

Part #4: Core Values Overview

FIRST **ENERGIZE**
SM

PRESENTED BY
Qualcomm

Introducing the Core Values



We explore new skills and ideas.



We use creativity and persistence to solve problems.



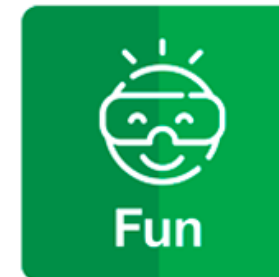
We apply what we learn to improve our world.



We respect each other and embrace our differences.



We are stronger when we work together.



We enjoy and celebrate what we do!



Gracious Professionalism

A way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.



Coopertition

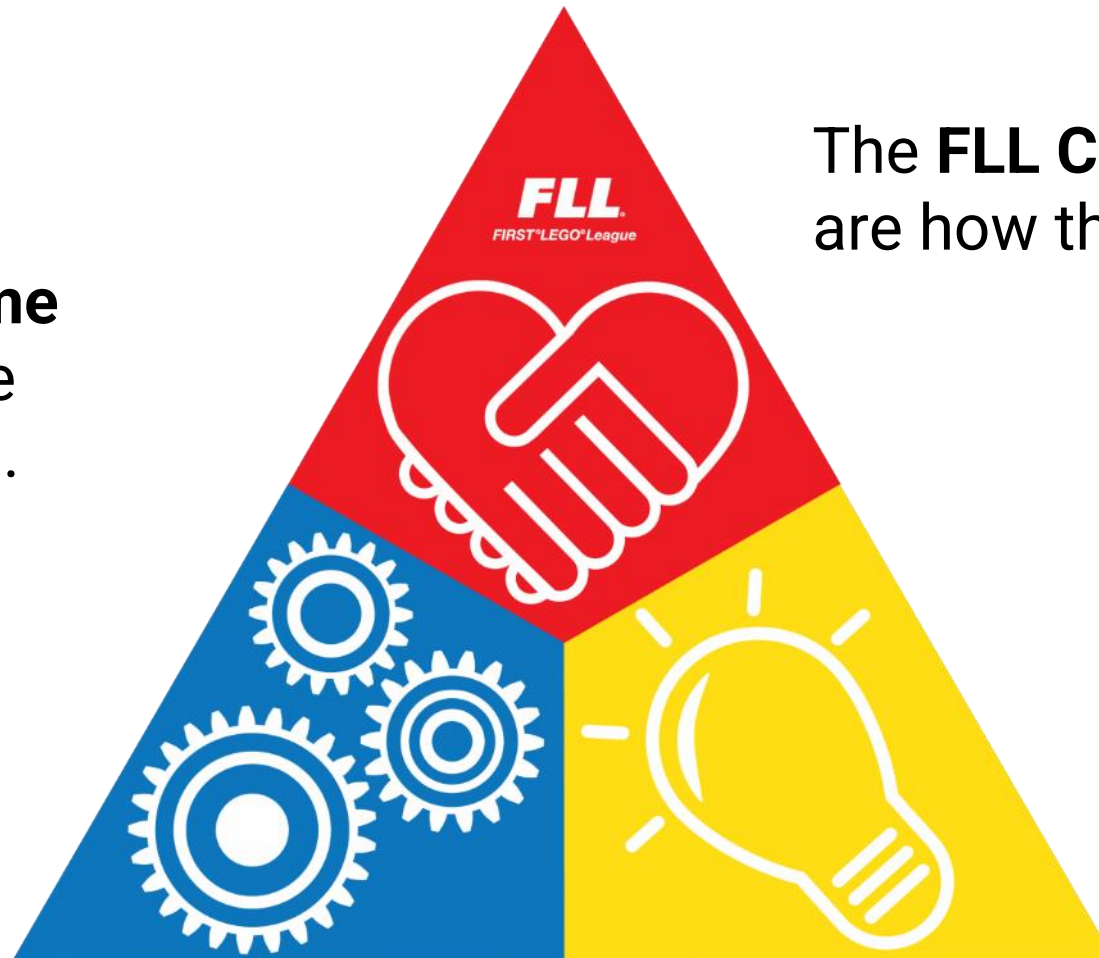
Showing that learning is more important than winning.
Teams can help others even as they compete.



