

# Preparing for being judged with the *FIRST* Global Innovation Awards Rubric for *FIRST* LEGO League Challenge teams only

## Innovation Project to Global Innovation Awards Rubric Comparison

### Innovation Project

Team #	Team Name	Judging Room
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**Instructions**  
Teams should communicate to the judges their achievement in each of the criteria below. This rubric should be filled out during the Innovation Project presentation.

Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 <i>How has the team exceeded?</i>
<b>IDENTIFY</b> - Team had a clearly defined problem that it was well researched.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem	<input type="checkbox"/> Fully clear definition of the problem	<input type="checkbox"/>
<input type="checkbox"/> Minimal research	Research quality not evaluated. You advanced, so know you did amazing research!		
<b>DESIGN</b> - Team generated innovative ideas independently before selecting and planning which one to develop.			
<input type="checkbox"/> Minimal idea generation across the team	<input type="checkbox"/> Evidence of some ideas from	<input type="checkbox"/> Evidence of a lot of ideas from	<input type="checkbox"/>
<input type="checkbox"/> Minimal planning with team members included	Not evaluated, however your development process is part of Create.		
<b>CREATE</b> - Team developed an original idea or built on an existing one with a prototype model/drawing to represent their solution.			
<input type="checkbox"/> Minimal development of innovative solution	Create remains, with development process evaluated and a few adjustments.		
<input type="checkbox"/> No model/drawing of solution	<input type="checkbox"/> Simple model/drawing which helps to share the solution	<input type="checkbox"/> Detailed model/drawing which helps to share the solution	<input type="checkbox"/>
<b>ITERATE</b> - Team shared their ideas, collected feedback and included improvements in their solution.			
<input type="checkbox"/> Minimal sharing of their solution	No longer specifically evaluated.		
<input type="checkbox"/> Minimal evidence of improvements in their solution	<input type="checkbox"/> Improvements in their solution	<input type="checkbox"/> Improvements in their solution	<input type="checkbox"/>
<b>COMMUNICATE</b> - Team s			
<input type="checkbox"/> Presentation minimally engaging	First portion not evaluated. Second portion is considered with some variety in the Innovation Impact category.		
<input type="checkbox"/> Solution and its potential impact on others unclear	<input type="checkbox"/> Solution and its potential impact on others partially clear	<input type="checkbox"/> Solution and its potential impact on others fully clear	<input type="checkbox"/>



### FIRST Global Innovation Awards Rubric FIRST LEGO League Challenge



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**Instructions**  
Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4 <i>How has the team exceeded?</i>
<b>IDENTIFY</b> - Team had a clearly defined problem.			
<input type="checkbox"/> Problem not clearly defined	<input type="checkbox"/> Partially clear definition of the problem. Some questions remain.	<input type="checkbox"/> Fully clear definition of the problem, supported with evidence from multiple sources.	<input type="checkbox"/>
<b>INNOVATION IMPACT</b> - Team solution shows the impact on its users and team has a deep understanding of how their solution makes life better for its user.			
<input type="checkbox"/> Solution potential impact on others unclear with minimal added value	<input type="checkbox"/> Solution potential impact on others partially clear with potential added value	<input type="checkbox"/> Solution and its impact on others fully clear with demonstrated added value	<input type="checkbox"/>
<b>CREATE</b> - Team developed an original idea and/or build on an existing one using a process where alternative solutions were considered and narrowed and idea viability was considered. The team effectively used a model or drawing to represent their solution.			
<input type="checkbox"/> Development process needs improvement	<input type="checkbox"/> Development process systematic and well explained	<input type="checkbox"/> Development process uses evaluation or verification across multiple steps	<input type="checkbox"/>
<input type="checkbox"/> Simple drawing (or model) helps articulate the solution and may have helped the development process	<input type="checkbox"/> Detailed drawing (or model) articulates the solution and helped the development process	<input type="checkbox"/> Detailed drawing (or model) clearly articulates the solution and its functionality (including components, if applicable) and was proficiently used in the development process	<input type="checkbox"/>
<b>IMPLEMENTATION</b> - Consideration of factors for implementation (such as cost, ease of manufacturing, business model etc.)			
<input type="checkbox"/> Some factors considered; solution may be feasible	<input type="checkbox"/> Factors well considered; some questions about proposed solution	<input type="checkbox"/> Factors well considered and feasibility confirmed by professionals in the field	<input type="checkbox"/>
<b>MOTIVATION &amp; IMPLEMENTATION</b> - Team demonstrates motivation to implement (clear idea of next steps; QR consultation with professional for advice beyond production, such as business, marketing, design, etc.) OR demonstrates strong desire to see the user's problem improve with their solution.			
<input type="checkbox"/> Check if demonstrated			

