



Part #2: Innovation Project Overview



Innovation Project Outline

From the machines that move us to the electronics that connect us to the ways we power our cities and towns, energy is essential in our lives. Have you thought about where energy comes from? How it's generated? How it gets to you? How much you're using?

Explore your energy journey. How can you reimagine a better energy future?

Identify a specific problem related to improving your energy journey. (An energy journey is where energy comes from and how it is distributed, stored, and used).

Research your problem and your solution ideas.

Design and create a solution that could improve your energy journey.

Share your solution, collect feedback and iterate on your solution.

Create a creative and effective presentation that communicates your solution at an event.



Innovation Project Outline

Mentors provide guidance, but let the kids pick their project.

The Innovation Project is about discovery – not Shark Tank!

You are not restricted to Project Sparks!

Super Powered is about Energy, not just Electricity!

Energy Types?

Picking a Project?

Time for a Demonstration...

(Need some volunteers from the audience)

[Link](#)

Picking a Project?

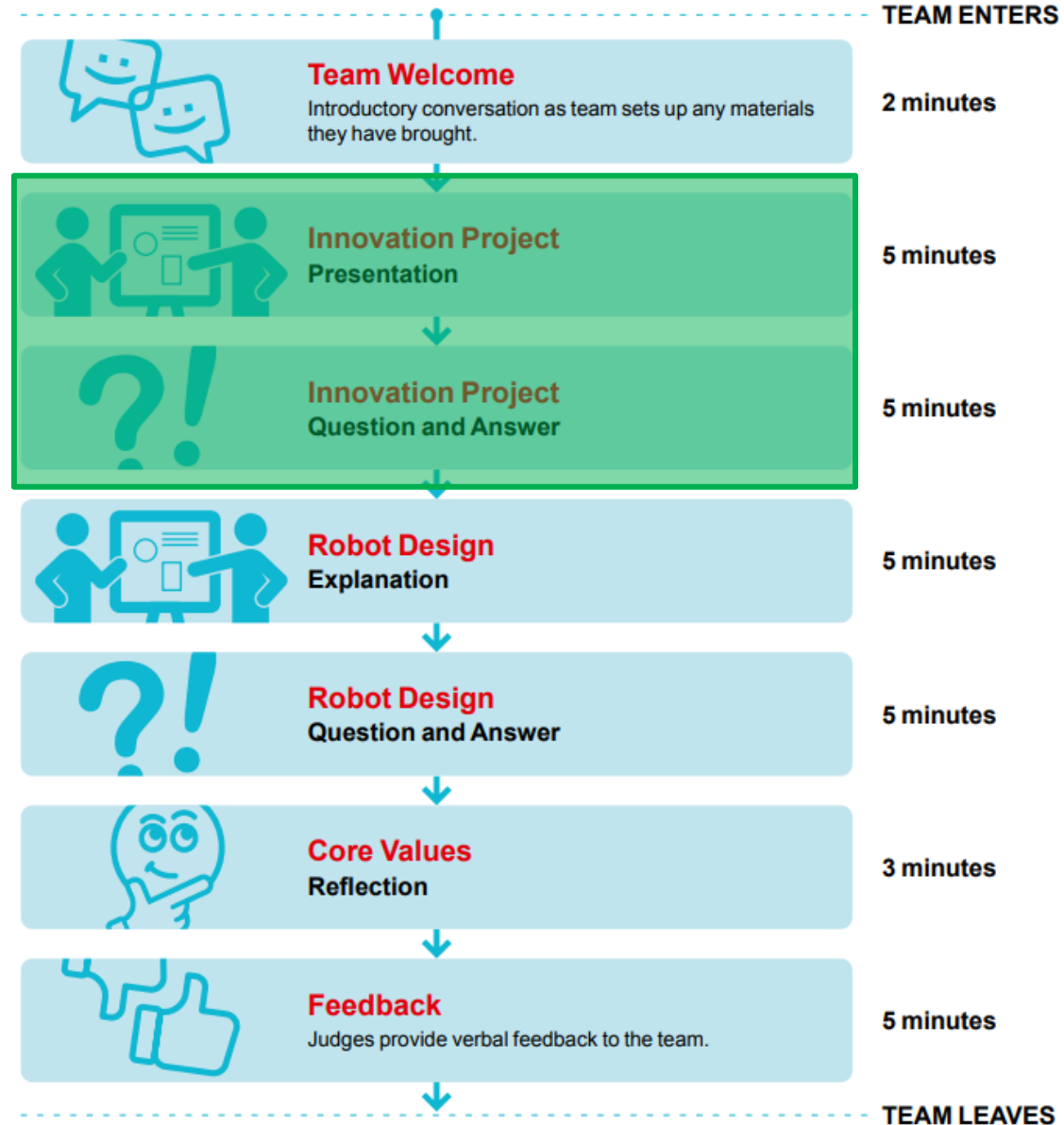
Team Discussion:

Question #1: What are your hobbies/interests?

