Intro to FIRST® and FLL
- What is FLL?
- Gracious Professionalism
- FLL Core Values

What is an FLL Tournament?

Preparing to Judge
- What to Expect
- What Information You Need to Know

Types of Judging
- Teamwork
- Robot Design
- Project

Judging Process
- Team Evaluation
- Awards Deliberations

Sample Judging Sessions
FLL Judge Training

Introduction to FIRST® and FIRST® LEGO® League
The mission of \textit{FIRST}® and \textit{FIRST}® LEGO® League is to inspire young people to be science and technology leaders, by engaging them in exciting mentor-based programs that build science, engineering and technology skills, that inspire innovation, and that foster well-rounded life capabilities including self-confidence, communication and leadership.
What is FLL?

Helps children, ages 9 to 14, discover the fun in science and technology while building self-confidence, knowledge and life skills

“I want to build things nobody else has even thought of yet.”

Charles Peterson, FLL Team Member (10 years old)
What Is FLL?

How It Works

PROBLEM SOLVING AND CREATIVITY
- Present kids with a real-world problem
- New scientific theme each year

TEAMS OF STUDENTS AND MENTORS
- Work as a team
- Learn with adults and mentors

DO IT ALL IN 8 WEEKS
- Building, programming, testing, investigating solutions
- Competing with peers in high-energy tournaments
- Presenting solutions to a real-world problem to a panel of judges
What Is FLL?

International program created through a partnership between FIRST® and The LEGO® Group

**INSPIRES** children, ages 9 to 14, to participate in science and technology

**ENGAGES** kids in playful and meaningful learning

**PROVIDES** a fun, creative, hands-on learning experience

**CHALLENGES** kids to solve real-world problems using robotics

**TEACHES** children to experiment and overcome obstacles

**BUILDS** self-esteem and confidence
What Is FLL?

FLL Impact Globally

2008 Season
• 13,705 teams

2009 Season (projected)
• 14,600 teams

Outside U.S. & Canada

U.S. & Canada

0  5,000  10,000  15,000
FLL Philosophy

• Everyone is a winner
• FIRST® LEGO® League is designed to be a celebration of achievement
• Judges learn from participants
• Mentors learn from teams
• Students leave wanting more
• It's not about building robots; it's about robots building people
Gracious Professionalism

Dr. Woodie Flowers, FIRST® National Advisor

- Gracious Professionalism is part of the ethos of FIRST®
- It's a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community
- Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process
We are a team.

We do the work to find solutions with guidance from our coaches and mentors.

We honor the spirit of friendly competition.

What we discover is more important than what we win.

We share our experiences with others.

We display Gracious Professionalism in everything we do.

We have fun.
Welcome and Thank You!

- Thank you for agreeing to serve as a judge for a FIRST® LEGO® League event!
- You were asked to serve as an FLL judge because we believe that your professional accomplishments make you an ideal role model for the students – as well as the engineers and other professionals – participating in the program
- In other words, you are a hero, and we are delighted that you could find the time in your busy schedule to assist us in reaching our mission!
FLL Judge Training

What is an FLL Tournament?
The Challenge

Every Year Brings a New Challenge

Robot Game
• design, build, test, and program autonomous robots that must perform a series of tasks, or missions

The Project
• conduct research and create an innovative solution to an aspect of the Challenge and present that solution
• Working in teams of up to 10 kids and guided by at least one adult coach, team members have about 8 weeks to:
  – Build an autonomous robot that will, in 2 minutes and 30 seconds, complete pre-designed missions
  – Analyze, research, and invent a solution for a given assignment, and present it to their community
The culmination of all that hard work for many teams is participation in an FLL event

FLL events are much like sporting events!

- Referees monitor and score the robot game
- Judges review team presentations
- Teams earn awards and trophies
- It’s a pumped-up environment with music and excitement, and there is a ton of cheering
All categories receive equal emphasis.

