

Team Interview Rubric

Team # _____ Grade Level ES | MS | HS | University Judge Name _____

Directions: Determine a point value that best characterizes the content of the Team Interview for that criterion. Write that value in the column to the right.

CRITERIA	PROFICIENCY LEVEL			POINTS
	EXPERT (4-5 POINTS)	PROFICIENT (2-3 POINTS)	EMERGING (0-1 POINTS)	
ENGINEERING DESIGN PROCESS <i>All Awards</i>	Team shows evidence of independent inquiry <u>from the beginning stages</u> of their design process. This includes brainstorming, testing, and exploring alternative solutions.	Team shows evidence of independent inquiry for <u>some elements</u> of their design process.	Team <u>shows little to no evidence</u> of independent inquiry in their design process.	_____
GAME STRATEGIES <i>Design, Innovate, Create, Amaze</i>	Team can fully explain their <u>entire</u> game strategy including game analysis.	Team can explain their current strategy with <u>limited evidence of game analysis</u> .	Team <u>did not explain</u> game strategy/strategy is not student-directed.	_____
ROBOT DESIGN <i>Design, Innovate, Build Create, Amaze</i>	Team can <u>fully explain</u> the evolution of their robot design to the current design.	Team can provide a <u>limited description</u> of why the current robot design was chosen, but shows limited evolution.	Team <u>did not explain</u> robot design, or design is not student-directed.	_____
ROBOT BUILD <i>Innovate, Build, Create, Amaze</i>	Team can <u>fully explain</u> their robot construction. Ownership of the robot build is evident.	Team can describe why the current robot design was chosen, but with <u>limited explanation</u> .	Team <u>did not explain</u> robot build, or build is not student-directed.	_____
ROBOT PROGRAMMING <i>Design, Innovate, Think, Amaze</i>	Team can <u>fully explain</u> the evolution of their programming.	Team can describe how the current programs work, but with <u>limited evolution</u> .	Team <u>did not explain</u> programming, or programming is not student-directed.	_____
CREATIVITY / ORIGINALITY <i>Innovate, Create</i>	Team can describe creative aspect(s) of their robot with clarity and detail.	Team can describe a creative solution but the answer lacks detail.	Team has difficulty describing a creative solution or gives minimal response.	_____
TEAM AND PROJECT MANAGEMENT <i>All Awards</i>	Team can explain <u>how team progress was tracked against an overall project timeline</u> . Team can explain management of material and personnel resources.	Team can explain <u>how team progress was monitored</u> , and some degree of management of material and personnel resources.	Team <u>cannot explain how team progress was monitored</u> or how resources were managed.	_____
TEAMWORK, COMMUNICATION, PROFESSIONALISM <i>All Awards</i>	<u>Most or all team members contribute to explanations</u> of the design process, game strategy, and other work done by the team.	<u>Some team members contribute to explanations</u> of the design process, game strategy, and other work done by the team	<u>Few team members contribute to explanations</u> of the design process, game strategy, and other work done by the team.	_____
RESPECT, COURTESY, POSITIVITY <i>All Awards</i>	Team consistently interacts respectfully, courteously, and positively in their interview.	Team interactions show signs of respect and courtesy, but there is room for improvement.	Team interactions lack respectful and courteous behavior.	_____
SPECIAL ATTRIBUTES AND OVERALL IMPRESSIONS <i>Judges, Inspire</i>	Does the team have any special attributes, accomplishments, or exemplary effort in overcoming challenges at this event? Did anything stand out about this team in their interview? Please describe: 			TOTAL POINTS _____
NOTES: 				