FIRST LEGO LEAGUE CHALLENGE

Core Value Worksheets

TUTORIALS

TEAM NAME:

TEAM NUMBER:

1

Updated: August 6,2024

| **Team Name/Identity** | **Name:** |

What should our team name be?

Logo ideas

Other (Colors? Hats? Capes? Cheer?)

Individual Interests/Goals	Name:

Instructions: Ask each person on the team to fill this out

Name	What am I good at?	What do I want to improve?	What do I want to focus on this season?

Learn the Core Values	Name:

Core Value	Definition	How will our team use this Core Value?
Discovery	*We explore new skills and ideas.*	1. 2.
Innovation	*We use creativity and persistence to solve problems.*	1. 2.
Impact	*We apply what we learn to improve our world.*	1. 2.
Inclusion	*We respect each other and embrace our differences.*	1. 2.
Teamwork	*We are stronger when we work together.*	1. 2.
Fun	*We enjoy and celebrate what we do!*	1. 2.

Learn the Core Values	Name:

Core Value	Definition	How will our team use this Concept?
Coopertition	*Is showing that learning is more important than winning. Teams can help others even as they compete.*	1. 2.
Gracious Professionalism	*Is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.*	1. 2.
Kids Do the Work	*All work presented at an official event is the work of the children on the team.*	1. 2.

Team Goals	Name:

Instructions: What do we want to accomplish this season?

	Team Goals
examples	Make sure everyone on the team learns to program
1	
2	
3	
4	
5	

Individual Goals	Name:

Instructions: What do I want to accomplish this season?

	Core Values	Innovation Project	Robot Design
examples	Teach my teammates how to line follow	Go to all expert interviews	Learn how to line square
1			
2			
3			
4			
5			

| **Team Checklist** | **Name:** |

Instructions: What are our weekly tasks?

	To-Do - Week 1
CV	
CV	
CV	
RD	
RD	
RD	
IP	
IP	
IP	

Outreach Documentation	Name:

Instructions: What activities has your team done this season? Have you helped another team? Did you collaborate with another FIRST team? Did you do a presentation at school or the library?

Date	Event	Description	Impact

1. **Core Values must be communicated during Innovation Project and Robot Design portions of judging.**
2. **Notice the rubric indicates which criteria are used towards Core Values (Flower Icon)**
3. **As you prepare for judging, think about how you will you communicate Core Values in those areas.**
4. **In addition, a Gracious Professionalism score from the Robot Matches is added to the Core Values Score.**

Robot Design Rubric

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 *How has the team exceeded?*
IDENTIFY – Team determined which missions to attempt, explored building and coding resources, and sought guidance as needed.			
☐ Minimal evidence of mission strategy	☐ Partial evidence of mission strategy	☐ Clear evidence of mission strategy	☐
✿ Minimal use of building or coding resources	✿ Some use of building or coding resources	✿ Clear use of building or coding resources to support their mission strategy	✿
DESIGN – Team members worked collaboratively on their designs and developed the building and coding skills needed.			
✿ Minimal evidence that all team members contributed ideas	✿ Partial evidence that all team members contributed ideas	✿ Clear evidence that all team members contributed ideas	✿
☐ Minimal evidence of building and coding skills in all team members	☐ Partial evidence of building and coding skills in all team members	☐ Clear evidence of building and coding skills in all team members	☐
CREATE – Team developed original designs or improved on existing ones according to their mission strategy.			
☐ Unclear explanation of attachments and their purpose	☐ Simple explanation of attachments and their purpose	☐ Clear explanation of innovative attachments and their purpose	☐
☐ Unclear explanation of code and/or sensor use	☐ Simple explanation of code and/or sensor use	☐ Clear explanation of innovative code and/or sensor use	☐
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their solutions.			
☐ Minimal evidence of testing their robot and code	☐ Partial evidence of testing their robot and code	☐ Clear evidence of repeated testing of their robot and code	☐
✿ Minimal evidence of improvements based on testing	✿ Partial evidence of improvements based on testing	✿ Clear evidence of improvements based on testing	✿
COMMUNICATE – Team effectively explained what they learned from the robot design process and celebrated			
✿ Unclear explanation of process and lessons learned	✿ Simple explanation of process and lessons learned	✿ Detailed explanation of process and lessons learned	✿
✿ Team shows minimal pride or enthusiasm for their work	✿ Team shows partial pride or enthusiasm for their work	✿ Team clearly shows pride or enthusiasm for their work	✿