All teams should also observe FLL Core Values while competing in the 4 parts of an FLL Competition, and throughout their season.
Judged in one of four ways

- question and answer interview session
- observe teams in action during the course of the day/visit teams in the pits
- observing teams as they complete a hands-on teamwork activity and then asking questions
- teamwork judges working in the technical and project interviews, asking teamwork-specific questions
- Your tournament organizer will tell you what method he/she will use to judge teamwork at your event
FLL Competition

All Categories Receive Equal Emphasis

Project

- 5 minutes for the project presentation
  - includes setup time
- Followed by a question and answer period
- May perform a skit, a PowerPoint presentation, songs, or choose another creative way to share their project solutions
• Interview with each team to discuss the design and programming of their robot
• Interviews take place in a separate judging area, which should include an FLL Challenge table (or surface with borders) with a field setup kit
• Your tournament organizer will tell you what format your technical interviews will use.
FLL Competition

All Categories Receive Equal Emphasis

Robot Performance

- Score based
- Officiated by referees
  - Using rules and guidelines for the Challenge
- Your tournament organizer will tell you the criteria for excellence in Robot Performance

Project

Teamwork
A complete picture of how well a team understands FLL Core Values comes from input from all judges and other tournament personnel, such as referees.
Teams Have a Chance to Compete and Show What They’ve Learned

• A celebration of the teams’ accomplishments during the season
• The Tournament is about giving children a unique and stimulating experience
• Learn the value of teamwork
• Bring the FLL Core Values they learn back to their communities
• Everyone has fun!
Celebration & Showcase

- Treat their accomplishments and their work with respect
- One negative comment from a judge can have a devastating effect on teams
- Make it your goal as a judge to ensure that the teams:
  – know what they did well
  – have a positive experience showcasing their achievements

"Kids go where there is excitement. They stay where there is love." – Zig Ziglar
FLL tournaments are supposed to be FUN!

Focus on FLL mission to get children excited about science and technology

These are children who worked hard all season to make it to the tournament

“There's no point in being grown up if you can't be childish sometimes.” – Doctor Who
FLL Judge Training

Preparing to Judge

“In preparing for battle I have always found that plans are useless, but planning is indispensable.” – Dwight D. Eisenhower
• Judge the teams based upon the information provided to you by the tournament organizer and by FLL
• Personal opinions that are not based on these materials and the team’s performance should never be part of the judging process

“When people talk, listen completely. Most people never listen.”
Ernest Hemingway
Conflicts of Interest

• To protect the integrity of the awards, FLL requires that judges with any affiliation to a team:
  – advise Judge Advisor and other judges of the affiliation
  – refrain from commenting upon the team
  – abstain from voting for the team
  – refrain from influencing the judges’ decisions on such team in any manner
What to Expect

• Some children are talkative, while others are very shy
• You may have to ask more questions of some teams to arrive at the same information that another team gives you voluntarily
• Be prepared to re-word your questions if you find that the children are struggling to understand or answer
• Try not to ask questions that allow the teams to answer with a yes or no, and encourage the teams to elaborate on their answers.
• Have age-appropriate expectations
Adult Intervention

• Children are expected to do the work
  – Adult coaches and mentors are guides
  – Don’t assume that the children couldn’t do a project or certain programming – ask them!

• If you believe that adults did the work for the children – or if children tell you that their coach or mentor did the work – that team should be marked down accordingly

• Many tournaments limit the number of adults allowed into judging sessions
  – Your Judge Advisor can tell you what your tournament’s policy is
What to Expect

• Be polite and respectful, but do not allow the coach to answer questions for the team
• Take note when teams look to their coach for answers, and try to determine if the children know the answer and are just nervous, or if they’re looking to their coach to find out how to answer
• The children will be nervous – a tournament is a stressful experience
• Asking them questions about their robot or their project can help to put them at ease
• Try to ensure that each team leaves your judging room feeling positive about their performance in FLL
Help to Set a Positive Tone

• Be a role model – include your background when interacting if you can
• Maintain your sense of humor and don’t take yourself too seriously.
• You can tell when children are excited about a certain subject or portion of their work  
  – Let them go into detail (time permitting) whenever possible
• Make eye contact  
  – Stay at eye level whenever possible
• Be aware of your tone of voice – indicate interest and excitement
• Smile!

