Part #1: FLL Overview

FIRST ENERGIZE PRESENTED BY Qualcomm

For the Adults: An overview of a very strange competition…

Teams that fail on their own succeed.

Adults that do too much hurt a team's chances of doing well. Judges can tell if an adult was too involved. (ProjectB relies on "Ceremonial Duct Tape")

Mentors teach skills, teams choose how to use them

Provide guidance, give advice, teach HOW to do something, but stop there.

A team's behaviour affects their score

Core Values reports, referees etc.

What we learn is more important than what we win.

They're not kidding about this one. The best way to "lose" the FLL is to try too hard to "win" at it.

More Than Robots…

The Robots are the exciting bit…but they're not everything. Don't forget Project and Core Values

FIRST® Core Values

Teamwork — We are stronger when we work together.

Inclusion — We respect each other and embrace our differences.

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

Fun — We enjoy and celebrate what we do!

Discovery — We explore new skills and ideas.

Innovation — We use creativity and persistence to solve problems.

Required Awards

Robot Design, **Innovation Project**, and **Core Values** are separate parts of the competition.

There is **one** award are available in each category. Each team is restricted to one award.

The **Robot Game** is separate.

The **Robot Performance Award** goes to the team with the highest score (even if they already have a trophy)

Coach/Mentor Award: nominated by team members

*1st, 2nd, 3rd Places added based on tournament size*

Optional Awards

(Included for large tournaments)

- **Breakthrough:** A team that has made significant progress in their confidence and capability in all areas.

- **Engineering Excellence:** A team with an efficiently designed robot, effective Innovative Project solution and great Core Values.

- **Rising All-Star:** A team that the judges notice and expect great things from in the future.

- **Motivate:** A team that embraces the culture of *FIRST*

The Champion's Award

Is awarded to the team with the best all-round ranking in **Robot Game**, **Robot Design**, **Innovation Project**, and **Core Values**.

Innovation Project 25%
Core Values 25%
Robot Design 25%
Robot Game 25%
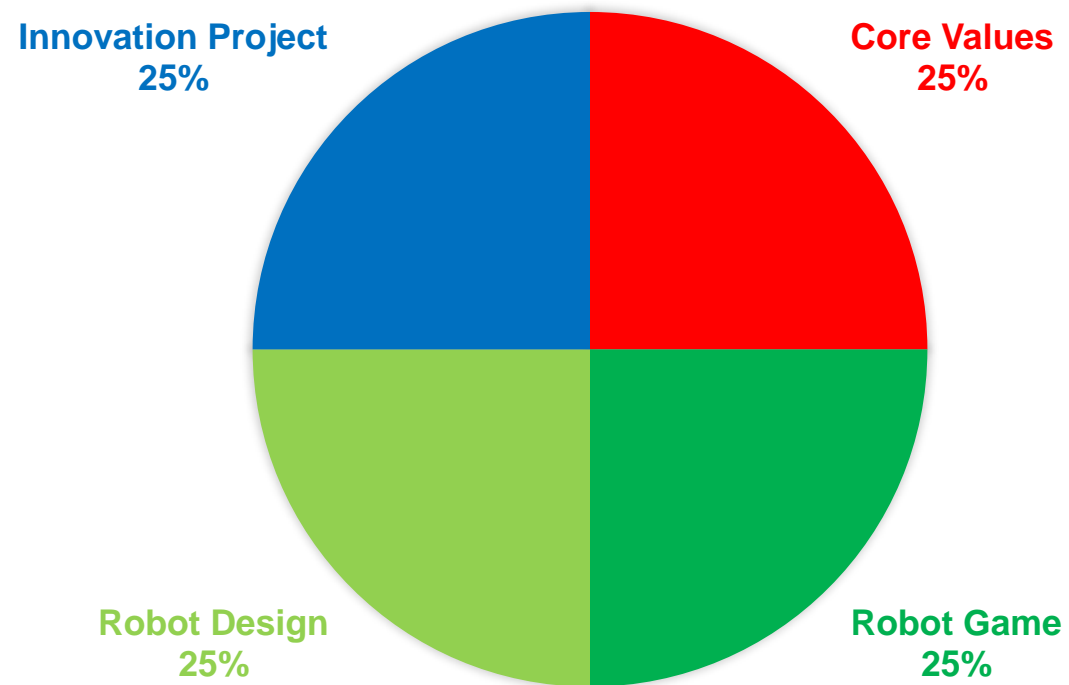
Based on tournament size, a few teams that excel in all categories progress to the next level of competition.

