



Deliberations

Deliberations

For



& Beyond!

Keys to Successful Deliberations

Judge Advisors



- **Strong facilitation skills and understanding of FLL Judging process**
- **Review and use of Judging Manual, tools, materials, training**
- **Appropriate maturity level**
- **Understanding of FLL Core Values and mission**
- **Ability to inspire children**
- **Must recuse from deliberations involving team with which they have any relationship**

Keys to Successful Deliberations

Judges



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- **Advance review of Judge training materials**
- **Participate in additional training provided by FLL and local Judge Advisor**
- **Appropriate maturity level**
- **Understanding of FLL Core Values and mission**
- **Ability to inspire children**
- **Understanding of FLL Judging process**
- **Must recuse from deliberations involving team with which they have any relationship**

Deliberations Room Covenants



- What happens here, stays here
- Treat each other with respect
- Communicate honestly
- Contribute constructively
- There can be several right answers – You're *JUDGES!*
- Work together to reach consensus
- Stay focused and participate
- Help keep us on schedule
- Listen attentively
- Have fun!

Judging Process

Judging Pairs

1

Judging Sessions

Completed Rubrics +
Comments – 1 per room

2

Nominate &
Rank Teams

Individual Award
Nominations – ~2 per room
1-N Ranking for Overall Area
– 1 per room

Judge Advisor & Head
Judges

3

Select
Champion's
Candidates

Champion's Candidates
Selected by JA/HJ
*Number dependent on
tournament size*

Individual Judging Areas
Head Judges Facilitate

4

Call Backs

Optional

5

Discuss Award Candidates

6

Initial
Deliberations

1-N Ranking for Each Award
in Each Area

All Judges
Judge Advisor Facilitates

7

Discuss Champion's
Candidates

8

Vote for
Champion's
Award

9

Finalize
Remaining
Core Awards

10

Finalize
Optional
Awards

Scripts for All Awards

Written Feedback to All Teams

1 – Judging Sessions



- Minimum 2 judges per area per team
- Maximum 16 teams seen by each pair
 - 12 recommended

1

Judging Sessions

Completed Rubrics + Comments – 1 per room

FLL FIRST LEGO League		Robot			
1		Evaluation			
		Beginning	Developing	Accomplished	Exemplary
Mechanical Design	Durability	quite fragile; breaks a lot	frequent or significant faults/repairs	few faults/repairs	sound construction; no repairs
	Mechanical Efficiency	excessive parts or time to repair/modify	efficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify
	Mechanization	Ability of robot mechanism to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)	imbalance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on every task
	Comments:	The robot looks very cool quick change arm which made switching attachments very easy. Very good demonstration. Superb line following. Robust and simple design. Excellent use of lego parts and available robot resources.			
Programming	Programming Quality	does not achieve purpose AND is inconsistent	does not achieve purpose OR is inconsistent	achieves purpose repeatedly	achieves purpose every time
	Programming Efficiency	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand
	Automation/Navigation	frequent driver intervention to aim AND retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver	robot moves/acts as intended every time with no driver intervention	robot moves/acts as intended every time with no driver intervention
	Comments:	Excellent use of my blocks to build a foundation! Well commented & named. Really liked that you developed a base and built upon it - allowed for a lot of flexibility. Good idea to have back up plans and know your risks. Continue to build upon your foundation.			
Strategy & Innovation	Design Process	disorganized AND poorly explained improvement cycles	disorganized OR poorly explained improvement cycles	systematic and well-explained improvement cycles	systematic, well-explained and well-organized improvement cycles
	Mission Strategy	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all team missions
	Innovation	original feature(s) with no added value or potential	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:	Your mission planning is very well done - Strategy of using a proven chassis limits innovation, but frees you to focus on attachments and mission design. Your documentation is exceptional! That means great!			
2		Awards Consideration			
		Mechanical Design	Programming	Strategy & Innovation	

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2 – Nominate & Rank Teams



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2



- Individual Award Nominations – ~2 per room
- 1-N Ranking for Overall Area – 1 per room

Room _____

Robot Design

Award Nominations Worksheet

Mechanical Design			Overall Ranking (1-N)		
This award recognizes a team that designs and develops a mechanically sound robot that is durable, efficient and highly capable of performing challenge missions.			This award recognizes a team that utilizes outstanding programming principles, including clear, concise and readable code that allows their robot to perform challenge missions autonomously and consistently.		
Rank	Team	Reason	Rank	Team	Reason
1	527	super streamlined	1	527	super streamlined
2	4	smooth movement	2	4164	master program, line follower
3			3	2007	innovative attachments
			4	1900	proportional control
			5	1943	good teamwork & design process
			6	1914	unique robot solution
			7	4	smooth movement
			8	338	spot on navigation
			9	412	quick change attachments
			10	1201	short and sweet program
			11	1705	thoughtful use of parts
			12	1706	strategic mission order
			13		
			14		
			15		
			16		

Judges Award

Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

Rank	Team	Reason
1	981	robot jump - persevered!
2		

Adult Coach/Mentor

This award goes to the coach or mentor whose wisdom, guidance, and devotion are most clearly evident in the team's discussion with the Judges.

Name	Team
Marc-Andre Oliver	425

Young Adult Mentor

FLL presents this award to the young adult, high school or college mentor whose support, impact, inspiration, and guidance are most clearly evident in the team's discussion with the Judges.

Name	Team
Beth Marchester	523

Call-Back Teams

Please choose one Primary and one Alternate team to call-back. The Alternate team may be called back if the Primary team is called-back for the Champion's Award.

	Team	Reason
Primary	45	Translator got sick
Alternate		

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3 – Select Champion's Award Candidates



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- Done by Judge Advisor and Head Judges
- Based on:
 - Aggregate within-room rankings from all three judging sessions (golf score approach)
 - Number and variety of award nominations
 - Other factors
- Check with judges to make sure no teams are either missing that should be on the list, or on the list but should not be



Champion's Candidates Selected by JA/HJ

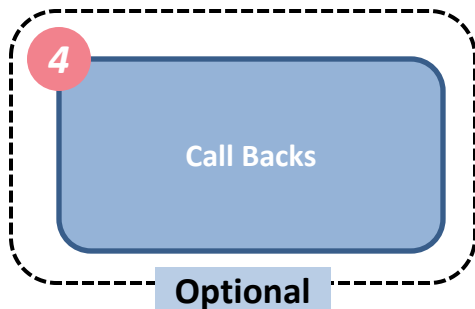
3 – Champion’s Selection Example



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Team Num	Team Name	R1	R2	R3	Max	Overall	Core Value	Projec	Robot	Performance	Award Nomin	Group	Average Score
704	Purple Perogis	370	360	360	370	5	1	1	3	4	5	101	363
523	Crunchy Pad Thai	290	400	260	400	6	2	3	1	3	4	103	317
1964	Higher Macadamia	185	125	210	210	7	3	1	3	10	3	105	173
305	Crabby Rangoons	370	320	290	370	8	5	2	1	1	4	102	327
590	Green Eggs and Flan	375	400	400	400	8	4	2	2	1	4	105	392
313	Mint Muffins	375	370	275	375	9	2	6	1	3	3	105	340
464	Passable Pancakes	300	345	245	345	9	5	2	2	5	2	100	297
548	Stealthy Steaks	255	120	245	255	9	1	3	5	10	4	104	207
798	Balloon Bagels	210	225	305	305	9	1	6	2	4	2	106	247
1864	Sanitized Salad	235	300	235	300	9	2	5	2	3	2	102	257
2007	Pasta La Vista	290	225	375	375	9	3	3	3	2	1	100	297
1929	Wok 'n Roll	170	250	160	250	10	4	1	5	9	5	103	193
1943	Award Wieners	125	75	120	125	10	1	4	5	10	6	100	107
2	Killer Cucumbers	195	95	175	195	11	3	3	5	10	4	106	155
1957	Pizza Pi	270	290	260	290	11	3	1	7	4	3	102	273
4	Elephant Ears	320	210	300	320	12	4	1	7	7	3	100	277
248	Raspberry Cheesecakes	240	210	285	285	12	3	7	2	8	1	104	245
425	Leftover Latkes	55	105	85	105	12	1	3	8	10	5	102	82
1900	Rice to the Challenge	325	240	275	325	12	2	6	4	6	4	100	280
1993	Tarragon of Virtue	35	115	70	115	13	3	2	8	11	3	101	73
2057	Simmering Bananas	185	130	350	350	13	6	6	1	3	1	104	222
2071	Hungry Hot Dogs	250	400	400	400	13	3	6	4	3	2	103	350
2079	Pickled Peppers	195	265	250	265	13	6	1	6	8	2	106	237
9	Purple Corn Dogs	180	65	215	215	14	2	2	10	9	2	106	153
1879	Eggcellent Eggs	215	215	110	215	14	6	3	5	9	2	105	180
396	Lucky Flapjacks	370	400	400	400	15	10	2	3	3	3	103	390
1986	Gruel and Unusual Punishment	100	230	350	350	15	7	5	3	2	1	106	227
1	Flying Burritos	400	255	370	400	16	7	8	1	2	3	101	342
100	Horrible Hard Boiled Eggs	140	120	65	140	16	4	6	6	9	0	102	108
1907	Planet of the Grapes	135	105	10	135	16	2	4	10	10	4	101	83