"Children need models rather than critics." – Joseph Joubert, French Essayist
• All children are unique and special
• Each has strengths
• Each has challenges
• Each has different ways to deal with or overcome challenges
• Some of these differences may be misunderstood or misinterpreted
• Be positive and patient

Praise the young and they will flourish. – Irish Proverb
Judging Children

Understanding Differences

• Children with limited social skills may still be knowledgeable
  – These kids just have trouble expressing their ideas
• Some behaviors are not learned
• Some problems are neurological in nature
  – These students can't vs. won't
  – Experiences don't generalize to other situations
  – Lack flexibility in dealing with new situations or abstracting ideas
  – May blurt out blunt or inappropriate comments
  – May distance themselves from their team physically
• Lack of eye contact
  – Socially adept people may not understand
  – Could be cultural or a result of upbringing
  – Sitting next to this child, rather than face-to-face, allows for clearer communication with fewer misunderstandings

• Asking the right question
  – What the questioner may see as not answering a question may actually be a unique take on the problem
  – You may have asked the wrong question!

• Often kids have an intense interest in one area to the exclusion of others
  – For example a child may know everything about the gears and not see the big picture (the robot)
Judging Children

Understanding Differences

• Some children may take longer to process and answer
  – Characteristic of many high ability students
    • May sometimes get left behind compared to kids who are quick on their feet
  – May be a personality style - reflective vs. impulsive.

• Some children may have good rote memory
  – May have many facts memorized and therefore seem more rehearsed

All children have individual differences. Remember this fact and adjust your expectations accordingly.
• Ask leading/probing questions to stimulate thought process
  – “What do you think would have happened if you had done... ?”
  – “What was the hardest part of... ?”
  – “Why do you think your design is the best approach to accomplish the missions?
• Engage a distracted, detached, or “fiddly” child by name and calmly ask about their area of expertise on the team
  – “what did you contribute” or “how does this work” questions let them demonstrate their positive contributions to the team
  – Ask direct questions that include only one thought at a time

“It is better to know some of the questions than all of the answers.” – James Thurber
• Probe a statement that you don’t understand, or seems to be inconsiderate or a non sequitur with a non-judgmental comment, such as, “Please explain what you meant.”
  – Children may take the question literally and may not mean for their answer to sound disrespectful or offensive
• Children may talk with great enthusiasm
  – They may not pick up on nonverbal cues to stop talking or to include others in conversation
  – The child’s teammates may be hesitant to interrupt, or to ask him to be quiet, for fear of appearing inconsiderate
  – Thank the overly talkative child for his contribution and tell him kindly, yet firmly, that you need to hear from the other members of the team now
### Judge Responsibilities

**Know Them – They Change With Time!**

**Prior to the Event**
- Familiarize yourself with:
  - FLL Mission and Core Values
  - Event schedule
  - Challenge materials as appropriate
  - Judging procedures
  - Rubrics
  - Awards
  - Season Q&A
  - Attend the Opening Ceremonies

**During Team Evaluations**
- Interview teams
- Make sure judging sessions stay on schedule
- Run session timers when necessary
- Evaluate each team according to the rubric criteria
- Note and report:
  - cases of adult intervention
  - demonstrations of Gracious Professionalism & FLL Core Values

**During Deliberations**
- Determine the top ranked teams for your judging category
- Work with judges of other categories to determine the Champion’s Award winners
- Share your notes on winning teams with the Judge Advisor for use in the Awards Ceremony script

**During the Awards Ceremony**
- Attend the Awards Ceremonies (if possible)
- Help distribute medals, awards and other team recognition
Before the Tournament

Preparing for Judging

- Review the following information prior to the event:
  - The Challenge description
  - Q&A
  - Tournament schedule
  - Award descriptions and criteria
  - Rubrics (evaluation criteria)
- Robot Design Judges – Challenge missions and rules
- Project Judges – Challenge Project assignment
- Teamwork Judges – FLL Core Values
- All Judges:
  - Attend judges meeting before event
  - Attend Opening Ceremonies

