## Core Values

<table>
<thead>
<tr>
<th>Team #</th>
<th>Team Name</th>
<th>Judging Room</th>
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</table>

### Instructions

The Core Values should be the lens through which you watch the team’s presentations. All team members should demonstrate the Core Values in everything they do. This rubric should be used to record the Core Values observed throughout the judging session. Core Values will also be evaluated at each Robot Game with Gracious Professionalism® scores, which will feed into a team’s overall Core Values rank.

If the team is a candidate for one of these awards, please tick the appropriate box:

- **Breakthrough Award**: A team that made significant progress in their confidence and capability and who understand that what they discover is more important than what they win.
- **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 displayed enthusiasm.

### Feedback Comments

**Great Job:**  
Think About:

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<table>
<thead>
<tr>
<th>BEGINNING</th>
<th>DEVELOPING</th>
<th>ACCOMPLISHED</th>
<th>EXCEEDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimally observed across the team.</td>
<td>Inconsistently observed across the team.</td>
<td>Consistently observed across the team.</td>
<td></td>
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<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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### DISCOVERY – Team explored new skills and ideas.

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### INNOVATION – Team used creativity and persistence to solve problems.

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### IMPACT – Team applied what they learned to improve their world.

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### INCLUSION – Team demonstrated respect and embraced their differences.

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-  

### TEAMWORK – Team clearly showed they had worked as a team throughout their journey.

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### FUN – Teams clearly had fun and celebrated what they have achieved -- as individuals and a group.

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-  
-  

**How has the team exceeded?**
Innovation Project

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

<table>
<thead>
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How has the team exceeded?

**IDENTIFY** – Team had a clearly defined problem that was well researched.

- [ ] Problem not clearly defined
- [ ] Partially clear definition of the problem
- [ ] Clear definition of the problem
- [ ] Minimally researched
- [ ] Partial research from more than one source
- [ ] Clear, detailed research from a variety of sources

**DESIGN** – Team generated innovative ideas independently before selecting and planning which one to develop.

- [ ] Minimal evidence of an inclusive selection process
- [ ] Partial evidence of an inclusive selection process
- [ ] Clear evidence of an inclusive selection process
- [ ] Minimal evidence of an effective plan
- [ ] Partial evidence of an effective plan
- [ ] Clear evidence of an effective plan

**CREATE** – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.

- [ ] Minimal development of innovative solution
- [ ] Partial development of innovative solution
- [ ] Clear development of innovative solution
- [ ] Unclear model/drawing of solution
- [ ] Simple model/drawing that helps to share the solution
- [ ] Detailed model/drawing that helps to share the solution

**ITERATE** – Team shared their ideas, collected feedback, and included improvements in their solution.

- [ ] Minimal sharing of their solution
- [ ] Shared their solution with user OR professional
- [ ] Shared their solution with user AND professional
- [ ] Minimal evidence of improvements in their solution
- [ ] Partial evidence of improvements in their solution
- [ ] Clear evidence of improvements in their solution

**COMMUNICATE** – Team shared a creative and effective presentation of their current solution and its impact on their users.

- [ ] Presentation minimally engaging
- [ ] Presentation partially engaging
- [ ] Presentation engaging
- [ ] Solution and its potential impact on others unclear
- [ ] Solution and its potential impact on others partially clear
- [ ] Solution and its potential impact on others clear

Feedback Comments

Great Job: 

Think About: 

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**Note:** The table above captures the Innovation Project rubric with identified criteria, levels of achievement (Beginning, Developing, Accomplished, Exceeds), and opportunities for feedback and development.

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**First LEGO League Challenge:**

- Instructions
- Rubric: Identify, Design, Create, Iterate, Communicate
- Feedback Comments: Great Job, Think About
Instructions
Teams should communicate to the judges their achievement in each of the following criteria. This rubric 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.

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### IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills they needed.
- [ ] Unclear mission strategy
- [ ] Partially clear mission strategy
- [ ] Clear mission strategy
- [ ] Consistent evidence of building and coding skills in all team members

### DESIGN – Team produced innovative designs and a clear plan, seeking guidance as needed.
- [ ] Minimal evidence of an effective plan
- [ ] Partial evidence of an effective plan
- [ ] Clear evidence of an effective plan
- [ ] Consistent evidence of building and coding skills in all team members

### CREATE – Team developed an effective robot and code solution matching their mission strategy.
- [ ] Limited explanation of their robot and its attachment and sensor functionality
- [ ] Simple explanation of their robot and its attachment and sensor functionality
- [ ] Detailed explanation of their robot and its attachment and sensor functionality
- [ ] Clear explanation of how code makes their robot act

### ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.
- [ ] Minimal evidence of testing their robot and code
- [ ] Partial evidence of testing their robot and code
- [ ] Clear evidence of testing their robot and code
- [ ] Minimal evidence their robot and code was improved
- [ ] Partial evidence their robot and code was improved
- [ ] Clear evidence their robot and code was improved

### COMMUNICATE – Team's explanation of the robot design process was effective and showed how all team members have been involved.
- [ ] Unclear explanation of robot design process
- [ ] Partially clear explanation of robot design process
- [ ] Clear explanation of robot design process
- [ ] Minimal evidence that all team members were involved
- [ ] Partial evidence that all team members were involved
- [ ] Clear evidence that all team members were involved

Feedback Comments

Great Job: ___________________________  Think About: ___________________________