



CHALLENGE



RePLAYSM

Part #3:

Core Values

HOW you compete is important...



Applying Core Values

Overview





Core Values Overview

**Gracious
Professionalism**

Coopertition



Core Values Overview



Credit: FLL City Shaper Game Guide



Applying Core Values

Discovery: We explore new skills and ideas.

- Easy for Rookies – necessary for veterans!
- Expand on existing knowledge. Look at other teams for inspiration.
- Try something new
- Not just STEM: leadership, service, teaching, volunteering



Applying Core Values

Innovation: We use creativity and persistence to solve problems.

- “Fail Fast”
- Obvious, Creative, Crazy: Three ways to solve a problem
- Look for inspiration, don’t copy blindly



Applying Core Values

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

- Encourage students to use skills and values outside the competition
- Students can improve themselves
- Teach others



Applying Core Values

Inclusion: We respect each other and embrace our differences.

- Give everyone a voice
- Veterans teach rookies
- Good ideas can come from anywhere
- Celebrate different abilities and outlooks
- You don't have to LIKE each other – but you do have to RESPECT each other.



Applying Core Values

Teamwork: We are stronger when we work together.

- Encourage team identity
- Develop team structure
- Use teamwork games as training!
- Include all students in planning – before and after each meeting.
- Make FLL a team event!



Applying Core Values

Fun: We enjoy and celebrate what we do!

- There's no point in doing this if you don't enjoy it.
- Celebrate the small wins
- Team celebrations
- Set fun traditions
- Enjoy the tournaments!