Challenge Information
- Specific Information for This Year
- Q&A

Tournament Logistics
- Schedule
- Event Maps

Rubrics
- Team Evaluation Criteria

Awards
Types of Judging

Click on any picture to review that type of judging

Teamwork Judging

Robot Design Judging

Project Judging
“It is not the mountain we conquer but ourselves.” – Edmund Hillary
Teamwork

Judging Criteria

- Roles and Responsibilities
- Gracious Professionalism
- Problem Solving and Team Dynamics
- Confidence and Enthusiasm
- FLL Core Values

“Civilization is a method of living, an attitude of equal respect for all men.” – Jane Addams
Teamwork

Additional Information

• It’s OK for a team to have a strong leader
  – He/she should work to include other team members

• Some teams will have clearly defined roles, some will not

• All children should be able to tell about their role on the team and how they contributed

• Problem solving – get specific

“Give me an example from your season when your team had to decide between two ideas, and tell me how you decided.”

“How did you decide which team members did which jobs?”
FLL Judge Training

Robot Design Judging
Robot Design

Judging Criteria

• Innovative Design
• Strategy, Design Process, Problem Solving
• Locomotion and Navigation
• Programming
• Children Did the Work
• Structural
• Overall Design

"Engineering is a great profession. There is the satisfaction of watching a figment of the imagination emerge through the aid of science to a plan on paper. Then it moves to realization in stone or metal or energy. Then it brings homes to men or women. Then it elevates the standard of living and adds to the comforts of life. This is the engineer's high privilege." – Herbert Hoover
Robot Design

• Discussion format
• Teams have time to interact with judges to demonstrate:
  – Design process, choices, and final robot design
  – Programming
  – Competition strategies
• Technical knowledge, including robot design, programming and efficiency are all judged
• Items on rubric that state “If used” do not count against a team if they are “Not used”
• Look for innovation in all aspects of the robot:
  – mechanical design
  – attachments
  – game strategy
  – programming
• Make sure overall design is high quality – innovation should be relevant
• Sensors – remember the NXT built-in rotation sensors!
FLL Judge Training

Smart Move

Robot Game Missions
Videos for all missions are available on the web at:
www.firstlegoleague.org

Click to go direct to missions

Gain Access to Places:
- Target Spot
- OR
- Yellow Bridge Deck
- OR
- Vehicle Sharing

Avoid Impacts:
- Sensor Walls
- OR
- Warning Beacons

Survive Impacts:
- Sensor Walls (Impact Option)
- Vehicle Impact Test
- Single Passenger Restraint Test
- Multiple Passenger Safety Test

Gain Access to Things:
- Access Markers
- Loops
- Vehicle Sharing

Survive Impacts:
- Single Passenger Restraint Test
- Multiple Passenger Safety Test

Avoid Impacts:
- Sensor Walls (Avoidance Option)
- Warning Beacons

Gain Access to Things:
- Access Markers
- Loops
- Vehicle Sharing
FLL Judge Training

Project Judging
Judging Criteria

• Quality of the Research
• Degree of Innovation in the Project Solution
• Creativity of the Presentation
• Assessment of How the Project was Shared and the Impact of the Sharing

“Grown-ups never understand anything for themselves, and it is tiresome for children to be always and forever explaining things to them.” – Antoine de Saint-Exupery
Project

• Length
  – 5 minutes, including setup time
  – 5 additional minutes for judge questions
• Teams may
  – perform a skit
  – present PowerPoint
  – sing a song
  – choose any creative way to share their research
FLL Judge Training

Smart Move

Project Assignment
Identify a problem with ways that people, animals, information, and things move in, around, to, and through your community

- Describe your community
- Create a list of the ways that things move in, around, to and through your community
- Pick one way that people and things move in your community and learn more about it
- Identify problems associated with the mode of transportation you selected
- Use any research tools available
Create an innovative solution based on the information you gathered

