

# Judging Session Script & Questions

Thank you for judging today. **Remember, the most important thing is to enable the teams to give their best performance and feel that their work is appreciated.** The teams should demonstrate the *FIRST*® Core Values in everything they do, so by the end of the judging session, you will be in a good position to score their work and provide feedback.

The following sample script will guide you through the judging session. Decide which judge should be responsible for timekeeping and moving the team through each section. You will all work together to complete the rubrics.

The Judging Session Flowchart gives an overview of the different sections of the judging session and timing. The rubrics and session flowchart should have been shared with teams before the tournament, so they should know what to expect. However, they may be nervous or stressed, so please remember to put the team at ease from the very start of the session.

Text in *italics* is intended to be read, but you can adjust to what feels natural. Please use the questions and prompts in the colored boxes as time allows. These questions have been written to match what teams have worked on according to their season materials.

**Questions are color-coded to correspond to the core areas of *FIRST* LEGO League:**

Red – Core Values

Blue – Innovation Project

Green – Robot Design



## Team Welcome

*Welcome, everyone, are you the \_\_\_\_\_ (Team Name) \_\_\_\_\_? Come in and set up your things. We're really excited about seeing your work today!*

As the team enters and sets up, introduce yourselves. You may choose to tell the team where you work and what you do.

Start with Judge 1, then repeat for each judge:

*My name is \_\_\_\_\_ (Judge Name) \_\_\_\_\_. I'm a \_\_\_\_\_ (Profession) \_\_\_\_\_ and I work for \_\_\_\_\_ (Company/Organization) \_\_\_\_\_.*

### Rubric/Award Area

Elicit information to complete your rubric with the following questions or prompts.

**Icebreaker** – helps to establish team's starting point

While you're setting up, could you raise your hand if this is the first year you have competed in *FIRST*® LEGO® League Challenge? Great, now raise your hand if it is your second year, third year, etc.

How do you all know each other, and how did the team get together?

*Thanks so much for telling us a bit about your team. If you are finished setting up, we are ready to listen to your Innovation Project presentation.*



## Innovation Project Presentation

Team presents their Innovation Project work – Videos and other prepared elements are permitted, but teams should be ready to improvise in case technology fails. Do not interrupt presentations unless they go over 5 minutes. At the end of 5 minutes, you may raise your hand and gently let teams know their time to present is up.



## Innovation Project Question and Answer

Following the presentation, ask some or all of the questions below. If a team effectively addresses any of the questions during their presentation, you can move onto the next question.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
<b>IDENTIFY</b>	
<i>Discovery Core Value</i>	Describe the problem you were trying to solve and how it connects to the season theme. What resources did you use for your research, and which one was most helpful?
<b>DESIGN</b>	
<i>Teamwork Core Value</i>	Describe the steps your team took to work on your innovation project this season. How did you ensure that everyone had an important task to do and that their work was valued by the team?
<b>CREATE</b>	
<i>Innovation Core Value</i>	What is the innovative about your solution, or what makes it different from solutions that might already exist? Did you make any changes or improvements after sharing your solution, and, if so, what did you change?
<b>ITERATE</b>	
	Who did you share your solution with for feedback, and what did they say? Describe the different parts of your model or drawing and what they represent
<b>COMMUNICATE</b>	
<i>Impact Core Value</i>	How could your solution help others and has your solution already made an impact on your community?
<i>Fun Core Value</i>	What has been your team's favorite part of working on your project this season and why?

*Great! Now we would love to hear about your Robot Design. Tell us about your robot.*



## Robot Design Explanation

Team explains their robot design process. Teams are allowed to bring their robot and programs list to the judging session, but should use the time to explain their process rather than demonstrating how their robot or attachments work.



## Robot Design Question and Answer

Some teams may need more encouragement if they are nervous; you can begin asking questions to help them with their explanation. Following the team's explanation, ask some or all of the questions below.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
<b>IDENTIFY</b>	
<i>Discovery Core Value</i>	Which robot game missions did your team attempt to solve and why? Did you use any websites, videos, or guides to help you build or program your robot? Which was most useful?
<b>DESIGN</b>	
<i>Inclusion Core Value</i>	How did you make sure every team member was involved and could share their ideas? How did you make sure every team member understood the robot and coding?
<b>CREATE</b>	
	Tell us about how your robot uses attachments to complete missions. Explain how you used sensors or created different codes to complete missions.
<b>ITERATE</b>	
<i>Innovation Core Value</i>	How did you check that your robot was consistent at scoring points on a mission? Describe one way you improved your robot after testing.
<b>COMMUNICATE</b>	
<i>Impact Core Value</i>	What was an important lesson your team learned from working on your robot design?
<i>Fun Core Value</i>	What part of your robot's design is your team most proud of and why?



## Final Share & Feedback

*Thank you so much for telling us about your Innovation Project and Robot Design. Is there anything else you would like to share with us before we move on?*

Teams may or may not choose to share additional information about their season during this time. If needed, you can ask clarifying questions about their work or move on to the feedback section.

Rubric/Award Area	Elicit information to complete your rubric with the following questions or prompts.
<i>All Core Values</i>	Describe the toughest challenge your team faced and how you overcame it. Of all the things your team accomplished, what are you most proud of? How did your coach help you this season? How did you resolve any conflicts or disagreements that your team had?



## Feedback

*We have some comments, but first, do you have any specific things you want feedback on?*

You may not have comments on every area, but these prompts will help you.

*Okay, let's start with your Innovation Project. [Insert Innovation Project feedback here.]*

*Moving on to your Robot Design. [Insert Robot Design feedback here.]*

*Finally, some comments about your team and Core Values. [Insert Core Values feedback here.]*

Be sure to call out their strengths, (areas where they **Accomplished** or **Exceeded**), using phrases like:

*"We were impressed with your \_\_\_\_\_ because \_\_\_\_\_."*

*"We really liked the way you \_\_\_\_\_. You should be proud of your work!"*

You should also identify areas for improvement (areas where they were **Beginning** or **Developing**), using phrases like:

*"You are making good progress with \_\_\_\_\_. One way you could improve would be \_\_\_\_\_."*

*"As a next step, consider (or have you considered?) doing \_\_\_\_\_."*

Try to balance positive with constructive feedback. Be specific rather than generalizing, and make sure the team understands your point. Always start and end on a positive note.



## Wrap-Up and Goodbye

*Well done, that's everything! Thank you for sharing all your hard work with us. It's clear you learned a lot this season. Good luck and have a great time with the rest of the event.*



## Completing the Rubrics

All judges in your room should come to an agreement on the rubric scores before they are submitted and add written feedback within the time allotted. Written feedback can be the same as what was shared verbally, or additional feedback that you may have.

Hand in the rubrics once they are complete, before the next team enters the room. Rubrics and written feedback will be returned to teams at the end of the event.