PROJECT BUCEPHALUS

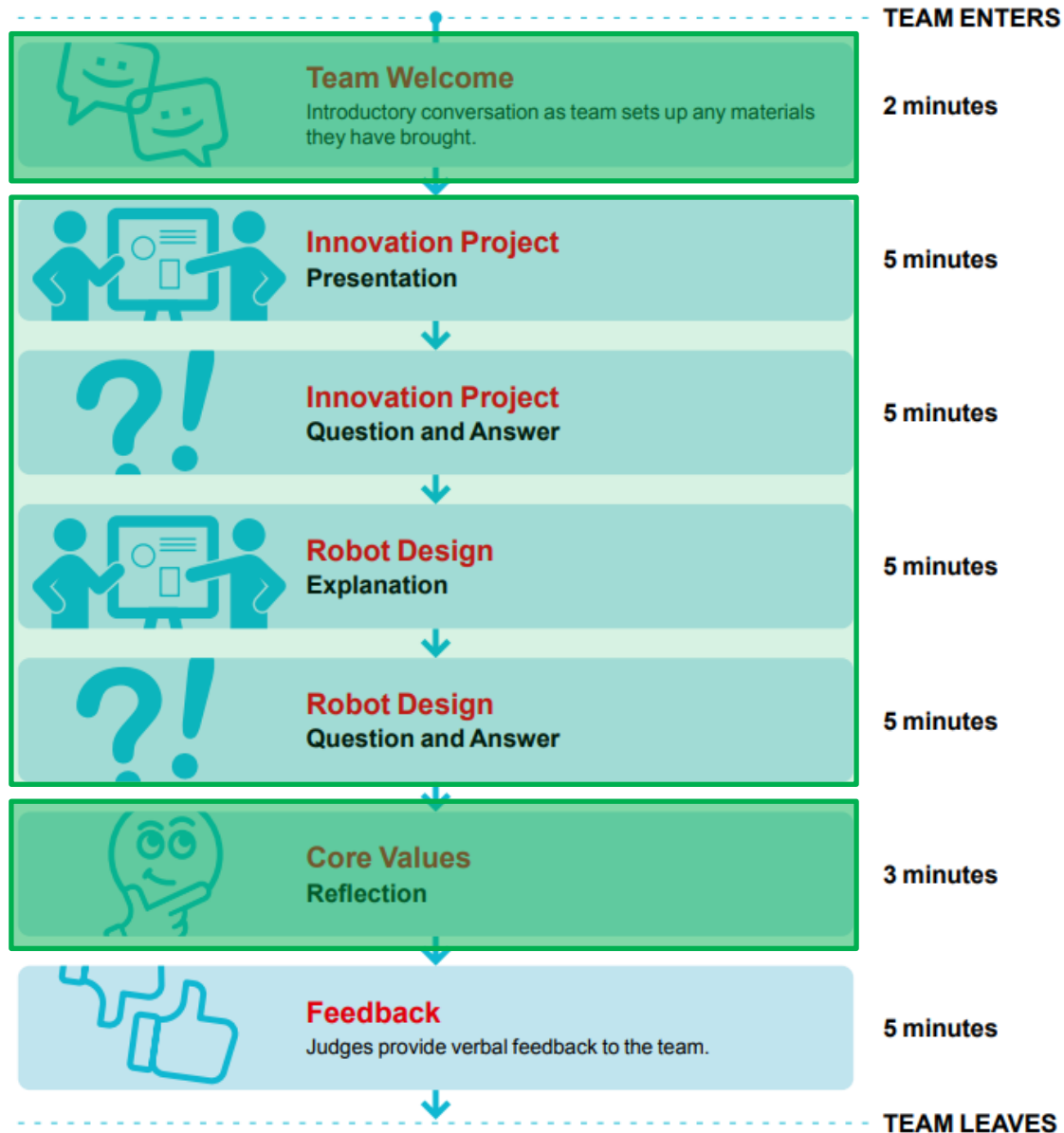
Judging Core Values

Overview





FLL Overview: Core Values





FLL Overview: Core Values

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

Tournament: How a teams acts during a tournament.

- Positive or negative CV reports filed by others
- Reports from Robot Game referees

Judging Session: Show work during the season

- Team Welcome (**Maybe?**)
- Entire Judging session.
- Core Values Reflection

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



FLL Overview: Core Values

Optional Items

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

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: Core Values

Core Values

Team # _____ Team Name _____ Judging Room _____

FIRST LEGO LEAGUE
CHALLENGE

Instructions
The Core Values should be the lens through which you watch the team's presentations. All team members should be demonstrating the Core Values in everything they do. This rubric should be used to record the Core Values observed throughout the judging session.

If the team is a candidate for one of these awards, please tick the appropriate box:

<input type="checkbox"/> Breakthrough Award	A team that made significant progress in their confidence and capability and who understand that what they discover is more important than what they win.
<input type="checkbox"/> Rising All-Star	A team that the judges notice and expect great things from in the future.
<input type="checkbox"/> Motivate	A team that embraces the culture of FIRST LEGO League through team building, team spirit and displayed enthusiasm.

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4	Explain how team exceeds:
DISCOVERY - Team explored new skills and ideas.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INNOVATION - Team used creativity and persistence to solve problems.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
IMPACT - Team applied what they learned to improve their world.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
INCLUSION - Team demonstrated respect and embraced their differences.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
TEAMWORK - Team clearly showed they had worked as a team throughout their journey.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
FUN - Teams clearly had fun and celebrated what they have achieved.				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Feedback Comments

Great Job: _____

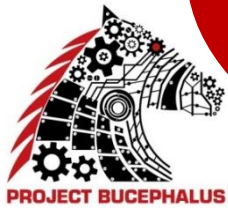
Think about: _____

Awards

Ratings

Categories

Comments



FLL Overview: CV Rubric

Part 1: Discovery

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
DISCOVERY - Team explored new skills and ideas.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Team members should be able to talk about new things they tried this season. **Rookies have the advantage!**



FLL Overview: CV Rubric

Part 2: Innovation

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
INNOVATION - Team used creativity and persistence to solve problems.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Team members should be ready to talk about a problem they overcame



FLL Overview: CV Rubric

Part 3: Impact

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
IMPACT - Team applied what they learned to improve their world.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

How were skills used outside the competition? What was their impact?



FLL Overview: CV Rubric

Part 4: Inclusion

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
INCLUSION - Team demonstrated respect and embraced their differences.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What differences are there? Rookie vs Veteran, Skills, cultures etc

How do you show respect?



