blue beams knocked out at least half way:

2 ω 5

0

## (10) M10 - STEEL CONSTRUCTION

The Steel Structure is standing, and is Independent and Supported only by its hinges:

S

Yes

The Structure is bigger than a Blue Building Unit and built from the team's white LEGO bricks: Partly Completely Yes

### (12) M12 - DESIGN & BUILD

The Structure is in any Circle:

Number of Circles with a color-matching Unit, flat down on the Mat, and Completely in Circle:

Sum of height Levels of Independent Stacks at least partly in any Circle:

2

## (13)M13 - SUSTAINABILITY UPGRADES

Number of Upgrades that are Independent and Supported only by a Stack which is at least partly in a Circle:

0 2 S

#### (1<sub>4</sub>) M14 - PRECISION

Number of Precision Tokens left on the field:

2 ω 4

## 5

6

# **RETURN LOOSE ITEMS**

(4x) Blue Units, (4x) White Units, (4x) Red Units, (4x) Tan Units,

(1x) Bat, (1x) Drone, (1x) Solar Panel Upgrade, (1x) Insulation Upgrade,

(6x) Precision Tokens (1x) Garden Upgrade, (1x) Hooked Blue Unit, (1x) Test Building, and

TEAM INITIALS:



ROUND: TEAM #:

REFEREE:

TABLE:





(please circle one selection or fill in the blank for each item)

### **ADVANTAGE**

Your Robot and Equipment fit in the Small Inspection Area:



O

Yes

1

M11 - INNOVATIVE ARCHITECTURE

The Structure is bigger than a Blue Building Unit and

2



M01 - ELEVATED PLACES The Robot is Supported by the Bridge

Number of flags that are clearly raised any distance only by the Robot:

N

M02 - CRANE

The Hooked Blue Unit is clearly lowered any distance



AND Level 1 is Completely in the Blue Circle The Hooked Blue Unit is Independent and Supported by another Blue Unit: from the Guide Hole:



ယ M03 - INSPECTION DRONE

The Inspection Drone is Supported by the axle on the Bridge: No



Yes

4 M04 - DESIGN FOR WILDLIFE



Yes

The Bat is Supported by the branch on the Tree:



5

M05 - TREEHOUSE

Number of Units Independent and Supported by the Tree's Small Branches:

M06 - TRAFFIC JAM The Traffic Jam is lifted, its moving part is Independent, and it is Supported only by its hinges:

Yes

တ



M07 – SWING

The Swing is released

œ

M08 - ELEVATOR



Yes

The Elevator's moving parts are Independent and Supported only by its hinges, in the following position: Balanced

Neither

Blue Car Down

စ M09 - SAFETY FACTOR

Number of blue beams knocked out at least half way: The Test Building is Independent and Supported only by the blue beams:

2 ω 4

5

0

Yes

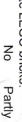
### 10 M10 - STEEL CONSTRUCTION

The Steel Structure is standing, and is Independent and Supported only by its hinges:

B

Yes

The Structure is in any Circle: built from the team's white LEGO bricks:





#### (12)M12 - DESIGN & BUILD

Number of Circles with a color-matching Unit, flat down on the Mat, and Completely in Circle:

Sum of height Levels of Independent Stacks at least partly in any Circle:



## (13)M13 - SUSTAINABILITY UPGRADES

Number of Upgrades that are Independent and Supported only by a Stack which is at least partly in a Circle:



(14) M14 - PRECISION

Number of Precision Tokens left on the field:

2 S 4

6



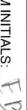
# RETURN LOOSE ITEMS

(4x) Blue Units, (4x) White Units, (4x) Red Units, (4x) Tan Units,

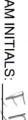
(1x) Bat, (1x) Drone, (1x) Solar Panel Upgrade, (1x) Insulation Upgrade,

(1x) Garden Upgrade, (1x) Hooked Blue Unit, (1x) Test Building, and

(6x) Precision Tokens







ent, No	6) M06 – TRAFFIC JAM  The Traffic Jam is lifted, its moving part is Independent, and it is Supported only by its hinges:	Number of Units Independent and Supported by the Tree's Large Branches:  Number of Units Independent and Supported by the Number of Units Independent and Supported by the Tree's Small Branches:	4) M04 – DESIGN FOR WILDLIFE The Bat is Supported by the branch on the Tree:	3) M03 – INSPECTION DRONE  The Inspection Drone is Supported by the axle on the Bridge:	2) M02 – CRANE The Hooked Blue Unit is clearly lowered any distance from the Guide Hole: The Hooked Blue Unit is Independent and Supported by another Blue Unit: AND Level 1 is Completely in the Blue Circle:	1) M01 – ELEVATED PLACES The Robot is Supported by the Bridge: Number of flags that are clearly raised any distance, only by the Robot:	ADVANTAGE  Your Robot and Equipment fit in the Small Inspection Area:	(please circle one select	LEGO LEAGUE	TEAM #: 8/92 K
	oving part is Independent, y by its hinges: No	and Supported by the and Supported by the		350				on or fill in the blank for each	HS	1 1_
	Yes					1 Ye		h item)	TY IAPER	

	(4)	——(ä)	(½)	( <u></u> (	( <u>a</u> )	(o)	(∞)	<del>(</del> ~
RETURN LOOSE ITEMS  (4x) Blue Units, (4x) White Units, (4x) Red Units, (4x) Tan Units,  (1x) Bat, (1x) Drone, (1x) Solar Panel Upgrade, (1x) Insulation Upgrade,  (1x) Garden Upgrade, (1x) Hooked Blue Unit, (1x) Test Building, and  (6x) Precision Tokens	Number of Precision Tokens left on the field:  0 1 2 3 4 5 6	Number of Upgrades that are Independent and Supported only by a Stack which is at least partly in a Circle:  0 2 3	Number of Circles with a color-matching Unit, flat down on the Mat, and Completely in Circle:  Sum of height Levels of Independent Stacks at least partly in any Circle:	) M11 – INNOVATIVE ARCHITECTURE  The Structure is bigger than a Blue Building Unit and built from the team's white LEGO bricks:  No Yes  The Structure is in any Circle:  No Partly Completely	M10 – STEEL CONSTRUCTION  The Steel Structure is standing, and is Independent and Supported only by its hinges:  No Yes	) M09 – SAFETY FACTOR  The Test Building is Independent and Supported Only by the blue beams:  Number of blue beams knocked out at least half way:  0 1 2 3 4 5 6	) M08 – ELEVATOR The Elevator's moving parts are Independent and Supported only by its hinges, in the following position: Neither Blue Car Down Balanced	M07 – SWING The Swing is released:  No Yes

TEAM INITIALS: