FIRST® LEGO® LEAGUE 2012

Senior Solutions

Independent. Engaged. Connected.

Core Values Judging Pre-Tournament Preparation Pack

Consolidated Qualifier Edition

FLL
FIRST®LEGO®League
www.firstlegoleague.org

FLL Core Values

We are a team.

We do the work to find solutions with guidance from our coaches and mentors.

We know our coaches and mentors don't have all the answers; we learn together.

We honor the spirit of friendly competition.

What we discover is more important than what we win.

We share our experiences with others.

We display Gracious Professionalism in everything we do.

We have fun.

10 Things to Know As an FLL Judge

Please be sure to check out www.firstlegoleague.org for additional information, including Judging and other official Q & A from throughout the season:

Robot Game Updates: http://firstlegoleague.org/media/twocol.aspx?id=268
Project FAQ: http://www.firstlegoleague.org/media/twocol.aspx?id=314
Judging Questions: flljudge@usfirst.org

Thank you for agreeing to be a judge with *FIRST*® LEGO® League. The information in this packet is designed to help you prepare as an FLL Judge this season. It is intended to offer background information that will be useful to review prior to your tournament. You should also participate in training sessions that may be offered through your local tournament organizer and/or FLL. We hope your experience as an FLL Judge is rewarding and enjoyable!

10. Have fun – you and the kids
The most important thing to know about an FLL tournament is that it is supposed to be **FUN**. The mission of *FIRST* is to get kids excited about science and technology. A competition is a celebration of what the children have accomplished throughout the season. It should be serious and competitive, but not so much that the fun is lost.

9. Exhibit Gracious Professionalism and honor FLL Core Values
These are the basic foundations of *FIRST* LEGO League, and should always be at the forefront in everyone's minds. We offer specific awards to recognize FLL Core Values excellence, but a significant concern can impact team eligibility in *any* award category.

8. Be a good role model for technology and engineering careers
Give the kids a chance to see what makes engineers, scientists, computer programmers and educators special. Share your experiences without sharing your agendas. Be professional – show the kids that what they have accomplished is appreciated and valuable. Show interest in their presentations and discussions, and be personable.

7. Respect the children
Please keep negative comments to yourself, away from the ears of the kids, parents, and coaches. All teams should be given the benefit of the doubt when questions arise about adult involvement. If you suspect the kids did not do the work, it is your job to probe further to prove it, rather than assuming that the kids did not do the work. Remember that these are kids who worked hard all season to make it to the tournament. Treat their accomplishments with respect, and be sure that other judges do so as well. One negative comment from a judge can have a devastating effect on teams. Make it your goal as a judge to ensure that the teams know what they did well, and that they have a positive experience showcasing their achievements.

6. Respect the judging process
Stay on schedule. The kids have a more challenging schedule than you do. Remember the FLL awards philosophy. Remember that the whole judging process is subjective. Concentrate on providing a great experience for the kids and try not to get caught up in the mechanics of the process. Do not share scores or awards discussions with the kids, coaches or parents.

5. Evaluate teams completely and fairly
Each rubric is designed to evaluate many areas of a team's performance, and gives equal weighting to several factors tied to specific awards. All Core Awards are of equal importance, except for our Champion's Award that recognizes all-around excellence. Be objective, both on a team-by-team basis and a total rubric evaluation basis. Familiarize yourself with the levels of achievement. Identify any conflicts of interest you have before the competition, and refrain from involving yourself in discussions about any team when you have a conflict.

4. Consider age appropriateness and experience
Consider age when evaluating teams. Certain skills, knowledge, and capabilities are more likely to be exhibited by the kids as they get older and more experienced in general and in FLL in particular. You may also see rookie teams that are more polished and understand FLL better than experienced teams.

3. Reward excellence and celebrate achievement
For a team to be considered for an award, they should be evaluated at an Exemplary level of achievement in that category whenever possible. Award distribution is spread as equitably as possible among the teams, with the goal of no team winning more than one judged award.

2. Provide specific and constructive feedback
Please be specific when providing feedback comments to teams. This will also help when it comes to awards deliberations – specific examples are very helpful when differentiating between teams. "This team's willingness to help other teams (by providing programming mentorship, for example) is exemplary" is more descriptive and helpful than "that team was so nice and polite and exhibited gracious professionalism." Take lots of notes if you need to!

1. See #10 again!

Core Values Judging Primer

Core Values may initially seem more difficult to judge than Robot Design or Project. There is a tendency by some to consider Core Values judging to be inherently more subjective than the other two areas because "data" for criteria such as Discovery, Inclusion and Coopertition are perceived to be difficult to obtain or use to differentiate teams. While Core Values elements may be less tangible, a number of tools and techniques exist to help judges gain insight about teams, and reinforce for all why Core Values and Core Values judging is such an important component of FLL.