FLL Overview: CV Rubric

Part 5: Teamwork

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
TEAMWORK - Team clearly showed they had worked as a team throughout their journey.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Have some examples of teamwork ready to discuss. Show teamwork in the Judging Session.



FLL Overview: CV Rubric

Part 6: Fun

BEGINNING Minimal examples observed across the team. 1	DEVELOPING Some examples observed across the team. 2	ACCOMPLISHED Multiple examples observed across the team. 3	EXCEEDS 4
FUN - Teams clearly had fun and celebrated what they have achieved.			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FUN!! Enjoy the experience - talk about fun during the season and on the day.



FLL Overview: CV Rubric

Awards

If the team is a candidate for one of these awards, please tick the appropriate box:

- | | | |
|--------------------------|---------------------------|---|
| <input type="checkbox"/> | Breakthrough Award | A team that made significant progress in their confidence and capability and who understand that what they discover is more important than what they win. |
| <input type="checkbox"/> | Rising All-Star | A team that the judges notice and expect great things from in the future. |
| <input type="checkbox"/> | Motivate | A team that embraces the culture of <i>FIRST</i> LEGO League through team building, team spirit and displayed enthusiasm. |

Special CV Awards.

Useful for knowing what the Judges are looking for!



PROJECT BUCEPHALUS

Writing Core Values Documentation

Helping the Judges Remember You





Core Values: Documentation

Start Simple: 1-Page Handout

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



Project: Documentation

Work to Comprehensive...



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Core Values

Teamwork Challenges

Not a thing any more...but still useful!





FLL Overview: Core Values

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



FLL Overview: Core Values

We have a set of Unofficial Rules for Core Values

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

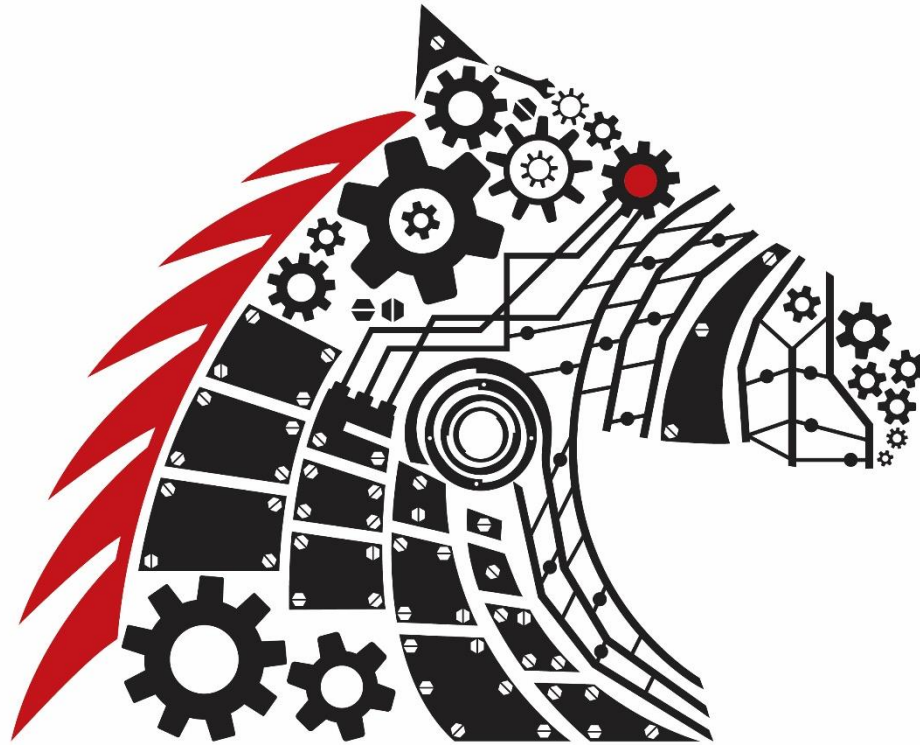
Rule #6: When it comes to the teamwork challenge, the task is often irrelevant. It's the process that matters.

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



FLL Overview: Core Values

Challenge Time!



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