Overview

HOW you compete is important





Discovery: We explore new skills and ideas.

Innovation: We use creativity and persistence to solve problems.

Impact: We apply what we learn to improve our world.

Inclusion: We respect each other and embrace our differences.

Teamwork: We are stronger when we work together.

Fun: We enjoy and celebrate what we do!



Teams are assessed on their performance during a tournament **AND** their work during the season.

GP reports: (positive or negative) filed by others during competition

Judging Session (10 min):

- Teamwork Challenge (must remain secret!)
- Interview

2 Coaches are welcome to observe judging, but they cannot speak, help or participate in ANY way.



Optional Items

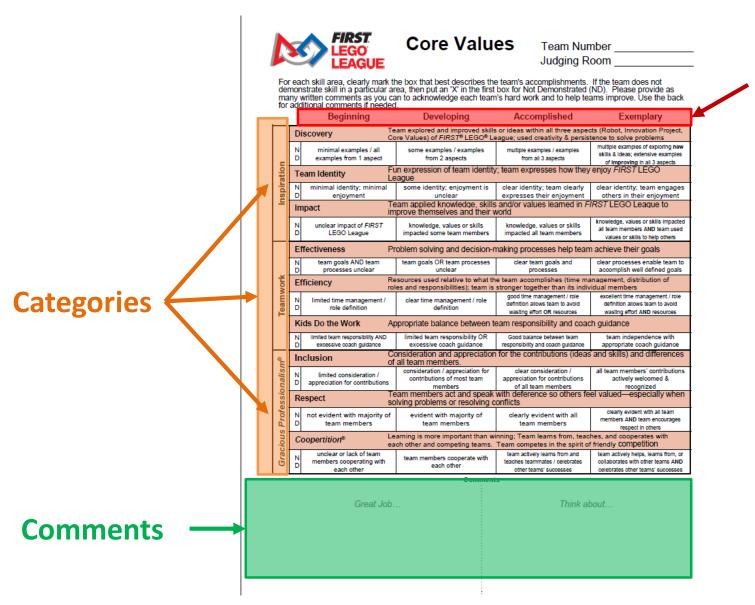
Core Values Poster: This is **NOT** required for Australian competition. It can be a useful tool in interviews.

Core Values Presentation: The team prepares a short description of their Core Values activities. Nothing fancy or dramatic. This is **NOT** required for Australian competition, but can be helpful.



FLL Overview: Project Rubric

Ratings





FLL Overview: CV Rubric

Part 1: Inspiration

		Beginning	Developing	Accomplished	Exemplary	
			eam explored and improved skills or ideas within all three aspects (Robot, Innovation Project, ore Values) of <i>FIRST®</i> LEGO [®] League; used creativity & persistence to solve problems			
nspiration	N D	minimal examples / all examples from 1 aspect	some examples / examples from 2 aspects	multiple examples / examples from all 3 aspects	multiple examples of exploring new skills & ideas; extensive examples of improving in all 3 aspects	
	Team Identity Fun expression of team identity; team expresses how they enjoy FIRST LEGO League					
	N D	minimal identity; minimal enjoyment	some identity; enjoyment is unclear	clear identity; team clearly expresses their enjoyment	clear identity; team engages others in their enjoyment	
Ir	Impact Team applied knowledge, skills and/or values learned in FIRST LEGO League to improve themselves and their world					
	N D	unclear impact of <i>FIRST</i> LEGO League	knowledge, values or skills impacted some team members	knowledge, values or skills impacted all team members	knowledge, values or skills impacted all team members AND team used values or skills to help others	



FLL Overview: CV Rubric

Part 2: Teamwork

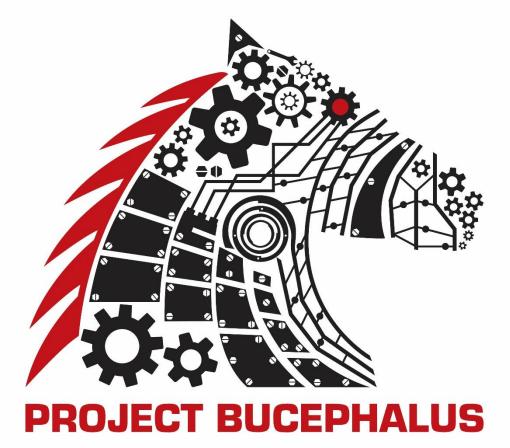
	Beginning		Developing	Accomplished	Exemplary	
	Effectiveness Problem solving and decision-making processes help team achieve their goals					
Teamwork	N D	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals	
	Efficiency Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities); team is stronger together than its individual members					
	N D	limited time management / role definition	clear time management / role definition	good time management / role definition allows team to avoid wasting effort OR resources	excellent time management / role definition allows team to avoid wasting effort AND resources	
	Kids Do the Work Appropriate balance between team responsibility and coach guidance					
	N D	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 appropriate coach guidance	



