

Instrucțiuni: Pentru fiecare categorie de abilități, se va marca clar caseta ce descrie cel mai bine performanțele echipei. Dacă echipa nu demonstrează abilități la o anumită categorie, atunci se va marca cu "X" prima casetă ce corespunde evaluării "Nu a fost Demonstrat (ND)". Scrieți cât mai multe comentarii cu puțință în semn de recunoaștere a muncii depuse de echipă, precum și pentru a ajuta echipa să se perfecționeze. După completarea fișei de evaluare, vă rugăm să încercuiți punctele forte ale echipei.

	Debutant	În dezvoltare	Îndeplinit	Exemplar	
Inspirație	Descoperire Accent echilibrat pe toate cele trei aspecte (robot, proiect, valori fundamentale) ale FIRST LEGO League; nu este doar despre câștigarea unor premii				
	N D	accent pus doar pe un aspect; celelalte neglijate	accent pus pe două aspecte; un aspect neglijat	accent pe toate cele trei aspecte	accent echilibrat pe toate cele trei aspecte
	Spirit de echipă Exprimarea identității echipei cu entuziasm și amuzament				
	N D	entuziasm minim și identitate minimă	entuziasm minim SAU identitate minimă	echipa este entuziastă și amuzantă; identitate clară	echipa implică și pe alții în entuziasmul și amuzamentul lor; identitate clară
Comentarii:	Integrare Aplicarea valorilor și abilităților FIRST LEGO League în afara FIRST LEGO League (abilitatea de a descrie exemple reale și potențiale din viața reală)				
	N D	echipa nu aplică valorile și abilitățile FIRST LEGO League în afara FIRST LEGO League	echipa poate descrie cel puțin un exemplu	echipa poate descrie multiple exemple	echipa poate descrie multiple exemple, inclusiv cazuri individuale
Lucrul în echipă	Eficacitate Procesele de soluționare a problemelor și luare a deciziilor ajută echipa să-și atingă obiectivele				
	N D	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals
	Eficiență Utilizarea resurselor comparativ cu realizările echipei (administrarea timpului, alocarea rolurilor și responsabilităților)				
	N D	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals
Comentarii:	Copiii realizează activitățile Echilibru adecvat între responsabilitatea echipei și ghidarea oferită de antrenori				
	N D	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with minimal coach guidance
Profesionalism Demn®	Includere Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement				
	N D	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
	Respect Team members act and speak with integrity so others feel valued-- especially when solving problems or resolving conflicts				
	N D	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
Comentarii:	Cooperțiție® Team competes in the spirit of friendly competition and cooperates with others				
	N D	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situations--and team actively helps other teams
Puncte forte:					
	Inspirație	Lucrul în echipă	Profesionalism Demn®		

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. When you have completed the evaluation, please circle the team's areas of strength.

		Beginning	Developing	Accomplished	Exemplary
Research	Problem Identification *	Clear definition of the problem being studied			
	ND	unclear; few details	partially clear; details missing	mostly clear; detailed	clear; very detailed
	Sources of Information	Types (e.g. books, magazines, websites, reports and other resources) and number of quality sources cited, including professionals in the field			
	ND	one type of information cited; minimal sources	two types of information cited; several sources	three types of information cited; many sources, including professionals	four(+) types of information cited; extensive sources, incl. professionals
	Problem Analysis	Depth to which the problem was studied and analyzed by the team			
	ND	minimal study; no team analysis	minimal study; some team analysis	sufficient study and analysis by team	extensive study and analysis by team
	Review Existing Solutions	Extent to which existing solutions were analyzed by the team, including an effort to verify the originality of the team's solution			
ND	minimal review; no team analysis	minimal review; some team analysis	sufficient review and analysis by team	extensive review and analysis by team	
Comments:					
Innovative Solution	Team Solution*	Clear explanation of the proposed solution			
	ND	difficult to understand	some parts confusing	understandable	easy to understand by all
	Innovation	Degree to which the team's solution makes life better by improving existing options, developing a new application of existing ideas, or solving the problem in a completely new way			
	ND	existing solution/application	solution/application contains some original element(s)	original solution/application	original solution/application with the potential to add significant value
	Implementation	Consideration of factors for implementation (cost, ease of manufacturing, etc.)			
ND	minimal factors considered	some factors considered	factors well considered; some question about proposed solution	factors well considered and feasible solution proposed	
Comments:					
Presentation	Sharing*	Degree to which the team shared their Project before the tournament with others who might benefit from the team's efforts			
	ND	shared with one individual	shared with one group	shared with one individual or group who may benefit	shared with multiple individuals or groups who may benefit
	Creativity	Imagination used to develop and deliver the presentation			
	ND	minimally engaging OR unimaginative	engaging OR imaginative	engaging AND imaginative	very engaging AND exceptionally imaginative
	Presentation Effectiveness	Message delivery and organization of the presentation			
ND	unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized	clear AND well organized	
Comments:					
Strengths:		Research	Innovative Solution	Presentation	

*Required for Award Consideration

Robot Design

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. *When you have completed the evaluation, please circle the team's areas of strength.*

		Beginning	Developing	Accomplished	Exemplary
Mechanical Design	Durability	Evidence of structural integrity; ability to withstand rigors of competition			
	N	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs
	D				
	Mechanical Efficiency	Economic use of parts and time; easy to repair and modify			
	N	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify
D					
Mechanization	Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)				
	N	imbalance of speed, strength and accuracy on most tasks	imbalance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on every task
	D				
<i>Comments:</i>					
Programming	Programming Quality	Programs are appropriate for the intended purpose and would achieve consistent results, assuming no mechanical faults			
	N	would not achieve purpose AND would be inconsistent	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	should achieve purpose every time
	D				
	Programming Efficiency	Programs are modular, streamlined, and understandable			
	N	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand
D					
Automation/Navigation	Ability of the robot to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)				
	N	frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention
	D				
<i>Comments:</i>					
Strategy & Innovation	Design Process	Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)			
	N	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well-explained	systematic, well-explained and well-documented
	D				
	Mission Strategy	Ability to clearly define and describe the team's game strategy			
	N	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all game missions
D					
Innovation	Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks				
	N	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant value	original feature(s) that add significant value
	D				
<i>Comments:</i>					
Strengths:		Mechanical Design	Programming	Strategy & Innovation	