• Choose one of the problems and suggest a solution
  – What can be done to fix the problem?
  – What will it take to make your team’s solution happen?
  – How will your solution help your community?
• A great solution might take all the imagination and ingenuity your team can muster
• The most important thing is to have fun while you make a Smart Move
Share your research and solution

- In a way you choose, share your findings with others about the problem you researched, and how your solution can help
  - Give a talk for parents, create a website, perform a skit, make a comic book, rap, create a poster, pass out flyers, write a poem, song, or story, present your research and solution to lawmakers.
- To be eligible for Project awards at tournaments, the presentation must highlight for the judges all three Project components
FLL Judge Training

Judging Process

Overview
During **Team Evaluation and Feedback**, the focus of the judges is on evaluating each team and providing them with constructive feedback.

During **Awards Deliberations**, the focus of the judges is on determining the teams worthy of awards and recognition.
FLL Judge Training

Team Evaluation and Feedback

Overview
Some Terms to Know

Judging Session

- A set period of time during each tournament for each team to present, either formally or via questions and answers, information to a panel of judges

Evaluation

- Judge determination of knowledge, skills, and abilities learned, demonstrated and articulated to judges during a judging session

Rubric

- chart composed of criteria for evaluation and levels of fulfillment of those criteria
- description of expectations for what teams will learn or the behaviors that teams will demonstrate over the course of a season
- allows for standardized evaluation according to specified criteria

Feedback

- Results of an evaluation plus additional judge comments returned to a team after tournament is completed
“Determine a plan of action for your judge group before you begin judging”

“Determine how to divide or share responsibilities such as score input, timekeeping, questions to ask”

Examples:
- Do you want to see a few teams before you start to complete their evaluation sheets?
- Does each judge concentrate on specific rubric items?
Judging Sessions

Starting Each Judging Session

• Judge groups meet with assigned teams according to schedule
• Greet them, break the ice to de-stress, give them a (very quick) outline of the process
• Interact with children as much as you can!
• Ask questions – samples are available in the Judges’ Handbook, Appendix B

“Hi, welcome to your Project judging session. If you have any handouts, we’ll take those now. Start your presentation whenever you are ready, and we’ll ask you some questions when you finish. Remember that you have 5 minutes.”

Do everything you can to put each team at ease and encourage a fun experience!
Judging Sessions

Evaluate Each Team and Provide Feedback

• Each judge group evaluates teams using the rubric
• Provide constructive feedback

“We were impressed with the effectiveness of your program to deploy the satellite. It would have been nice to see those same programming principles applied to improve the efficiency of your other programs”
Judging Sessions

Use Specifics When Taking Notes

• Be as specific as possible when:
  – gathering information
  – taking notes
  – discussing teams

• Pay attention to detail
  – Especially helpful for decision making for awards
  – Specific comments more helpful than overall impressions
  – Detailed reasons concerning a team’s suitability for an award are extremely important!

The teams deserve a level of effort from the judges commensurate with what they have put in over the course of a season
There must be evidence that a team has not completed the work on their own.

Be absolutely sure that you have all the information.

Judges may not:

- ask for personal information, such as age
- ask to take possession of a team’s intellectual property (for example computer programs or research) to be stored on their personal media or computers.

Teams may elect to provide this information of their own accord, but the information should be returned to the team following the event.
Judging Sessions

Team Preparedness

- Refrain from penalizing a team for being “too prepared”
- Teams will practice for this event, and some may seem less natural than others
- Don’t assume that because a team is too polished or prepared that they must not truly understand what they are saying
- It is your job to probe and question further to assess their true level of understanding

“I’ve learned that people will forget what you said, people will forget what you did, but people will never forget how you made them feel.” – Maya Angelou
Feedback

Constructive Comments

• Teams have put forth a tremendous amount of effort over the course of their season
• Treat them with respect and provide worthwhile and appropriate recognition and evaluation of their accomplishments
• Compliment the children’s accomplishments with terms and phrases that are appropriate for the subject matter
• Don’t limit yourself or hesitate to expand the student’s vocabulary with adult superlatives
• Goal is to compliment the students’ accomplishments or cerebral prowess

