Running Your Tournament

**TASK 1: INTRODUCTION (10 minutes)**

**Teacher:**
- Welcome the teams and share the schedule. See page 6 for a sample schedule.
- Emphasize that the objective of the session is to allow teams to showcase their work. Remind them that the Core Values are an integral part of all they do.
- Show the FIRST® LEGO® League Teamwork Makes the Dream Work video. Encourage a FUN atmosphere.

**TASK 2: PRESENTATIONS (60 minutes)**

**Teacher:**
- Give 6-8 minutes for each team to present their Innovation Project and Robot Design and how they applied their Core Values to their work.
- Allow 3-4 minutes to answer questions from the teacher/judge or other students.

**Teacher/judge:**
- Fill out the rubric to record each team’s achievement.
- This will add to the formative assessment the teacher has observed through the 12 sessions. You can find the formative assessment template in the Class Pack Implementation Guide.

**TASK 3: ROBOT MATCHES (60 minutes)**

**Teacher:**
- Two teams compete at the same time. The matches last 2.5 minutes, and the scoring and resetting takes another 3-5 minutes depending on how practiced the referee is.
- If possible, allow time for each team to have one practice round before their official matches begin.
- Hold as many rounds as time allows.
- Only the highest score the team achieves is counted in the final ranking for Robot Game.

**Teacher/referee:**
- Use the score sheet or a scoring app to record points for each match.
- Keep track of the scores in a simple spreadsheet.
- Reset the game table as needed between matches.
**Tournament Setup**

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**Time**
- **When:** During lessons in the school day, during an assembly, or after school.
- **Timing:** 2-3 hours depending on number of teams competing. This could be split over two different lessons.

**Space**
- The tournament space could be a classroom, school hall, or other large room.
- A private space for the teacher and volunteers to deliberate the awards could be helpful.

**Staff**
- 1 teacher can run this event.
- 2-3 volunteers would be useful if they are available. These could be teachers, school staff, older students, or parents.
- The teacher/referee needs to have a good understanding of the robot game missions, rules, and score sheet. These can all be found in the *Robot Game Rulebook*.
- The teacher/judge needs a simple understanding of the program and the Class Pack rubric on page 9.

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![Diagram of tournament setup](image-url)
Timings might differ from qualifying events, but teams will be given one judging session to present their work on the Innovation Project and Robot Design. Their Core Values are evaluated throughout the presentation and during their robot game matches.

**Schedule Tips**

- The sample schedule is for five teams. You will need to adjust the schedule to fit the number of teams competing.
- Avoid scheduling teams back-to-back for robot game matches.

All times are flexible and can be changed to suit your school schedule.

The *introduction* and *presentations* can be shortened to fit into the first lesson.

The tournament can be delivered across multiple class periods, after school, or on the weekend.

The *Robot Game Matches* and the *Celebration* can be shortened to fit into the second lesson.