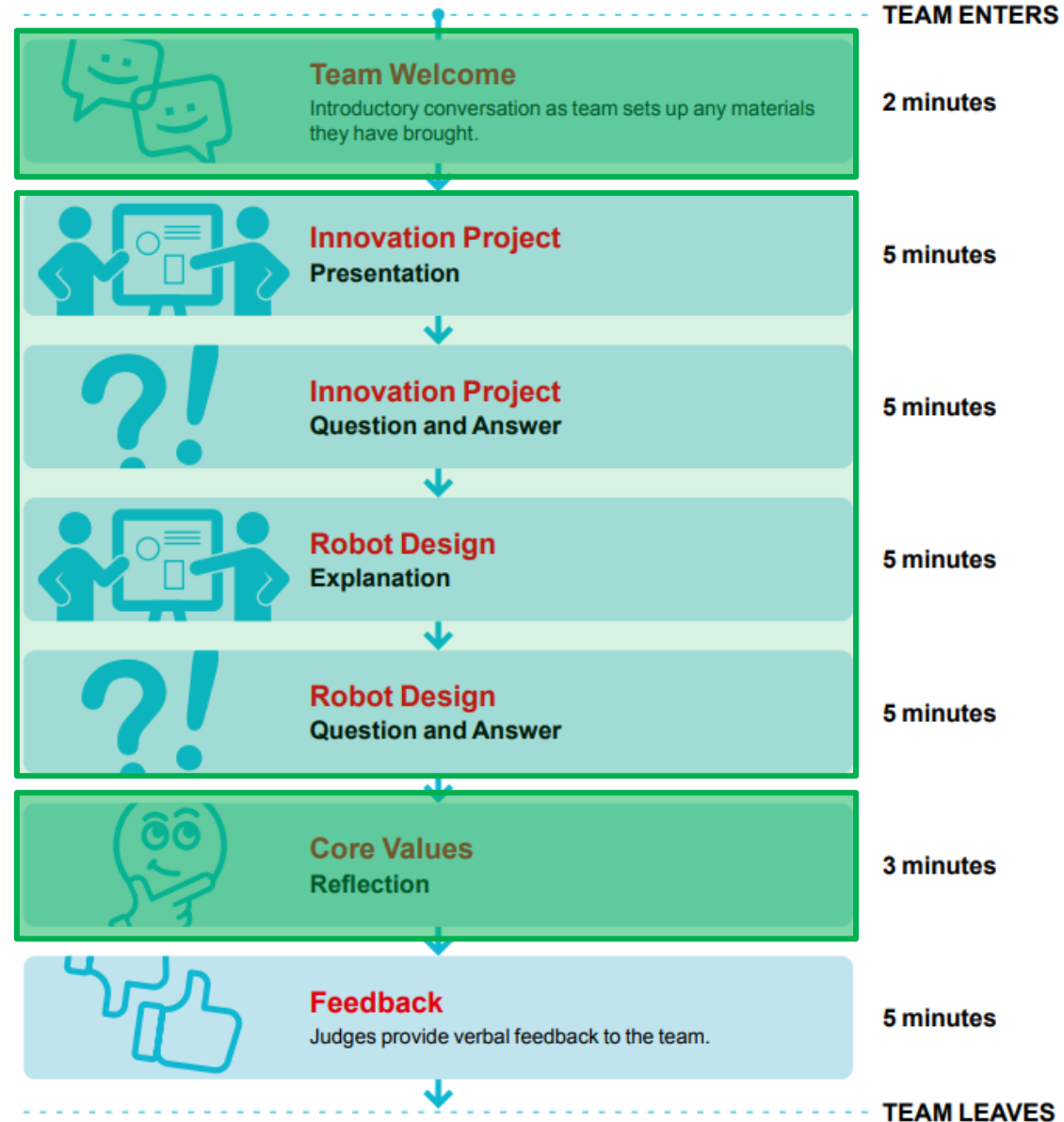
Core Values Place in FLL Overview

The Core Values Place in FLL

The **Robot Game**
and **Project** are
what teams do.



The **FLL Core Values**
are how they do it.





Categories

Comments

Core Values

Team #	Team Name	Judging Room
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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. |

Awards

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"/>	

Ratings

Feedback Comments

Great Job:

Think about:



Core Values

Exploring Further

Overview



Discovery: We explore new skills and ideas.

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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"/>

Explored during the innovation and robot design and game.
Share ways and what the team have learnt new this season.
Rookies have the advantage!



Innovation: We use creativity and persistence to solve problems.

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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"/>

Explored during the innovation and robot design and game
Share examples of Creativity, Problem solving - Thinking
outside the Box



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

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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"/>

Skills are developed in the program but how are they applied outside?
Consider the implications of innovation solutions, outreach, further application



Inclusion: We respect each other and embrace our differences.

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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, Girls in STEM, Skills, cultures, neurodivergent and disabilities etc

How do you show respect?



Teamwork: We are stronger when we work together.

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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"/>

Teamwork makes the dreamwork!

How have your team explored this; roles, time management, task allocation



Fun: We enjoy and celebrate what we do!