“We cannot always build the future for our youth, but we can build our youth for the future” – Franklin D. Roosevelt
## Constructive Comments

### Example

<table>
<thead>
<tr>
<th>General</th>
<th>Example Teamwork Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Effective leadership/problem solving/troubleshooting</td>
<td>Understand contributions of all members</td>
</tr>
<tr>
<td>Resourceful</td>
<td>Truly respect each other</td>
</tr>
<tr>
<td>Keen observers</td>
<td>Demonstrate great partnership</td>
</tr>
<tr>
<td>Applied what you learned</td>
<td>Great division of roles – Effective use of each other’s strengths</td>
</tr>
<tr>
<td>You should be proud of your accomplishments and yourselves</td>
<td>Excellent relational skills</td>
</tr>
<tr>
<td>Wonderfully focused</td>
<td>Great personification of Gracious Professionalism</td>
</tr>
<tr>
<td>Determined</td>
<td>Encouraged each other</td>
</tr>
<tr>
<td>Accomplished well beyond your years</td>
<td>Pulled for the team</td>
</tr>
<tr>
<td>Think “out-of-the-box”</td>
<td>Worked well under pressure</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Example Robot Design Comments</th>
<th>Example Project Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good grasp of mechanical concepts</td>
<td>In-depth research</td>
</tr>
<tr>
<td>Solid understanding of programming logic</td>
<td>Solid analysis</td>
</tr>
<tr>
<td>Creative or effective strategy</td>
<td>Creative and relevant presentation</td>
</tr>
<tr>
<td>Good understanding of KISS principle</td>
<td>Good organization</td>
</tr>
<tr>
<td>Innovative</td>
<td>Genuinely understand subject matter</td>
</tr>
</tbody>
</table>

Innovative and resourceful |
Very creative approach/presentation |
Enjoyable presentation |
FLL Judge Training

Awards Deliberations
Some Terms to Know

Award

- Special recognition for achievement determined subjectively by judges, using data gathered in judging sessions, and other observations throughout a tournament.

Deliberations

- The period where judges discuss team achievements and determine which teams are most deserving of receiving FLL awards.

Call-Back

- An opportunity for judges to gather additional information about a team.
- Can be formal presentations, informal interviews in the pit area, or through observations on the competition field.
- Call-backs are often used to learn more about teams nominated for awards, to allow judges to review a team’s accomplishments.
Awards Deliberations

FLL Awards

• Judges choose teams that have achieved at a high level to receive awards
• FLL awards policy dictates that no one team receive more than one award
  – Exception: A team may win two awards if one of them is for Robot Performance
• The Awards Deliberations process is a way for judges to “normalize” team evaluations and compare teams

"My mother drew a distinction between achievement and success. She said that achievement is the knowledge that you have studied and worked hard and done the best that is in you. Success is being praised by others, and that's nice, too, but not as important or satisfying. Always aim for achievement and forget about success.”
– Helen Hayes
FLL Awards

• Your Judge Advisor or Tournament Organizer will tell you the complete list of awards to be given at your tournament
  – Will include a short description of each award to help you identify selection criteria
  – Also listed in Appendix C of the Judges’ Handbook
• The next two slides give you a short overview on the types of awards given at FLL tournaments
The Champion’s Award goes to the team who, in the big picture, is the strongest in all of the categories combined:

- Robot Design
- Robot Performance
- Project
- Teamwork

They are committed to FLL Core Values and understand the true meaning of FIRST® and FIRST® LEGO® League
Similarly, Robot Design may be divided into three awards, each focused on one aspect of Robot Design.

Champion’s Award

The Champion’s Award is not required at qualifying or local events

Project
- Research Quality
- Innovative Solution
- Creative Presentation

Teamwork
- Larger tournaments may divide Project and Robot Design into multiple awards.
  - For example, instead of just having one Project Award, there may be three separate Project awards, each focused on one aspect of the Project.