4 – Call Backs



- Purpose of call backs is to gather any additional information about teams that is necessary to make decisions
- Make it clear to teams that it should not be an expectation for an award

5 – Discuss Award Candidates



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5
Discuss Award Candidates

- Head Judges lead discussions
- Each judging pair highlights reasons teams were nominated for particular awards
- Keep it short and factual

6 – Initial Deliberations



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- Voting is easiest method to rank teams after discussion

6



☐ 1-N Ranking for Each Award in Each Area

Inspiration			Teamwork			Gracious Professionalism™		
This award celebrates a team that is empowered by their FLL experience and displays extraordinary enthusiasm and spirit.			This award recognizes a team that is able to accomplish more together than they could as individuals through shared goals, strong communication, effective problem solving and excellent time management.			This award recognizes a team whose members show each other and other teams respect at all times. They recognize that both friendly competition and mutual gain are possible, on and off the playing field.		
Rank	Team	Reason	Rank	Team	Reason	Rank	Team	Reason
1	1900		1	1864		1	1957	
2	1929		2	313		2	2071	
3	548		3	129		3	543	
4	1993		4	1907		4	1964	
5	798		5	548		5	1943	
6	425		6	145		6	9	
7	145		7	1943		7	145	
8	79		8	79		8	79	
9	590		9	337		9	425	
10	1907		10	425		10	523	
11	1943		11	704		11	704	
12	2050		12	1900		12	1900	

Judges Awards Listing			Adult Coach/Mentor		
#	Team	Reason	#	Name	Team
1	829		1	Pablo Diaz	1864
2	981		2	Jenny Collins	1409
3	1914		Young Adult Mentor		
4			1	Jay Micklis	548
5			2		

7 – Discuss Champion's Candidates



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7
Discuss Champion's
Candidates

- Judge Advisor leads discussions
- Each judging area highlights reasons teams were strong in their area
- Timed (example 2 minutes per area per candidate team)
- Keep it short and factual
- Any other pertinent info disclosed here
 - Core Values inputs for other volunteers
 - Robot Performance ranking

8 – Vote for Champion’s Award



- **Vote for 1st Place first, then remaining places in turn**
- **Judges with conflict of interest abstain from input and voting**

8



9 – Finalize Remaining Core Awards

- Choose remaining field based on rankings from

9



6



 1-N Ranking for Each Award
in Each Area

10 – Finalize Optional Awards



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10



- Scripts for All Awards
- Written Feedback to All Teams

- Complete list of all awards determined
- Short scripts written for each award winner
- Rubric-based feedback completed and reviewed for appropriateness
 - Ready for return to teams
- Assemble materials teams would like back (Project binders, prototypes, etc.)

10 – Finalize Optional Awards



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- Scripts for All Awards
- Written Feedback to All Teams

- A complete list of results shall be made available to the public to include:
 - all officially completed robot rounds
 - list of all award winners.
- Results released shall NOT include:
 - judging evaluations for every team
 - any information regarding ranking of teams in consideration for awards

RESOURCES



Available Resources



- **Judging Manual**
 - Shift away from printed Judges' Handbook
 - Shift toward Judge Advisor Resource:
 - Wiki-based
 - One stop shop
 - Links to all tools and resources

Available Resources



- **Available:**
 - Rubrics and Primers
 - Award Descriptions
 - Event Structure:
 - Qualifiers
 - Championship
 - Deliberations Process:
 - Judging Lite
 - Support Material
 - Global Standards
- **For Judges:**
 - Prep Packs by area
 - Modular Training Slides
- **For Teams:**
 - Judging Profile Sheets
 - Core Values Poster Instructions
 - Robot Design Executive Summary Instructions

Available Resources



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- **Coaches Handbook clarifications**
 - Demystify process and eligibility requirements
- **Global Program Standards Update**
 - High level requirements refined for increased clarity and consistency

Global Standards



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- It is important for Tools, Materials and Deliberations Process to be implemented “as Provided”
 - Suggest any changes to flljudge@usfirst.org or via Wiki
 - We’ll capture as appropriate for community benefit and continuous improvement
- We need your help
 - Select like-minded Judge Advisors and Judges
 - Train Judge Advisors and Judges on process