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| Slide 1 |  | Welcome to the fifth part of FLL Judge training. |
| Slide 2 |  | This part of the training will outline the process used to determine which teams win awards at FLL tournaments. |
| Slide 3 |  | The process used to determine which teams receive awards, known as the deliberations process, is not as complicated as it might seem at first.  Here’s a quick introduction to the steps. During each judging session, you’ll make notes and complete a rubric for each team. As you see teams, keep a running rank of teams – the easiest way to do this is by putting them in a pile in rank order. Next, you will confirm your ranking of teams and choose up to two teams to nominate for each award from your room. Next, the initial Champions Awards Candidates are identified using ranking and award nomination data from all the judges. Some tournaments will have call backs at this point. Next, all the judges in each area will discuss award candidates and overall ranking in that area. The last steps are done by all the judges, starting with discussion of the Champions Award Candidates, followed by a vote for Champions Award winners. From there, the winners of the remaining core awards are finalized, followed by any optional awards. Finally, scripts are written for the Awards Ceremony. |
| Slide 4 |  | You don’t need to memorize the chart, though, as a Judge Advisor will be there to lead you through the process.  Judge Advisors are responsible for all aspects of the judging process, including successful deliberations, which ultimately translate into a rewarding experience for all teams. |
| Slide 5 |  | Judges are asked to abide by a Deliberations Room code of ethics - What happens in the room stays in the room. All discussions of team performance should happen in the deliberations room or between judging pairs, and not at lunch or in the hallways. There are a lot of frank, open and honest preliminary discussions that do not need to be heard beyond the deliberations room.  Remember to treat all judges with respect. They are volunteering just like you are. Communicate honestly and communicate constructively.  Realize that there can be several right answers and that is why you are judges not referees. Referees have clearer rules.  Judging is much more subjective, a different group of judges can come to a different final answer depending on what they see and what they believe to be the best approach. Realize that your answer is right even if it is different from another judge.  Work together to reach a consensus. That doesn’t mean that everyone has to agree on everything but as a whole you should feel positive about the results of the process.  Stay focused, stay engaged, and participate.  Most importantly, have fun. We want you to be inspired and to inspire the kids. The best way to do that is to ensure they have a lot of fun doing what they are doing. |
| Slide 6 |  | In the first steps, judge pairs evaluate teams, rank them, and nominate them for awards. They do this only for the teams that they see.  Every team is judged by 3 different pairs of judges - Core Values, Project and Robot Design.  The first step is the judging sessions. The recommendation is that you see about 12 teams on average in order to help you remember differences between teams.  As mentioned previously, be as specific as possible when asking questions, taking notes, discussing teams with co-judges. Pay close attention to detail. Your notes with evidence that supports a team’s ranking will be especially helpful for decision making for awards. |
| Slide 7 |  | The rubric is the standardized evaluation tool to help judges know what to look for during all FLL judging sessions. After viewing each team, judging pairs should complete one rubric per team.  In addition to assigning a level, the Rubric should contain meaningful feedback in each category.  Completing the Rubric is one of the most essential tasks of any judge as it is the direct link between the judging process and the teams. Providing comments and feedback for the teams is how they recognize their strengths and learn where their challenges may be.  These forms are returned to teams at the end of the day or soon after the event.  Complete the trainings for each judging area to get more tips on how to quickly complete rubrics while providing excellent feedback to teams. |
| Slide 8 |  | As teams are seen, the judge pair will create an overall ranking of teams. The best practice is to create a stack of rubrics in rank order. As each team is seen and their rubric is completed, together with the other judge, determine whether that team’s level of achievement was greater than or less than each previously seen team. Simply insert the team’s rubric according to their performance relative to the other teams you’ve seen so far. After you see all the teams, review and confirm your rank order list.  After the teams are judged, each judging pair completes their Award Nominations Worksheet. This form allows each judging pair to select 2-3 teams from the group of teams that they judged to be nominated for each of the awards.  So in this example the judging pair from this Robot Design room picked 2 teams to consider for Mechanical Design, 2 teams to consider for programing, 2 teams to consider for strategy/innovation. They listed a couple reasons why those teams were chosen to help facilitate discussions later. Each Robot Design judging pair will complete the same process.  Each judging pair may also submit their recommendations for Judges Award, Adult Coach/Mentor and Young Adult Mentor as applicable.  For those regions that have call backs, if there is particular information that you want to get from a team you can note it at the bottom of this form. |