Regional >> National >> International

Advancement

Follows Champion's Award scoring

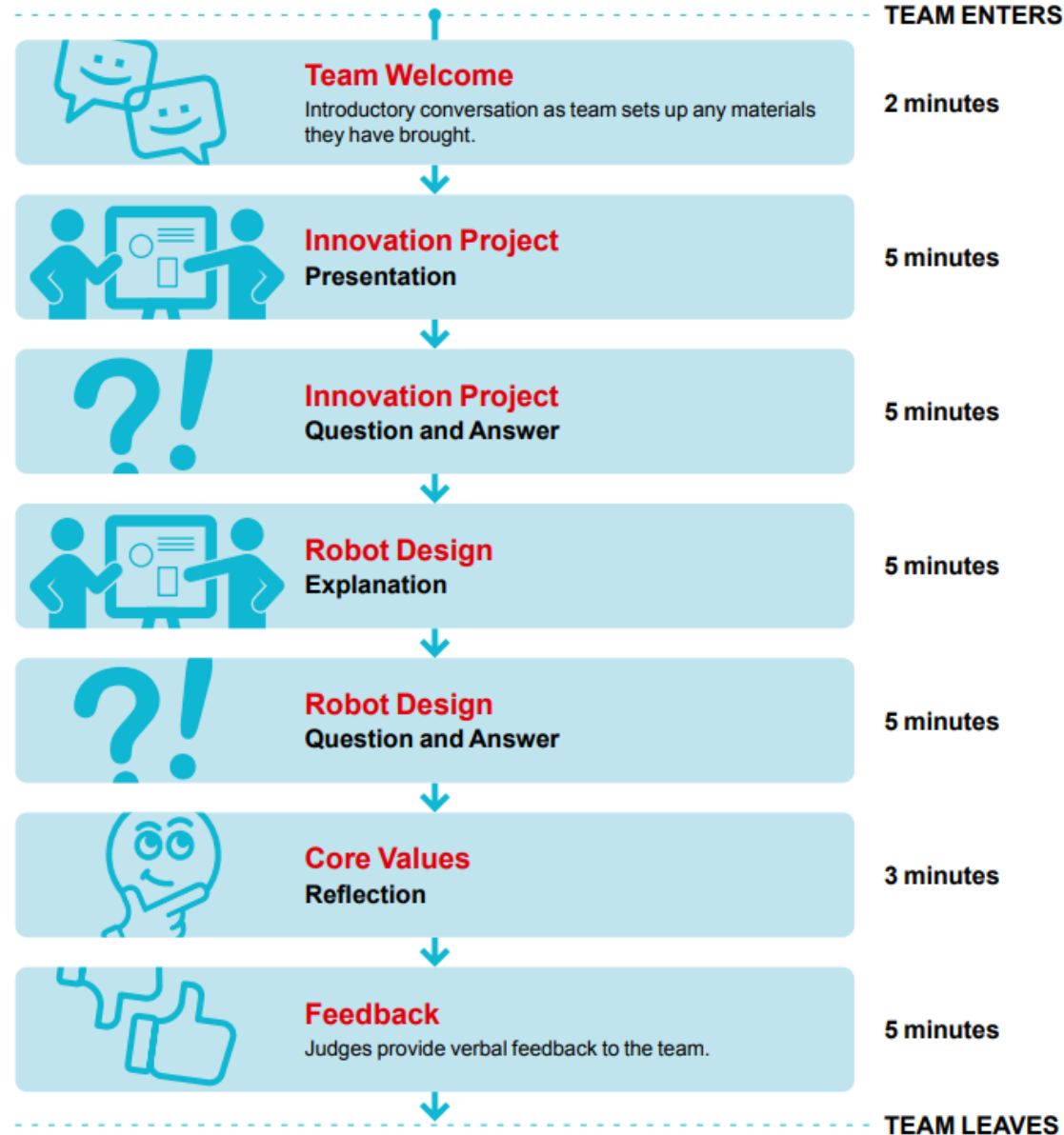Judging gets harsher as you advance to new levels

Robot Game Outcomes:

- Highest Score gets the **Robot Performance Award**

- Gracious Professionalism score counted in Core Values

- Robot Game ranking is 25% of a team's **Champion's Award** score

Robot Game has no other effect on the competition!

Pro Tip: **Make sure your team parents understand this!**

TEAM ENTERS

Team Welcome
Introductory conversation as team sets up any materials they have brought.

2 minutes

Innovation Project
Presentation

5 minutes

Innovation Project
Question and Answer

5 minutes

Robot Design
Explanation

5 minutes

Robot Design
Question and Answer

5 minutes

Core Values
Reflection

3 minutes

Feedback
Judges provide verbal feedback to the team.

5 minutes

TEAM LEAVES

Judging Explanation

Timing

One 30 min session per team. Limits on each section.

Three Areas

A single set of judges will assess each team on Core Values, Innovation Project, and Robot Design. They will do this through observation and by asking questions.

Rubrics

Each set of Judges will see a collection of teams and use the rubrics to rank them. After this, all judges meet to deliberate and rank all teams. This is where awards are decided.

Results

- **Deliberations are secret. You never find out how your team ranked overall.**

- **One Award only (except for Robot Performance).**

- **Weird Stuff can happen: #1 Robot may not advance - #2 Robot may get nothing – A team may advance without an Award!**

2022-2023 *FIRST*® Season