Question #2: What are your Parent's interests/professions?

Question #3: What is unique about your community?

Question #4: What do you want to learn about?





Judges assess teams in two areas:

Presentation: 5 min to describe the team's Innovation. Any format, any style!

Interview: 5 min to answer questions from the judges.

Notes:

Everyone must be involved in the Presentation in some way

Time to enter (including carrying equipment) counts against total team time

Coaches may accompany team, but cannot speak, help or participate in **ANY** way.



Innovation Project

Team #	Team Name	Judging Room
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Instructions

Teams should communicate to the judges their achievement in each of the criteria below. This rubric should be filled out during the Innovation Project presentation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

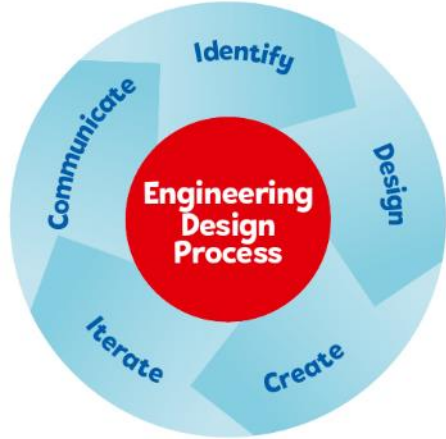
BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
IDENTIFY - Team had a clearly defined problem that it was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Fully clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Some research but quality unclear	<input type="checkbox"/> Wide variety of quality research	<input type="checkbox"/>
DESIGN - Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal idea generation across the team	<input type="checkbox"/> Evidence of some ideas from across the team	<input type="checkbox"/> Evidence of a lot of ideas from across the team	<input type="checkbox"/>
<input type="checkbox"/> Minimal planning with some team members included	<input type="checkbox"/> Some effective planning with some team members included	<input type="checkbox"/> Highly effective planning including all team members	<input type="checkbox"/>
CREATE - Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> A lot of development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> No model/drawing of solution	<input type="checkbox"/> Simple model/drawing which helps to share the solution	<input type="checkbox"/> Detailed model/drawing which helps to share the solution	<input type="checkbox"/>
ITERATE - Team shared their ideas, collected feedback and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Some sharing of their solution	<input type="checkbox"/> A lot of sharing of their solution	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Some evidence of improvements in their solution	<input type="checkbox"/> A lot of evidence of improvements in their solution	<input type="checkbox"/>
COMMUNICATE - Team shared a creative and effective presentation of their current solution and its impact on their users.			
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation very engaging	<input type="checkbox"/>
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others fully clear	<input type="checkbox"/>

Ratings

Categories

Comments

Feedback Comments	
Great Job:	Think about:

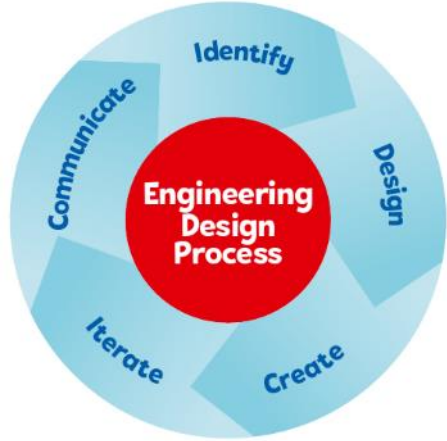


Part 1: Identify

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			<i>How has the team exceeded?</i>
IDENTIFY – Team had a clearly defined problem that was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	<input type="checkbox"/> Partial research from more than one source	<input type="checkbox"/> Clear, detailed research from a variety of sources	<input type="checkbox"/>

Define Problem: Aim for “Clear definition”

Research: Aim for “detailed research from a variety of sources”

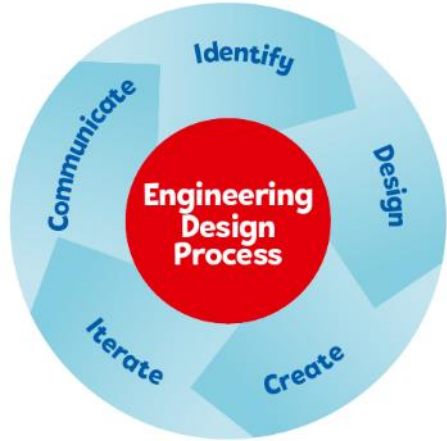


Part 2: Design

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			How has the team exceeded?
DESIGN – Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal evidence of an inclusive selection process	<input type="checkbox"/> Partial evidence of an inclusive selection process	<input type="checkbox"/> Clear evidence of an inclusive selection process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>