As a judge, here are some overall things to consider:

- There is tendency for teams that "practice" Core Values "speeches" to be looked upon unfavorably by some judges. The premise is that these teams are just acting to score well with the judges. However, teams **should** practice talking about Core Values just like they practice their Project presentations and Robot mission runs. The more they practice Teamwork activities and talk about Core Values, the more they internalize these abstract ideas.
- Remember that you are evaluating how a team approaches Core Values throughout the season in addition to what they do at the tournament. The journey of the team and how much they learn and grow are important.
- Teams (including coaches, mentors, parents and others associated with the team) must uphold and display FLL Core Values at <u>all</u> times, not just during Core Values judging sessions.
- Information about Core Values criteria can be obtained in several ways. Many Core Values judging sessions will include a Teamwork Activity and/or Core Values Poster to help judges observe and learn about specific behaviors, as well as focus and guide the discussion and interview time more effectively.

Rubric Criteria	Primary Method of Observation	Core Values Represented
Discovery	Core Values Poster	What we discover is more important than what we win.
Team Spirit	Observation Core	We share our experiences with others.
Integration	Values Poster	We have fun!
Effectiveness	Teamwork Activity	We are a team.
Efficiency	Teamwork Activity	We do the work to find solutions with guidance from our coaches and mentors.
Kids Do the Work	Teamwork Activity	We know our coaches and mentors don't have all the answers; we learn together.
Inclusion	Core Values Poster	We honor the spirit of friendly competition.
Respect	Observation	We display Gracious Professionalism™ in everything we do.
Coopertition	Core Values Poster	

- For instances where the whole judging session is a presentation/interview/Q&A, all the information must be gathered through conversations with the team.
- When Core Values judging includes a Teamwork Activity, a great deal of information can be learned from direct observation of the team working through the activity. It is important to remember that the purpose of the activity is to observe the team working on the problem, and not to focus on the result of their work.
- When a Core Values Poster is required, it should be used as a tool to jumpstart a conversation between the team and the judges. It is designed to help teams focus their thoughts and examples in advance of the judging session so that they may be conveyed more easily and effectively to the judges.
- In addition to the judging sessions, many Core Values judges like to observe the teams in their natural environment, the pits and competition area to gather additional data about all aspects of Core Values.

Now let's take a closer look at the rubric criteria and provide some guidance about what to look for and consider:

Inspiration
These three criteria measure how effective a team is at getting teams and others excited about science and technology while gaining awareness and understanding about the world and themselves.

Discovery – Teams must be able to describe how they balance all three aspects of FLL, especially if they really wanted to focus on only one sometimes. They should provide examples from the season about things their team discovered that were more about gaining knowledge than about gaining an advantage in the competition or winning an award.

Team Spirit – The important thing to look for here are teams that are enthusiastic and spirited about their team and FLL. It's not about yelling the loudest, but rather about establishing a cohesive team identity, having a good time with your team and showing a great FLL spirit to people outside the team.

Integration – Look for concrete examples of how a team applies Core Values and other things learned through FLL, to situations outside of FLL. Listen for stories about how teams integrate new knowledge, skills and abilities into everyday life.

Teamwork
All teams operate differently, and teams can be successful with different styles. Some teams have a strong leader, some have a democratic approach, some have specialized roles, some share responsibilities for all aspects. Sometimes teams that predominately use one approach will even adapt their style depending on the problem. When evaluating teamwork, it is important to know that one "type" of team is not better than another. What matters is whether the team is aware of the approach they use (and its risks), and how successful they are at getting things done.

Effectiveness – No matter the approach used, a team should have a clear process to make decisions and resolve problems appropriately. Additionally, goal setting and realizing progress towards goals helps teams take ownership of their experience in FLL.

Efficiency – Judges need to assess whether teams used their time, energy and other resources wisely. Accomplished teams know how to manage roles and their time to ensure most goals are achieved --and they know how to self-correct if they veer off course. .

Kids Do the Work – This is hopefully fairly self-explanatory. It is all about how much direct involvement there is by the coach. It is allowable (actually encouraged!) for coaches to be involved. We just don't want them programming robots, performing research, dictating ideas and making decisions that the team should be making about what they are doing.

Gracious Professionalism™
Inclusion – Look for how well a team incorporates ideas from everyone and makes each team member feel like a valued part of the team. Determine how well the team understands that working together allows them to accomplish more than they could by working alone. An Accomplished team will exhibit balanced involvement, with most team members actively contributing ideas.

Respect –Judges must look beyond teams that show good manners and are a "nice group of kids". We expect decent behavior to be the norm. Accomplished teams act and speak with integrity; they understand that what they say and do has the power to impact others and situations.

Coopertition™ – Look for ways that a team honors the spirit of friendly competition, including any assistance provided or received from other teams. Determine how team members help each other and other teams, prepare for and approach potentially stressful competition experiences throughout the season.

