Design	
Team Number	
Team Name	

Strategy, Process, Problem Solving	Score (1-10)

- Basic Understanding of design process.
- Evidence of conceptual planning, building, testing, refining of robot, manipulators and progams.
- Effective strategic planning, combining missions tasks, plotting routes, using manipulators and/or program slots.

Locomotion and Navigation	Score (1-10)

- Goes defined distances most of the time.
- Not too fast for accuracy or too slow to accomplish mission.
- Turns, and moves between points, reasonably accurate and consistent
- May use sensors to improve accuracty and consistentcy

Kids Did the Work	Score (1-10)

- Knowledge of programming show moderate understanding of design, science and technology behind (age specific expectations).
- Building/programming mostly directed by team members, with help from coach.

Structural	Score (1-10)

- Robot assembled with no errors, but slowly.
- Robot base stable but not robust.
- Attachments, if used, modular, function most of the time, and/or take some time to assemble
- Attachments, if used, somewhat precise and/or repeatable
- Robot designed by team

Overall Design	Score (1-10)

- Robot lacks some critical design components: works, stays together, efficient parts use, attachments easy to add/remove, simpler than comparable robots.
- Most components work together
- Most components look like they belong together.
- Robot completes 70% of missions

	Final Score

Comments

Judge's initials _____

Refer to the rubrics in the FLL Team manual for complete descriptions of criteria. To help judges, the GOOD level is listed on this sheet.