

# FLL ROBOTICS

CHALLENGE  
JUDGING v.2

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# AGENDA

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Your Judges

FLL Judging Process

Rubrics

“Sausage Making”

Awards

# WHO ARE YOUR FLL JUDGES

- A DIVERSE GROUP OF VOLUNTEERS
- VARIETY OF CAREER BACKGROUNDS
- VARIETY OF LIFE EXPERIENCES
- LARGE AGE RANGE
- TRAINED IN THE "FLL METHOD"
- PASSION FOR STUDENT SUCCESS

*"VOLUNTEERING AS AN FLL JUDGE: WHERE YOU GIVE YOUR TIME AND GET INSPIRED TENFOLD BY THE BRILLIANCE OF YOUNG MINDS"*

*- ANONYMOUS*

# FLL JUDGING PROCESS - TIMING

- 30 MINUTE TOTAL TIME
- 2 MIN SETUP & WELCOME
- 5 MIN INNOVATION PROJECT
- 5 MIN Q & A
- 5 MIN ROBOT DESIGN
- 5 MIN Q & A
- UP TO 8 MIN FINAL SHARE & FEEDBACK

# FLL JUDGING PROCESS – LOGISTICS

- PLEASE BE ON-TIME!
- TEAMS ARE JUDGED BY 2-3 JUDGE "POD" WHO COLLABORATE TO REACH A FINAL SCORE.
- SPECTATORS ARE ALLOWED....BUT PLEASE, NO COACHING DURING SESSION

# FLL JUDGING PROCESS – TIPS

- REHEARSE, REHEARSE, REHEARSE
- ELABORATE ON YOUR PROCESS
- DISCUSS YOUR COMMUNICATION WITH YOUR EXPERT(S) AND WITH POTENTIAL STAKEHOLDERS
- WE LIKE TO SEE MODELS
- DIVIDE THE WORK AND SUPPORT EACH-OTHER

THE SECRET TO YOUR SUCCESS  
READ, UNDERSTAND, ADDRESS

# FLL RUBRICS

*"RUBRICS ARE THE SECRET RECIPE FOR FAIR  
JUDGMENT, OBJECTIVITY, TRANSPARENCY, AND  
KEEPING BIAS AT BAY."*

*- ANONYMOUS*

# WHY WE USE THE RUBRICS

- PROVIDES A SHARED STANDARD
- JUDGE AGAINST THIS STANDARD
- TEAMS NOT JUDGED AGAINST EACH OTHER
- TEAMS MUST FULLY MEET MILESTONE CRITERIA TO ACHIEVE A HIGHER SCORE



# RUBRICS FOCUS – INNOVATION PROJECT

## FIVE MAJOR AREAS WE LOOK AT:

1. IDENTIFY (THE PROBLEM!!!)
2. DESIGN (YOUR PLAN TO INVESTIGATE)
3. CREATE (YOUR NEW IDEA TO ADDRESS PROBLEM)
4. ITERATE (HOW YOU IMPROVE ON THE IDEA)
5. COMMUNICATE (2-WAY / GET FEEDBACK)

TELL US ABOUT.....

# RUBRICS FOCUS – ROBOT DESIGN

## FIVE MAJOR AREAS WE LOOK AT:

1. IDENTIFY (MISSION STRATEGY, RESOURCES)
2. DESIGN (COLLABORATION ON DESIGN AND DEVELOPMENT OF BUILDING AND CODING SKILLS)
3. CREATE (NEW ROBOT & CODE TO ADDRESS MISSION STRATEGY)
4. ITERATE (HOW DID YOU IMPROVE ROBOT & CODE)
5. COMMUNICATE (WHAT DID YOU LEARN? HOW DID YOU CELEBRATE YOUR PROGRESS?)

TELL US ABOUT.....

# RUBRICS SCORING

## FOUR MAJOR MILESTONE LEVELS

1. BEGINNING – “UNCLEAR” “MINIMAL”
2. DEVELOPING – “PARTIAL” “SOME”
3. ACCOMPLISHED – “CLEAR” “DETAILED”
4. EXCEEDS – THESE ARE RARE! THEY NEED TO ELICIT A REAL “WOW!” IN THE JUDGES

WE CARE MOST ABOUT YOUR PROCESS!

## TEAMS SCORED – NOW WHAT

COMPUTER ROLLS-UP THE SCORES BUT  
THE JUDGES MAKE THE ASSIGNMENTS.

1. JUDGES FOLLOW A RIGOROUS STRUCTURED STANDARD PROCESS TO ASSIGN AWARDS.
2. GOAL -RECOGNIZE ACHIEVEMENT WIDELY
3. # OF AWARDS BASED ON SIZE OF MEET
4. TEAM CAN WIN ONLY 1 AWARD  
(+ ROBOT PERFORMANCE IF APPLICABLE)

# REQUIRED AWARDS

(+ UP TO 3 FINALISTS EACH)

- CHAMPION'S AWARD
- ROBOT PERFORMANCE
- CORE VALUES AWARD
- INNOVATION PROJECT AWARD
- ROBOT DESIGN AWARD

# REQUIRED AWARDS

(UP TO 6 WINNERS)

- COACH / MENTOR AWARD  
(VIA NOMINATIONS)

# OPTIONAL AWARDS

(UP TO 3 WINNERS EACH)

THESE ARE NOT ANY LESS THAN THE REQUIRED AWARDS; BUT SINCE THEY ARE AWARDED AFTER THE REQUIRED ONES, THE TEAMS HIGHER UP ON THE CHAMPION'S RANK TEND TO GET THE REQUIRED AWARDS.

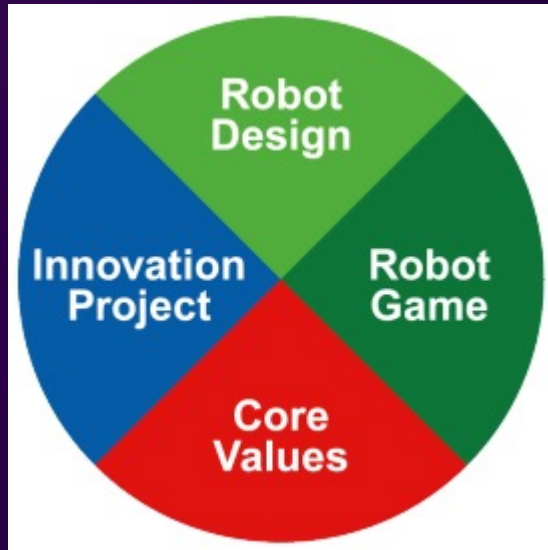
- ENGINEERING EXCELLENCE AWARD
- BREAKTHROUGH AWARD
- RISING ALL-STAR AWARD
- MOTIVATE AWARD
- PEER AWARD (VIA NOMINATION)

# ADVANCEMENT

- X-NUMBER (BASED ON THE SIZE OF THE TOURNAMENT) OF TEAMS WILL ADVANCE TO FURTHER COMPETITION
- ADVANCEMENT IS BASED ON CHAMPION'S SCORE



# IT IS ALL IMPORTANT



"Success in all four parts of the competition is like a four-legged chair—leave one out, and the whole thing topples."

– Anonymous

## Determining the Champion's Rank

$$\text{INNOVATION PROJECT RANK} + \text{COREVALUES RANK} + \text{ROBOTDESIGN RANK} + \text{ROBOT GAME RANK} = \text{CHAMPION'S SCORE}$$

*These Champion's Scores are ranked to produce the CHAMPION'S RANK. The lowest score will be the top ranked team.*

THANK YOU  
GOOD LUCK!

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