

Coach/Student Guide to the Design & Innovate Award Interview Rubric

CRITERIA	Criteria Description / Explanation / Questions (page 1 of 2)
ENGINEERING DESIGN PROCESS	Team shows evidence of independent inquiry through all the stages of their design process. This includes brainstorming, testing, and exploring alternative solutions.
	☐ Is team able to explain going through the design process from start to finish of their robot design, including researching alternatives and testing solutions?
GAME STRATEGY	Team can fully explain their entire game strategy including game analysis.
	☐ Does the team explain their game strategy, including an analysis of the different gameplay and scoring options?
ROBOT DESIGN	Team can fully explain the evolution of their robot design to the current design.
	☐ Is the team able to talk about previous iterations of their design, what alternatives they considered, and how their robot represents their design process?
ROBOT BUILD	Team can fully explain their robot construction. Ownership of the robot build is evident.
	☐ Can the team explain any aspect of their robot if pointed out? ☐ Is it clear that the students who are speaking did the actual designing and building?
ROBOT PROGRAMMING	Team can fully explain the evolution of their programming
	☐ Can the team explain their robot programming, including the use of sensors, controls, and changes to programming over time? ☐ If they used a coding library, would students be able to independently recreate that library?

CRITERIA	Criteria Description / Explanation / Questions (page 2 of 2)
CREATIVITY / ORIGINALITY	Team can describe the creative aspect(s) of their robot with clarity and detail .
	☐ Can the team discuss creative aspect(s) – design or material choice, a creative solution to a problem or design challenge on robot or part of programming?
TEAM AND PROJECT MANAGEMENT	Team can fully explain how team progress was tracked against an overall project timeline, including management of material and personnel resources.
	☐ Is the team able to explain how they managed their time and keep on track in order to meet their goals, including how the work of the team was divided and other limitations such as parts were managed?
TEAMWORK, COMMUNICATION, PROFESSIONALISM	Most or all team members contribute to explanations of the design process, game strategy, and other work done by the team.
	☐ Are all team members able to share what they have contributed to the team's design process, strategy, and other aspects of the competition?
RESPECT, COURTESY, POSITIVITY	Team consistently interacts respectfully, courteously, and positively in their interview.
	☐ Does the team treat both the judges and each other with respect and courtesy during the interview? ☐ Do team members allow each other to speak and share their contributions?