Great Job:

Feedback Comments

\*Global Innovation Award rubric only

### What is the same?

- A lot! Even though some specific criteria are not evaluated, the work done in the iterate and design categories of the Innovation Project rubric will help you articulate impact in the Innovation Impact category of the Global Innovation Awards rubric and can inform how you talk about iteration in the Create category.
- Identify, but with sources woven in.
- The second part of the Create section is still present, with some additions.
- The second part of the Communicate section is still present under the Innovation Impact category.

## What is different?

- **\*NEW\*** category **Implementation**; considering implementation is its own category. While some teams do this in the Innovation Project, some may not have thought deeply about implementation, which is *okay*. Do your best here if you haven't had extra time to focus on this; the judges guide tells them this might be the case. You may have already done some of this work under the Identify category on the Innovation Project rubric. This is the 'how would I make it real' story that your team should be able to articulate. If you consulted experts, did they help confirm the theoretical or actual feasibility of making your solution a reality? Notice to be ranked high, feasibility should be confirmed by a professional in the field. What resources would your Innovation Project need?
- In the **Create** category – **development** is carefully considered—this is the 'how' story of your team's Innovation Project development journey. As your team made decisions and improvements after they had their original idea, what processes or evaluative tools/frameworks did they apply? A team should be able to share how they verified their choices about their Innovation Project—how do you know it will work?
- In the **Create** category, the lowest ranking category changes from 'no model or drawing' to a simple one. While we do not require a working prototype for the Global Innovation Awards, we do expect teams have a model, drawing, or prototype and can use it to articulate their solution. To rank high, the use of a model, drawing, or prototype would be used to assist in the decision process of creating.
- **\*NEW\*** **Motivation to Implement** is considered as a yes/no and used *only* as a deliberative tool to help if team rankings are extremely close. Does your team truly want to keep working on their Project and receive a nomination to the Global Innovation Awards? We want to advance teams who are passionate as well as exceed across all areas. This is not a fully rated criteria. A team that does *not demonstrate motivation* could rank lower than a team who, if ranked equally across all other categories, *does demonstrate* motivation.

## How else should I prepare for Global Innovation Awards regional nomination judging?

- **Your team will NOT be judged on the style of your presentation.** Even so, it is always a good idea to present your ideas in a fun and engaging way so that the judges are excited to learn more.
- We recommend all judges end their Q&A session with the same question: *Is there anything else you'd like to tell us about your Project?* This will allow teams an opportunity to ensure they have covered all the important points they wish the judges to understand about their Project. Check with your tournament's judge advisor the day of the event to see if this best practice will be in place.
- Have your team think about:
  - Did they achieve accomplished or developing in the **Identify, Create, or other** categories on the Innovation Project rubric at an earlier event? If there is room for improvement, ask your team what more they could do to push themselves. For example:
    - Is their problem specific? Can they articulate the who and why of it clearly?
    - In the **Innovation Impact** category, notice that to really shine, teams should concretely show their solution *demonstrates value* rather than just has potential value. In what way can your team show the value is irrefutably present? How can they tell the 'this improves life' story of their invention? Please note neither degree nor volume of impact is specified as being more important than the other.