| Slide 9 |  | Step three works a little differently at each tournament. In this outline, the Judge Advisor and Head Judges compile all the ranking and award nomination information from the judge pairs. They use this information to select initial Champions Award Candidates. In some regions, additional judges may join the selection process, and in small tournaments, initial candidates may be obvious after a short discussion. Many tournaments proceed directly to step 5 with deliberations in each judging area. |
| Slide 10 |  | After the Champion’s Award teams to consider are selected, some tournaments use call-backs to gather any other additional information about any team to help make decisions.  All or some of the teams considered for awards may be scheduled for a call back.  If the tournament does have call backs, make it clear to the teams that a call back should not be an expectation for an award. Just because they got called back does not necessarily mean they are going to win a trophy and just because they didn’t get called back does not necessarily mean that they will not win a trophy. |
| Slide 11 |  | All judges from each area will then meet together and use their room rankings to compile an overall ranking of each award in their area. This part of deliberations is facilitated by the Head Judges in each Area. |
| Slide 12 |  | In this process, teams who are outstanding in individual award areas are determined by all the judges for each Core area.  Much discussion is typically involved to highlight the strength of one team against another, for example…  The judging pair that nominated **The Purple Panthers** team for Mechanical Design Award would highlight the reasons why the team was nominated, “they had a very robust drive train, they had no failures, their design cycles were outstanding, the documentation for how they picked particular attachments was excellent…” Keep it short and factual and try to avoid, “they were just great and everyone should just give them an award because they blew us away”.  Deliberative discussion is the primary tool used in FLL to “normalize” the team nominations and confirm that all the great teams didn’t happen to all be assigned to the same judging pair.  Each Judging pair that nominated a team for award consideration will have the same opportunity to speak on behalf of the team they nominated.  Voting can often the easiest way to merge the rankings. Be sure to speak up if you see any teams who are missing from the Award Ranking list that you expected to see or if there are any teams on the list you didn’t expect to see.  The deliberations process sometimes seems long and this point in the day, but it’s important to stay engaged. If your judging area finishes before the other areas, be sure to follow the Head Judge or Judge Advisor’s instructions about what to do while you wait. Often, you’ll be asked to stay in the deliberations room so the discussion can continue right after the other areas finish. |
| Slide 13 |  | The last steps in deliberations are done by all the judges together. Champions Awards are decided first, followed by the other Core Awards. Any optional awards are decided last. |
| Slide 14 |  | Final deliberations are facilitated by the judge advisor with help from the head judges in each area. |
| Slide 15 |  | After Initial Deliberations the judges consider Champion’s Award candidates.  The list of Champion’s Award candidates, usually identified by the Judge Advisor, is presented to all of the Judges. Each judging area highlights the reasons that teams were strong in their area.  For the sake of time, Judges are often given a time limit, such as 2 minutes, to describe the strengths of each Champions Award candidate team in each area. If you’re asked to speak about a team, keep it short, factual, and focused on specific evidence that supports their strengths.  Once all the Champion’s Award candidates have been discussed, a voting process is used to determine the Champion’s Award winner(s). Every judge should vote unless they must abstain due to a conflict of interest.  Champions Award winning teams must be well rounded and meet the 40% Robot Performance Hurdle. This means that a Champions Award winning team might not be first place in any area. For example, a team who was 4th place in each of Core Values, Project, and Robot Design would be a better candidate for Champions Award than a team who was 2nd place in Project, 3rd place in Robot Design, but ranked 10th in Core Values. |
| Slide 16 |  | Once the Champion’s Awards have been decided, the judges will finalize the remaining Core Awards based on the rankings already created in each area. Because teams can only win one award, a team that is ranked 1st in two different areas would require some discussion about which area is most appropriate for recognition.  After all the Core Awards, it is time to finalize the optional awards. |
