

RESEARCH EVALUATION SHEET



Team Number	Team Name	Judging Room
Research topic		

Instructions

Teams should communicate to the judges their achievement in each of the criteria below. This scoring sheet should be filled out during the Research presentation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 How has the team exceeded?
IDENTIFY – 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"/> Fully clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Some research but quality unclear	<input type="checkbox"/> Wide variety of quality research	<input type="checkbox"/>
DESIGN – Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal idea generation across the team	<input type="checkbox"/> Evidence of some ideas from across the team	<input type="checkbox"/> Evidence of a lot of ideas from across the team	<input type="checkbox"/>
<input type="checkbox"/> Minimal planning with some team members included	<input type="checkbox"/> Some effective planning with some team members included	<input type="checkbox"/> Highly effective planning including all team members	<input type="checkbox"/>
CREATE – 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"/> A lot of development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> No model/drawing of solution	<input type="checkbox"/> Simple model/drawing which helps to share solution	<input type="checkbox"/> Detailed model/drawing which helps to share the solution	<input type="checkbox"/>
ITERATE – Team shared their ideas, collected feedback and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Some sharing of their solution	<input type="checkbox"/> A lot of sharing of their solution	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of their improvements in their solution	<input type="checkbox"/> Some evidence of improvement in their solution	<input type="checkbox"/> A lot of evidence of improvements in their solution	<input type="checkbox"/>
COMMUNICATE – 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 very 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 fully clear	<input type="checkbox"/>

Feedback

Great job:

Think about:

ROBOT DESIGN EVALUATION SHEET



Team Number	Team Name	Judging Room
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Instructions

Teams should communicate to the judges their achievement in each of the criteria below. This scoring sheet should be filled out during the Robot Design explanation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 How has the team exceeded?
IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills the needed.			
<input type="checkbox"/> No clear mission strategy	<input type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Fully clear mission strategy	<input type="checkbox"/>
<input type="checkbox"/> Some team members learned building and coding skills	<input type="checkbox"/> Many team members learned building and coding skills	<input type="checkbox"/> All team members team members learned building and coding skills	<input type="checkbox"/>
DESIGN – Team produced innovative designs and a clear workplan, seeking guidance as needed.			
<input type="checkbox"/> Minimal evidence of an effective workplan	<input type="checkbox"/> Some evidence of an effective workplan	<input type="checkbox"/> A lot of evidence of an effective workplan	<input type="checkbox"/>
<input type="checkbox"/> Minimal planning with some team members included	<input type="checkbox"/> Some effective planning with some team members included	<input type="checkbox"/> Highly effective planning including all team members	<input type="checkbox"/>
CREATE – Team developed an effective robot and code solution matching their mission strategy.			
<input type="checkbox"/> Limited functionality of robot attachments or sensors	<input type="checkbox"/> Developing functionality of robot attachments or sensors	<input type="checkbox"/> Good functionality of robot attachments or sensors	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input type="checkbox"/> Partially clear explanation of how code makes their robot act	<input type="checkbox"/> Fully clear explanation of how code makes their robot act	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Some evidence of testing their robot and code	<input type="checkbox"/> A lot of evidence of testing their robot and code	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Some evidence their robot and code was improved	<input type="checkbox"/> A lot of evidence their robot and code was improved	<input type="checkbox"/>
COMMUNICATE – Team's explanation of the robot design process was effective and showed how all team members have been involved.			
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input type="checkbox"/> Fully clear explanation of robot design process	<input type="checkbox"/>
<input type="checkbox"/> Clear evidence that some team members involved	<input type="checkbox"/> Clear evidence that many team members involved	<input type="checkbox"/> Clear evidence that all team members involved	<input type="checkbox"/>

Feedback

Great job:

Think about:

CORE VALUES EVALUATION SHEET



Team Number	Team Name	Judging Room
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Instructions

The Core Values should be the lens through which you watch the teams presentations. All team members should be demonstrating the Core Values in everything they do. This evaluation sheet should be used to record the Core Values observed throughout the judging session.

BEGINNING 1 Minimal examples observed across the team.	DEVELOPING 2 Some examples observed across the team.	ACCOMPLISHED 3 Multiple examples observed across the team.	EXCEEDS 4 Explain how the team exceeds:
DISCOVERY – Team explored new skills and ideas.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INNOVATION – Team used creativity and persistence to solve problems.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IMPACT – Team applied what they learned to improve their world.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INCLUSION – Team demonstrated respect and embraced their differences.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TEAMWORK – Team clearly showed they had worked as a team throughout their journey.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Feedback

Great job:

Think about:

ROBOT GAME SCORING SHEET



M00 EQUIPMENT INSPECTION BONUS

All team equipment fits in the small inspection space: No Yes

M01 INNOVATION PROJECT

The innovation project is large enough (2+ white LEGO pieces and 4+ LEGO studs long): No Yes
 Part of the innovation project is touching: None RePLAY Logo Bench Gray Area

M02 STEP COUNTER

The bottom of the pointer is on: None Magenta Yellow Blue

M03 SLIDE

Number of slide figures off the slide: 0 1 2
 A slide figure is completely in home: No Yes
 A slide figure is held completely off the mat by the heavy tire and touching nothing else: No Yes

M04 BENCH

The bench is down flat: No Yes
 Number of hopscotch spaces with cubes touching the mat inside them: 0 1 2 3 4
 The backrest is completely out of both its holes: No Yes

M05 BASKETBALL

A cube is in the crate: No Yes
 On which white stopper does the crate rest: None Middle Top

M06 PULL-UP BAR

The robot passed completely through the pull-up bar's upright frame at any time: No Yes
 The pull-up bar holds 100% of the robot up off the mat at the end of the match: No Yes

M07 ROBOT DANCE

The robot's controller is dancing over the dance floor at the end of the match: No Yes

M08 BOCCIA

Any equipment is in the frame (even partly): No Yes
 Both share models have sent only one cube anywhere onto the opposing field and those cubs color-match each other: No Yes
 Number of cubes in the frame or target:
 At least one yellow cube is completely in the target: No Yes

Team Number	Round
Referee	Table

M09 TIRE FLIP

The heavy (black thread) tire crossed the flip line (even partly at any time): No Yes
 Tires white side up and resting on mat: None Blue Black Both
 Tires completely in the large target circle: None Blue Black Both

M10 CELL PHONE

The cell phone is white side up and resting only on the mat: No Yes

M11 TREADMILL

The robot spun the rollers so the pointer point to:
None Grey Red Orange Yellow Light Green Dark Green

M12 ROW MACHINE

The free wheel is completely outside the large circle: No Yes
 The free wheel is completely in the small circle: No Yes

M13 WEIGHT MACHINE

The stopper is under the lever and the lever setting is: None Blue Magenta Yellow

M14 HEALTH UNITS

Number of health units touching either the RePLAY logo or the gray area around the bench:
 Number of health units looped over a pull-up bar post and touching no equipment (max of 4): 0 1 2 3 4

M15 PRECISION

Number of precision tokens left on the field: 0 1 2 3 4 5 6

RETURN LOOSE ITEMS

(8x) Health Units, (3x) Blue Cubes, (3x) Red Cubes, (2x) Yellow Cubes, (8x) Green Cubes
 (2x) Slide Figures, (1x) Bench Backrest, (1x) Heavy Tire, (1x) Cell Phone, and
 (6x) Precision Tokens

SIGNATURE REFEREE

SIGNATURE TEAM