Innovation Project Rubric

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 *How has the team exceeded?*
IDENTIFY – Team had a clearly defined problem that was well researched.			
☐ Unclear definition of the problem	☐ Partially clear definition of the problem	☐ Clear definition of the problem	☐
✿ Minimal evidence of research	✿ Partial evidence of research from one or more sources	✿ Clear, detailed research from a variety of sources	✿
DESIGN – Team worked together while creating a project plan and developing their ideas.			
☐ Minimal evidence of an effective project plan	☐ Partial evidence of an effective project plan	☐ Clear evidence of an effective project plan	☐
✿ Minimal evidence that development process involved all team members	✿ Partial evidence that development process involved all team members	✿ Clear evidence that development process involved all team members	✿
CREATE – Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
✿ Minimal explanation of innovation in solution	✿ Simple explanation of innovation in solution	✿ Detailed explanation of innovation in solution	✿
☐ Unclear model/drawing that represents the solution	☐ Simple model/drawing that represents the solution	☐ Detailed model/drawing that represents the solution	☐
ITERATE – Team shared their ideas with others, collected feedback, and included improvements to their solution.			
☐ Minimal sharing of their solution with others	☐ Solution shared with at least one person/group	☐ Solution shared with multiple people/groups	☐
☐ Minimal evidence of improvements based on feedback	☐ Partial evidence of improvements based on feedback	☐ Clear evidence of improvements based on feedback	☐
COMMUNICATE – Team shared an effective presentation of their solution, its impact on others, and celebrated their team's progress.			
✿ Unclear explanation of the solution and its potential impact on others	✿ Partially clear explanation of solution and its potential impact on others	✿ Clear explanation of solution and its potential impact on others	✿
✿ Presentation shows minimal pride or enthusiasm for their work	✿ Presentation shows partial pride or enthusiasm for their work	✿ Presentation clearly shows pride or enthusiasm for their work	✿

✿ Criteria on this page with this style of check box count dually toward Innovation Project and Core Values awards rankings

Gracious Professionalism® displayed at the robot game table:
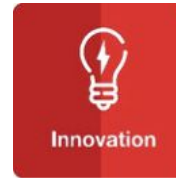
DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4

1. Discuss how you will convey the Core Values elements of the Robot Design Rubric

	BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 *How has the team exceeded?*
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Discovery	Teamwork	Innovation	Innovation	Fun
Build and Coding Resources	**All team members contributed ideas**	**Improvements based on testing**	**Process and lessons learned**	**Pride and Enthusiasm**
Clearly state all sources you used (books, websites, mentors, another team, etc.) and what you learned from each of them. What did you discover? How did this influence the rest of your Robot Design?	Share clearly with the judges how team members had different ideas for the robot design, attachment design, code, solving missions, and choice of strategy, and what role everyone played.	Demonstrate clear examples of what testing you did with your robot and code and what changes you decided to implement.	Be clear about your team's process for the Robot Design portion - steps you took from start to finish (strategy - design - testing …) Don't forget to cover what you learned and how you solved problems you faced to come up with new solutions.	Be energetic and enthusiastic throughout your explanation and during Q&A. Be excited by what you accomplished (big or small).

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1. Discuss how you will convey the Core Values elements of the Innovation Project Rubric

	BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
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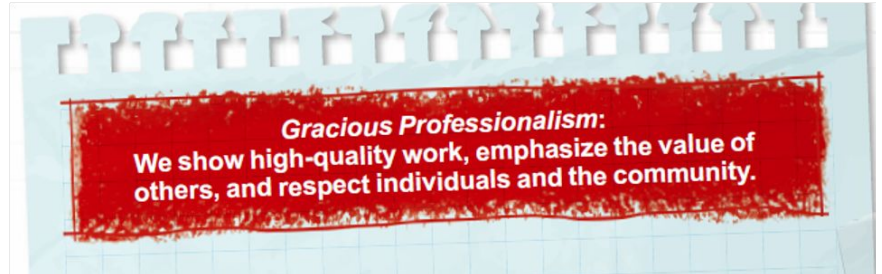| Discovery	Inclusion	Innovation	Impact	Fun
Research from a variety of sources	**Development process that involved everyone**	**Innovation in the Solution**	**Solution and its impact**	**Pride and Enthusiasm**
Clearly state all the different types of sources you used (survey, interview, field trip, articles, website, etc.) and what you learnt from each of them. How did they influence the rest of your Innovation Project?	Share clearly with the judges how team members had different ideas on what problem to research and even the solution. Share with them your Project Plan that gives everyone a role.	Explain in detail why your solution is innovative/novel. Compare it with existing solutions and tell judges what you improved.	Be clear about what the solution is and whom or what it will impact. Share any data to demonstrate/prove this.	Be energetic and enthusiastic throughout your presentations and Q&A. Get creative. It's not about having a team cheer, but more about showing that you enjoyed the project topic and process, and proud of what your accomplished so far.

1. **Discuss how you will convey Gracious Professionalism at the Robot Game Table**

Gracious Professionalism® displayed at the robot game table:

DEVELOPING	ACCOMPLISHED	EXCEEDS
2	3	4

Gracious Professionalism:
We show high-quality work, emphasize the value of others, and respect individuals and the community.

- ❏ Even if our robot stops working, show up to the match.
- ❏ Encourage my teammates who are running the robot.
- ❏ Even if the the robot does not perform well in a match, stay positive.
- ❏ Don't argue with the Referee. Address any concerns politely and professionally.
- ❏ Don't let the coach interfere in the robot game.
- ❏ Thank volunteers for their time.
- ❏ Stay patient throughout the competition day, making sure to help teammates with testing and troubleshooting.
- ❏
- ❏
- ❏

Judging Preparation	**Name:**

Write down examples of how you used each of the Core Values. This might help you as you create your scripts for the Robot Design and Innovation Project presentations

Teamwork — We are stronger when we work together.

- When Alex was stuck on the Shark mission, Lucy and Emily had an idea that helped…

Fun — We enjoy and celebrate what we do!

- Every time we solve a mission we have ice cream…

Inclusion — We respect each other and embrace our differences.

Discovery — We explore new skills and ideas.

Impact — We apply what we learn to improve our world.

Innovation — We use creativity and persistence to solve problems.

- The Guided Mission was a big challenge. We couldn't get the robot to navigate there consistently….