FLL Overview: CV Rubric

Part 3: Gracious Professionalism

		Beginning	Developing	Accomplished	Exemplary
m^{\otimes}	In		onsideration and appreciation all team members.	for the contributions (ideas	and skills) and differences
nalism	N D	limited consideration / appreciation for contributions	consideration / appreciation for contributions of most team members	clear consideration / appreciation for contributions of all team members	all team members' contributions actively welcomed & recognized
ssio	Respect Team members act and speak with deference so others feel valued—especially when solving problems or resolving conflicts				
Profe	N D	not evident with majority of team members	evident with majority of team members	clearly evident with all team members	clearly evident with all team members AND team encourages respect in others
sious	Coopertition® Learning is more important than winning; Team learns from, teaches, and cooperates with each other and competing teams. Team competes in the spirit of friendly competition				
Grac	N D	unclear or lack of team members cooperating with each other	team members cooperate with each other	team actively learns from and teaches teammates / celebrates other teams' successes	team actively helps, learns from, or collaborates with other teams AND celebrates other teams' successes



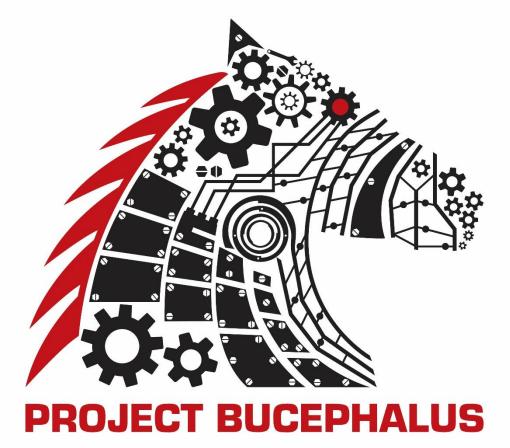
5 Tips for Judging Success





Core Values: 5 Tips

- 1. Practice answering questions
- 2. Energy, Excitement, Enthusiasm!
- 3. Be a team
- 4. Practice teamwork activities
- 5. Take the initiative...



Documentation

Helping the Judges Remember You





Core Values: Documentation

Start Simple:

One-page handout containing:

- Team Photo and Logo
- Who you are
- What you do
- Challenges
- Achievements



Project: Documentation

Work to Comprehensive...

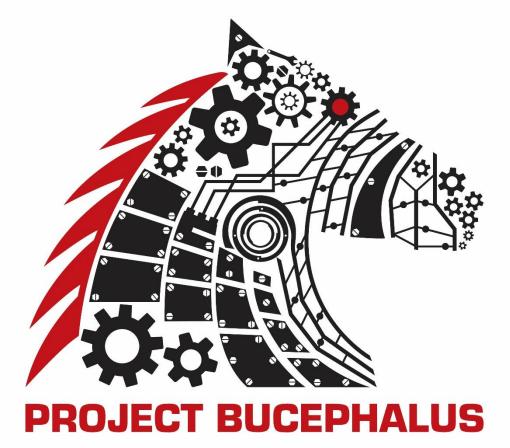


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Teamwork Challenge

Mental / Physical





Teamwork Challenges can usually be classified as one of two types:

Mental: The team has to discuss an issue or solve a puzzle that involves very little physical activity

e.g. Which extinct animal would make the best pet? Pick the most inspiring scientist out of these pictures

Physical: The team has to perform a physical task as a team.

e.g. Build a tower out of marshmallows and dry spaghetti. Form your bodies into the shape of an Australian animal



We have a set of Unofficial Rules for Core Values

(But not enough time to go through all of them)

Rule #6: When it comes to the teamwork challenge, the task is often irrelevant. It's the process that matters.

It's better to fail as a team rather than succeed because a single person did all the work.



Challenge Time!