BEGINNING Minimally observed across the team. 1	DEVELOPING Inconsistently observed across the team. 2	ACCOMPLISHED Consistently 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"/>

From the beginning to the end...FUN should be a driving force

GP at Robot Game

Pg 6: Robot Game Rulebook

Gracious Professionalism displayed at the robot game table

Referees will evaluate *Gracious Professionalism* for every team at each one of their matches.

The *Gracious Professionalism* points will be added to the points scored on the Core Values rubric during the judging session and will make up a portion of the total Core Values score.

It will be assumed that every team will start with *Gracious Professionalism* that is **ACCOMPLISHED** (3 points). If a referee observes behavior that is above and beyond what is expected, they will score the team's *Gracious Professionalism* as **EXCEEDS** (4 points). Equally, if a team's behavior shows that their *Gracious Professionalism* is still evolving, they will be scored as **DEVELOPING** (2 points).

DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4

Team will start with a **3** and go up or down depending on behaviour at robot game table.

Special 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. |
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PRESENTED BY  **Raytheon**
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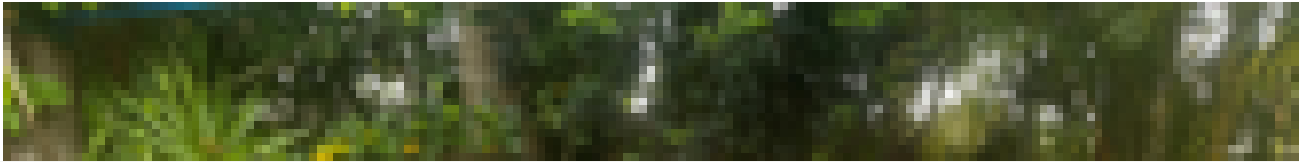
PRESENTED BY  **HAA5**
Gates Hearn Foundation

2022-2023 FIRST[®] Season



TEAM APOLLO

Core Values



Core Values: Documentation

Helping the Judges Remember you!

Start Simple: 1-Page Team Info Sheet

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



FLL Team Information Sheet

Team Apollo - Black

FLL Team Number: _____

Team Name: _____

School/Affiliation/Location: Central Coast Home School Group

Coach: Angie Melville

Mentors: Chris Krough, Leah Siem, Jolene Schultz

Robot's Name: Superman

Robot Design Information

*We had on loan 6 NXT robots from a local high school and started our planning with those as we could have multiple mini teams with identical robots attempting missions and doing preliminary program planning.

*We opted to purchase a new EV3 robot due to its advanced technology and better light sensors.

*We completed all the missions using the ONE main attachment we built. We call it the fishing attachment.

Core Values Information

*We all come from different home schooling families and we have never worked on a project together especially one using so much brain power!

*We learnt Gracious Professionalism means helping everyone to compete at their best.

*We played lots of games to help us work together as a team - and had fun too!

*We like the idea that we can be competing against a team while helping them at the same time (Co-Operation).

Project Information

*It was interesting to learn that Chimps have 98% same DNA structure as humans.

*Animals are really smart. Even an animal such as an ant can tell when an earthquake is coming a few days before.

*We shared our ideas with the CC Home School Community, Minister for Education - Mr Piccoli, Member for Animal Justice Party - Mark Pearson.

Fun Facts About Our Team

*Ad Astra, our motto, means 'Shoot for the stars' (through difficulty).

*We developed team work by making up our own games that included building with marshmallows (and eating them afterwards!).

*We have made a team app to allow us to communicate during the week, upload photos & documents, set schedules etc. This was a great way to get to know each other and share ideas.

Team Picture

☒ We have provided Robot Design supporting materials

☒ We have provided Project supporting materials

☐ We would like our presentation materials returned to us

Work to Comprehensive...



Core Values Table of Contents

Section 1: Meet the Team - Page

- Meet the quirky characters of Team Apollo

Section 2: The history of Team Apollo - Page

- A journey across 7 seasons. How we became who we are today

Section 3: Time Management - Page

Time efficiency and clear roles are essential to an effective running of a team

- Season Timeline
- Sample of Weekly schedules
- Our team Roles
- Our team Rules

Section 4: The Core Values - Page

- Discovery
- Inclusion
- Impact
- Innovation
- Teamwork
- Fun
- Games we enjoy

Core Values: Extra's

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



Core Values Presentation: The team prepares a short intro of their team and Core Values activities.

This is **NOT** required for Australian competition, but can be helpful.

Core Values: Final Overview

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
- CV Scoring in Robot Game

Judging Session: Show work during the season

- Team Welcome
- Entire Judging session.
- Core Values Reflection

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