FLL
FIRST LEGO League

Core Values   Team Number
Consolidated Award structure   Judging Room

Directions: 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. *When you have completed the evaluation, please circle the awards for which you would like this team to be considered.*

		Beginning	Developing	Accomplished	Exemplary
Inspiration	**Discovery**	Balanced emphasis on all three aspects (Robot, Project, Core Values) of FLL; it's not just about winning awards			
	ND	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
	Team Spirit	Enthusiastic and fun expression of the team identity			
	ND	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
	Integration	Application of FLL values and skills outside FLL (ability to describe current and potential examples from daily life)			
	ND	team does not apply FLL values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories

Comments:

		Beginning	Developing	Accomplished	Exemplary
Teamwork	**Effectiveness**	Problem solving and decision making processes help team achieve their goals			
	ND	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals
	Efficiency	Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)			
	ND	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals
	Kids Do the Work	Appropriate balance between team responsibility and coach guidance			
	ND	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with minimal coach guidance

Comments:

		Beginning	Developing	Accomplished	Exemplary
Gracious Professionalism™	**Inclusion**	Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement			
	ND	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
	Respect	Team members act and speak with integrity so others feel valued-- especially when solving problems or resolving conflicts			
	ND	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
	Coopertition™	Team competes in the spirit of friendly competition and cooperates with others			
	ND	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situations--and team actively helps other teams

Comments:

What to Expect as a Judge

Day of the Event

Before Judging Sessions

- Meeting with the Judge Advisor to review
  - Event schedule
  - Judging procedures
  - Judging Deliverables
  - Last minute items
- Meet your judging partner(s) and the rest of the panel
- Attend the Opening Ceremonies

During Team Evaluations

- Interview teams
- Make sure sessions stay on schedule
- Evaluate each team according to rubric criteria and note constructive comments
- Keep additional notes of team specifics if needed
- Note and report:
  - cases of adult intervention
  - demonstrations of GP & FLL Core Values

During Deliberations

- Submit award nominations and rankings by your judging pair
- Participate with all area judges to determine award candidates/merged preliminary ranking
- Work with judges of other categories to determine the Champion's Award winner(s)
- Work with all judges to finalize remaining awards and prepare scripts

During the Awards Ceremony

- Attend the Awards Ceremony (if possible)
- Help distribute medals, awards and other team recognition
- Join the high-five line, congratulate all teams and have fun!

Judging Process

You will work with other judges throughout the tournament using FLL's process to evaluate teams and determine awards

Note that you may work with different judges at different times

Judging Pairs

Three Judging Areas

All Judges

Judging   ns
Evaluate Teams   Provide Feedback

Nominate and Rank Teams
Determine Top Teams Seen by Each Pair

Call-Backs and Additi nal Information
Review and Discuss Top Teams

Initial Delib rations
Determine Preliminary Rankings for Each Area Award

Final Awards Deliberations
Determine Champion's Then All Other Award Winners

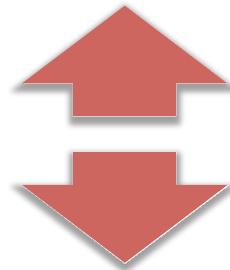| Awards Ceremony |
| --- |
| Develop Script & Distribute Awards |

Judging Process

Team Evaluation and Feedback

⬆

Awards Deliberations

⬇

During Team Evaluation and Feedback, the focus of the judges is on evaluating each team and providing them with constructive feedback

During Awards Deliberations, the focus of the judges is on determining the teams worthy of awards and recognition

Judging   ns
Evaluate Teams   Provide Feedback

⬇

Nominate and Rank Teams
Determine Top Teams Seen by Each Pair

⬇

Call-Backs and Additi nal Information
Review and Discuss Top Teams

⬇

Initial Delib rations
Determine Preliminary Rankings for Each Area Award

⬇

Final Awards Deliberations
Determine Champion's Then All Other Award Winners

⬇

Awards Ceremony
Develop Script & Distribute Awards

FLL Core Awards-Consolidated Qualifier Structure

Champion's Award

This award recognizes a team that embodies the FLL experience, by fully embracing our Core Values while achieving excellence and innovation in both the Robot Game and Project.

Project Award

This award recognizes a team that excels across the Research, Innovative Solution and Presentation categories. This team utilized diverse resources for their Project to help them gain a comprehensive understanding of the problem they identified, develop a creative, well-researched solution and effectively communicate their findings to judges and the community.

Core Values Award

This award recognizes a team that excels across the Inspiration, Teamwork and Gracious Professionalism® categories. This team displays extraordinary enthusiasm and spirit, knows they can accomplish more together than they could as individuals, and shows each other and other teams respect at all times.