Robot Design
- Quality Design
- Innovative Design
- Programming

Robot Performance

Core Awards

Championship Tournament
Optional Awards
- Team Spirit
- Against All Odds
- Rising Star

Special Recognition Awards
- Outstanding Volunteer
- Adult Coach/Mentor
- Youth Mentor

Judges’
- Universal Design
- Other Local Awards

At the Discretion of the Tournament

Other Awards

©2009 FIRST® and The LEGO® Group
Initial Deliberations

- All teams in consideration for all awards are rank ordered in each award category
- Rankings for each award category are compiled and made available
- After all judges in each category complete their rankings for each award, it is time for Final Deliberations to choose and finalize the award winners
FLL Judge Training

Final Awards Deliberations Process
Final Deliberations

Champion’s Award

• The Champion’s Award is the first award to be determined
• All other awards then follow from Initial Deliberations rankings
• The Champion’s Award is the most prestigious award and celebrates the ultimate success of the FIRST® mission and FLL Core Values
Final Deliberations

How Champion’s Award Candidates are Picked

• The Judge Advisor and Head Judges use rankings for Project, Teamwork and Robot Design, in conjunction with the Robot Performance score and an assessment of FLL Core Values to determine Champion’s Award candidates.

• All four required competition categories are of equal importance in FLL and are therefore important in determining the Champion’s Award winner.
  – Core Values are over-arching and underlying.

• Judges discuss the relative merits of all teams identified as being in consideration for Champion’s Award.
Final Deliberations

Things to Consider When Selecting Champion’s Award Candidates

• Number of “Excellent” evaluations for each team
  – The Champion’s Award is for Excellence
  – A team that receives an Excellent rating in all four categories should be given more consideration than a team that does not

• Number of categories of the competition that a team ranks in the top ~25%
  – This is another indication of how well a team has performed overall

• Number of Nominations for awards, including variety of nominations
  – Awards are designed to reward teams that stand out from their peers

• FLL Core Values and Gracious Professionalism
After sufficient discussion of all teams in consideration, each judge is asked to vote yes or no on the following question, for each team:

- "Is Team N an acceptable choice to win the Champion’s Award?"

Note that each judge is asked this question for each team.

The Judge Advisor tallies the number of “Yes” votes for each team.

The teams are rank ordered from most “Yes” votes to fewest.

The highest ranked team from this list is selected as the Champion’s Award 1st place team.

Accordingly, the 2nd and 3rd ranked teams from this list are chosen to receive the 2nd and 3rd place Champion’s Awards, respectively, when these awards are given.
Final Deliberations

Determining the Rest of the Award Winners

• Teams that do not win a Champion’s Award are considered for awards under the categories where they were initially nominated and ranked

• Judges for each award category provide rankings for their award category, and present information on why each team was chosen

• Awards are then assigned based on the rankings previously determined by each individual team of judges during initial deliberations

“If you can react the same way to winning and losing, that is a big accomplishment. That quality is important because it stays with you the rest of your life.” – Chris Evert
• Often, a team may be in consideration for multiple awards
• A team should receive the award in the category which they were ranked highest
• If a team achieves its highest ranking in more than one category, a determination must be made as to the most appropriate award to give that team
• Champion’s, Teamwork, Robot Design, and Project, and any breakouts of these awards, are given priority in cases where a team is ranked equally high for more than one award
• Several scenarios are presented on the next slide to help illustrate the decisions that may be required at this stage to reward teams appropriately
## Deliberations Examples

Each scenario represents one team’s rankings for the three awards listed. Since this team is in consideration for multiple awards, a choice must be made as to the most appropriate award for that team.