Idea Generation: *Clear* evidence of inclusive selection process

Planning: *Clear* evidence of effective plan

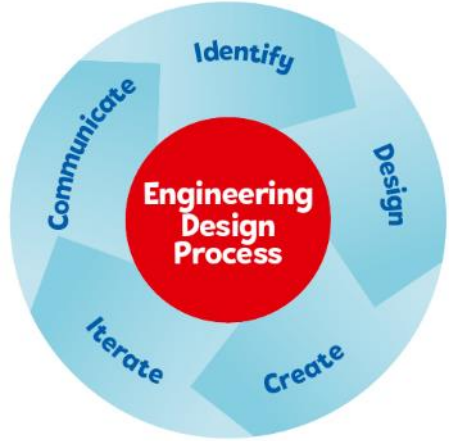


Part 3: Create

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			How has the team exceeded?
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
<input type="checkbox"/> Minimal development of innovative solution	<input type="checkbox"/> Partial development of innovative solution	<input type="checkbox"/> Clear development of innovative solution	<input type="checkbox"/>
<input type="checkbox"/> Unclear model/drawing of solution	<input type="checkbox"/> Simple model/drawing that helps to share the solution	<input type="checkbox"/> Detailed model/drawing that helps to share the solution	<input type="checkbox"/>

Development: How well is the idea developed? Note requirement for innovation and target of a LOT of development

Model/Drawing: How is the idea represented? Level of detail important.

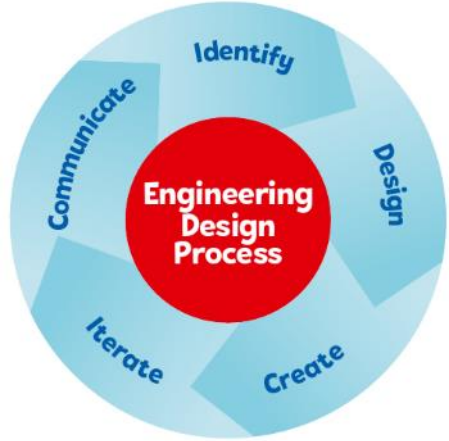


Part 4: Iterate

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			How has the team exceeded?
ITERATE – Team shared their ideas, collected feedback, and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	<input type="checkbox"/> Shared their solution with user OR professional	<input type="checkbox"/> Shared their solution with user AND professional	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Partial evidence of improvements in their solution	<input type="checkbox"/> Clear evidence of improvements in their solution	<input type="checkbox"/>

Sharing: Aim for sharing solution with **USER** and **PROFESSIONAL**.

Improvements: Record how the solution changed. Provide a **CLEAR** evidence.



Part 5: Communicate

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
			How has the team exceeded?
COMMUNICATE – Team shared a creative and effective presentation of their current solution and its impact on their users.			
<input type="checkbox"/> Presentation minimally engaging	<input type="checkbox"/> Presentation partially engaging	<input type="checkbox"/> Presentation engaging	<input type="checkbox"/>
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others clear	<input type="checkbox"/>

Presentation: Aim for an engaging presentation.

Effective: Does the presentation **CLEARLY** show the solution and its potential impact?

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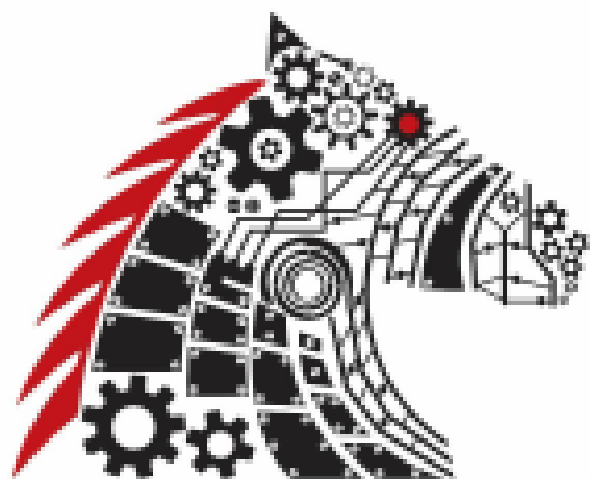


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PROJECT BUCEPHALUS

Research



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Innovation Project: Documentation

Helping the Judges Remember you!

Start Simple: 1-Page Handout

- Team Photo/Logo
- Problem Summary
- Solution Summary
- Solution Picture/Drawing
- List of Sources/Research
- List of Professionals/Sharing
- Alternate Ideas



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 Slett, Jolene Schultz

Robot's Name: Superman

Robot Design Information

Team Members: Amelia Munday, Gemma Krogh, Isaac Schultz, Simeon Harris, Jacob Munday, Channah Lawson, Charlie McCarthy, Lachie Schultz

Core Values Information

Project Information

Fun Facts About Our Team

Team Picture

Work to Comprehensive...



Remember:

- This method is overkill for most teams
- International Standard
- Schooling

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