Robot Design Award

This award recognizes a team that excels across the Mechanical Design, Programming and Strategy & Innovation categories. This team uses outstanding programming principles and solid engineering practices to develop a robot that is mechanically sound, durable, efficient and highly capable of performing challenge missions.

Robot Performance Award

This award recognizes a team that scores the most points during the Robot Game. Teams have a chance to compete in at least three 2.5 minute matches and their highest score counts.

Judges Awards

During the course of competition the judges may encounter teams whose unique efforts, performance or dynamics merit recognition. Some teams have a story that sets them apart in a noteworthy way. Sometimes a team is so close to winning an award that the judges choose to give special recognition to the team. Judges Awards allow the freedom to recognize remarkable teams that stand out for reasons other than the Core Award categories.

Examples include:

Against All Odds *or* Overcoming Adversity *or* Perseverance

This award goes to the team that improvises and overcomes a difficult situation while still making a respectable showing, with an attitude that shows, "We can overcome incredible odds if we never give up, no matter what!"

Rising Star

This award recognizes a team that the judges notice and expect great things from in the future.

Special Recognition Awards

Outstanding Volunteer Award

The FLL program would not exist without its volunteers. This award honors an extraordinary volunteer(s) whose dedication to the FLL program has a positive impact on the team experience.

Adult Coach/Mentor Award

Many teams reach significant milestones thanks to their close relationship with an adult 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.

Young Adult Mentor Award

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.

Core Values Sample Questions

Would you please share with us your Core Values poster.

Inspiration:

Discovery
- What's the most important thing you learned this season?
- Would you still do FLL even if there were no awards? Why?
- If an FLL team can't attend an event because there isn't one nearby, is FLL still worth doing? Why?
- Do any of your team members mentor others? If so explain.
- What was the most surprising thing you learned this season?
- Which aspect of FLL did your team like best? Least?
- How did your team decide which aspect of FLL to do first?
- Describe any struggles your team had making sure they addressed all 3 aspects (Project, Robot, Core Values) of FLL.

Team Spirit
- How would you describe your team?
- How did your team decide its name?
- What's the most important thing we should know about your team?
- What does your team do when it is having a bad day?
- How does your team share with others your excitement and enthusiasm?
- Do you participate on any other teams (i.e., sports, debating, chess club, drama club) and, if so, is there anything different about your FLL team experience?

Integration
- Tell us what you have learned about FLL and how you think it will help you in the future.
- Name one of the FLL Core Values and explain how your team uses it (or could use it) outside of FLL.
- Who can give me an example of a way they used an FLL Core Value this year on their own away from the team?
- Does anyone have an example of someone they know (on the team or off) using FLL Core Values in a way that impressed you?

Teamwork:

Effectiveness
- What were your team goals this season?
- How did you decide on your team goals?
- Tell me about a problem you had on your team and how it was resolved.
- Tell me about how your group makes decisions together.
- What do you do when your group doesn't agree?
- How does your team solve problems that come up?
- Does your team have a set of rules? If so, what are they, and how are they enforced?

Efficiency
- How did your team decide what to do each time you met?
- Did your team get everything done this season that you set out to do?
- How does your team manage its time?

- If we gave your team one more week to work together, how would you use it?
- Tell us about the roles each of you had on the team and how this worked.
- How did you decide who would do each role?
- What happens if a team member is not getting his/her job done?
- Can someone else do your job? What happens when someone is sick?
- Do you have team leaders? If so, explain how that works.

Kids Do The Work
- What's the most important thing you learned from your coach?
- What does your team do when it gets stuck?
- Describe a situation when your coach helped you. What did he/she do?
- What makes a good coach?
- What kinds of things does a coach need to know?
- What would your team do if it didn't have a coach?
- How did your coach help the team be successful?

Gracious Professionalism™

Inclusion
- How does your team get its ideas?
- How does your team decide which ideas they will pursue?
- Tell me about one thing each of you contributed to the team.
- What do you do when you don't like someone else's idea?

Respect
- What does Gracious Professionalism mean to you?
- How do you show Gracious Professionalism when you relate to your team? To your coach? To others?
- How do you make someone feel valued when you talk to them?

Coopertition
- What example of Gracious Professionalism have you seen another team do today?
- If you saw something happening to another team and thought it wasn't fair, what would you do and why?
- Explain how Gracious Professionalism is like good sportsmanship. And how is it different?
- Can you give an example of Gracious Professionalism that your team displayed this season?
- Competitions can sometimes be stressful. How does your team prepare each other or maybe other teams to get ready for a big event?

Look for:
- Confidence and enthusiasm of team members.
- Concrete descriptions and examples.
- Are team members listening to each other and to the judges? Are they interrupting each other or waiting their turn?
- Are team members looking at the judges when they speak or at team members when they are talking?
- Is everyone answering questions or just a few?
- Do they encourage each other to participate?
- Does the team look to the coach for direction?