<table>
<thead>
<tr>
<th></th>
<th>Scenario 1</th>
<th>Scenario 2</th>
<th>Scenario 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Ranking</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Robot Design Ranking</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Team Spirit Ranking</td>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

### Appropriate Award

- **Why?**
  - **Team was ranked first in this category, and it is also this team’s highest ranking.**
  - **Project is a Core Award for FLL Championships, and is therefore considered a higher honor.**
  - **Project and Robot Design judges (at a minimum) should discuss this team’s performance and determine which of the two awards is most appropriate for this team to win.**

### Deliberations Examples

- **Scenario 1:**
  - Project was ranked 2nd, Robot Design 1st, and Team Spirit 2nd.
  - **Appropriate Award:** Robot Design
  - **Why:** Team was ranked first in this category, and it is also this team’s highest ranking.

- **Scenario 2:**
  - Project was ranked 1st, Robot Design 2nd, and Team Spirit 1st.
  - **Appropriate Award:** Project
  - **Why:** Project is a Core Award for FLL Championships, and is therefore considered a higher honor.

- **Scenario 3:**
  - Project was ranked 1st, Robot Design 1st, and Team Spirit 2nd.
  - **Appropriate Award:** It depends
  - **Why:** Project and Robot Design judges (at a minimum) should discuss this team’s performance and determine which of the two awards is most appropriate for this team to win.
After Final Deliberations

Awards Ceremony Script

• After final award assignments are made:
  – Judge Advisor checks with the judges to ensure that judges are comfortable with the results
  – Preparation of the Awards Ceremony script begins

• Judges familiar with the award winning teams should prepare a short explanation explaining why each particular team was selected

• Makes the presentation of the award more meaningful for the children and spectators at the Awards Ceremony

• Examples are presented in Appendix D of the Judges’ Handbook
Final Awards Ceremony

- After you have determined all the awards and helped write the Awards Ceremony script:
  - RELAX! The hard part is over
- Now you get to celebrate with the teams, spectators, volunteers, VIPs and everyone else in attendance
- The Judge Advisor or other tournament personnel will instruct you on Final Awards Ceremony procedures
- You may be asked to:
  - Sit in a special area and be recognized as a judge
  - Distribute medals or trophies to teams
  - Speak to the audience about why a team won a certain award
Judge Training
COMPLETE!

Thank You for your Time, Energy and Service!

“We can do no great things, only small things with great heart.”
Mother Theresa
FLL Judge Training

Credits

Training created by:
Skip Gridley
Global Judge Advisor,
FIRST® LEGO® League
sgridley@usfirst.org
• FLL Operational Partners throughout the world
  – Without you there would be no one to deliver the program to the kids!

• Everyone at FLL HQ – Amy, Anna, Betsy, Brigid, Courtney, Dana, Jodi, Karen, Lee, Nancy, and Scott

• Wright-Patterson AFB Educational Outreach Office
  – Thank you for all the pictures!

• Marc Couture, FLL Partner, Wisconsin, USA
  – Thank you for the mission videos!

• FLL Judges and Volunteers everywhere

  Thank You!   Thank You!   Thank You!
FLL is the result of an exciting alliance between FIRST® and The LEGO® Group. ©2009 FIRST® and The LEGO® Group.

Official FLL Operational Partners are permitted to make reproductions of this training for immediate Partner use only. Any use, reproduction, or duplication of this manual for purposes other than directly related to the immediate FLL Partner is strictly prohibited without specific written permission from FIRST® and The LEGO® Group.

LEGO® MINDSTORMS® NXT, Robotics Invention System™, RCX, and ROBOLAB™, are trademarks of The LEGO® Group, used here with special permission.

Logo Usage: The FIRST® logo consists of a composite graphic element and the FIRST® wordmark, and is a registered trademark of FIRST®. The FIRST® LEGO® League name and logo are trademarks of FIRST® and The LEGO® Group. For team branding use, teams may design their T-shirts, hats, banners, and fliers around the FIRST® or FLL logos. All teams and sponsors should consult the logo guidelines available on the FIRST® website in the FLL Communications Resource Center. The logos must remain unmodified and their use should promote FIRST® LEGO® League in a positive manner. All teams and sponsors must obtain approval from FIRST® Marketing prior to incorporating our logos in any paid advertising.