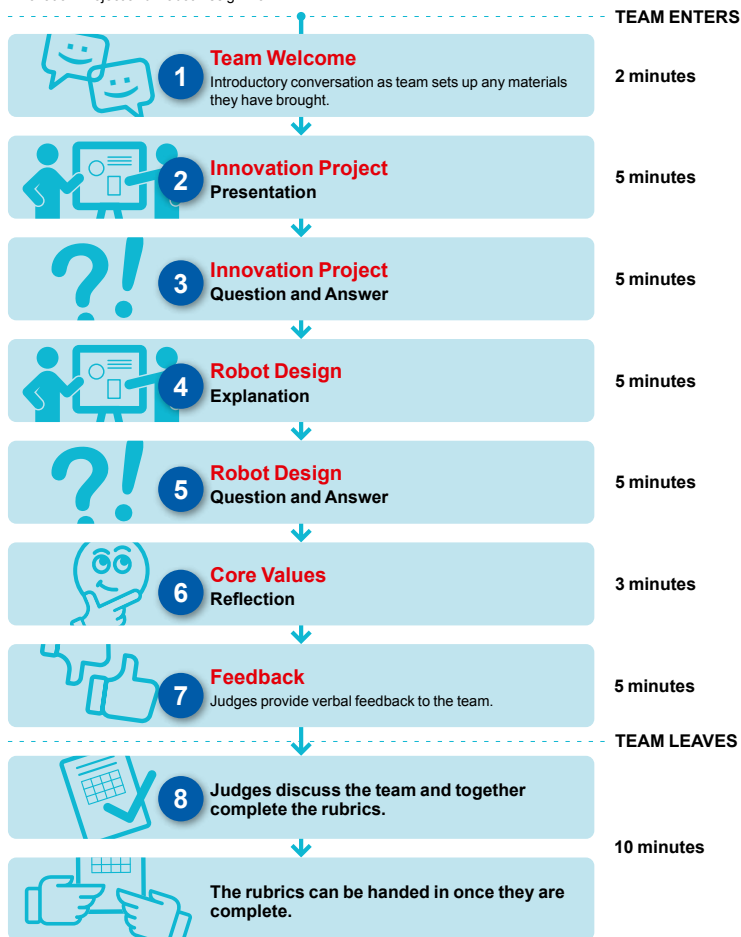# Understanding Judging

Judging Session Flowchart for Judges

Teams should be demonstrating Core Values in everything they do. The judges are excited to see how they show TEAMWORK, DISCOVERY, INCLUSION, INNOVATION, IMPACT and FUN as they present their Innovation Project and Robot Design work.

This is the team's time to shine, so try to settle their nerves and encourage them. Please make sure they don't leave anything in the judging room, including any documentation, when they leave.

FIRST LEGO LEAGUE CHALLENGE

TEAM ENTERS

1 **Team Welcome**
Introductory conversation as team sets up any materials they have brought. — **2 minutes**

2 **Innovation Project**
Presentation — **5 minutes**

3 **Innovation Project**
Question and Answer — **5 minutes**

4 **Robot Design**
Explanation — **5 minutes**

5 **Robot Design**
Question and Answer — **5 minutes**

6 **Core Values**
Reflection — **3 minutes**

7 **Feedback**
Judges provide verbal feedback to the team. — **5 minutes**

TEAM LEAVES

8 Judges discuss the team and together complete the rubrics. — **10 minutes**

The rubrics can be handed in once they are complete.

1. During setup, the judges will ask questions to find out about the team and what experience they have in the program.

2. The team can present their Innovation Project uninterrupted by the judges.

3. Judges use the rubric to find out more about the Innovation Project solution and anything the team did not make clear during their presentation.

4. Judges listen as the team explains how they worked on the robot and demonstrate their understanding of their programs.

5. Judges use the rubric to find out the depth of the team's understanding of the robotics and coding.

6. The Core Values are evaluated throughout the judging session, but this reflection section is for the judges to ask additional questions.

7. To inspire the teams, the judges give immediate verbal feedback on what the team did well but also on where further work would improve their performance.

8. After the team leaves, the judges work together to complete and submit the rubrics.

If there is too much information for the team to cover in detail, visual aids can be very useful references. Make sure the team practices how they will use them in the judging session.

JUDGE

JUDGE