| Slide 17 |  | Sometimes, judges have a hard time deciding between two teams to receive awards. The discussion should always start with what was observed in the judging sessions. Your notes and comments that reference specific evidence should be the first tools to determine which team should receive an award.  If two teams are equal in their judging performance, you might consider some other factors as tie breakers, such as their Core Values, Robot Game Scores (especially for Robot Design Awards), any challenges they encountered, and other team characteristics, like their experience with FLL, expectations for their age, or number of team members. When discussing Core Values awards, judges will always consider Core Values. During discussions for other awards, these factors should only be discussed when the two teams appear to be otherwise equal. If one team did better than the other based on their judging session, that team should be selected without weighting any of these factors. |
| Slide 18 |  | In preparation for the awards ceremony, Awards Scripts will need to be written. Judges familiar with the award winning teams should prepare a specific, meaningful explanation for why each team was selected. Write two or three sentences to be read at the awards ceremony. Incorporate team name, theme, or something special about the team to foreshadow their win. Be creative, use humor if appropriate, keep it short and be professional. |
| Slide 19 |  | Here’s a sample award script that may help get the creativity going. Begin with one sentence that gives a subtle hint, like being a rookie team, that applies to many teams. In the second sentence, give a hint that the winning team might understand, such as a team color, but keep it vague enough that it still might refer to multiple teams. In the third sentence, give a bigger hint that tells the winning team it’s probably them, but they still can’t be completely positive. The last sentence should start… And the Award goes to… |
| Slide 20 |  | Here is an example of a well-written script:  Our first-place programming team had concise, well-documented, modular code.  They used advanced techniques like PID line following.  With a good use of both sensors and mechanical positioning they could navigate and innovate and innovate and innovate until the sun came up.  The first-place Programming award goes to Team 17200, Dawn of Innovation 3! |
| Slide 21 |  | And one more example:  Inspiring others for this team comes easily.  They’ve discovered how to share their vision effectively,  applying FIRST values in everything they do.  They even found some time to dance with seniors, too.  Using their normal method, sharing all they had to say,  this preppy group was anything but grey.  The first-place Inspiration award goes to Team 15700 SAP Grey Matters! |
| Slide 22 |  | In summary, you’ll begin by seeing around 12 teams in the judging sessions. Within your Judge Pair, you’ll rank teams and nominate them for awards. Next each area will complete initial deliberations to decide which teams are nominated for each award in the area. In final deliberations, Champions Awards are decided first, followed by the Core Awards, and then the optional Judges and Local Awards. The deliberations process finishes by judges writing scripts to include in the awards ceremony for each award winning team. |
| Slide 23 |  | Now is the time to relax and celebrate. The hard part is done, enjoy sharing in the teams’ excitement.  This is one more opportunity to interact with teams and serve as a positive role model.  At the award ceremony, judges are often asked to sit in a special area, be recognized, assist with distributing medals or trophies, or read the award script announcing why a team won a specific award. |
| Slide 24 |  | You’re almost finished with FLL Judge Training. In order to become a certified FLL Judge, be sure to complete the Certification questions. You’ll need to receive an 80% or greater to pass. If you have trouble, you can complete the questions again until you reach 80%.  Now that you know the general information on FLL Judging, you’ll also need to complete Core Values, Project, or Robot Design Judge Training. Each area training also includes questions that require a passing score to be a Certified Judge in that area.  Before your event, be sure you review the Judge Prep Pack and receive the details about your event. Remember, being prepared as a judge will help you have a great time at the event and gives teams the most fair experience possible.  After you have a great time serving as a judge, we hope you’ll consider volunteering again at an FLL or another FIRST event. |
| Slide 25 |  | The deliberations process can seem complicated at first. Help yourself remember the deliberations process by making your own chart, graph, or list of the steps. You can use the flow chart as a starting point, or design your own. Be sure to include all the steps. What will you be doing during each part of the process? |
| Slide 26 |  | Thank you again for completing FLL Judge training! Now that you’re familiar with the basics of judging, be sure to complete the training for the area you’ll be judging: Core Values, Project, or Robot Design. |
| Slide 27 |  |  |