



Robot Design

Team # 23	Team Name 7052 - Cargo Corgis	Judging Room N/A
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Instructions

Teams should communicate to the judges their achievement in each of the following criteria. This rubric should be filled out during the Robot Design explanation.

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>			
IDENTIFY – Team had a clearly defined mission strategy and explored building and coding skills they needed.			
<input type="checkbox"/> Unclear mission strategy	<input checked="" type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Clear mission strategy	<input type="checkbox"/>
<input type="checkbox"/> Limited evidence of building and coding skills in all team members	<input type="checkbox"/> Inconsistent evidence of building and coding skills in all team members	<input checked="" type="checkbox"/> Consistent evidence of building and coding skills in all team members	<input type="checkbox"/>
DESIGN – Team produced innovative designs and a clear workplan, seeking guidance as needed.			
<input type="checkbox"/> Minimal evidence of an effective plan	<input checked="" type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
<input type="checkbox"/> Minimal explanation of robot and code's innovative features	<input checked="" type="checkbox"/> Partial explanation of robot and code's innovative features	<input type="checkbox"/> Clear explanation of robot and code's innovative features	<input type="checkbox"/>
CREATE – Team developed an effective robot and code solution matching their mission strategy.			
<input type="checkbox"/> Limited explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Simple explanation of their robot and its attachment and sensor functionality	<input checked="" type="checkbox"/> Detailed explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input checked="" type="checkbox"/> Partially clear explanation of how code makes their robot act	<input type="checkbox"/> Clear explanation of how code makes their robot act	<input type="checkbox"/>
ITERATE – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input checked="" type="checkbox"/> Clear evidence of testing their robot and code	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Partial evidence their robot and code was improved	<input checked="" type="checkbox"/> Clear evidence their robot and code was improved	<input type="checkbox"/>
COMMUNICATE – Team's explanation of the robot design process was effective and showed how all team members have been involved.			
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input checked="" type="checkbox"/> Clear explanation of robot design process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence that all team members were involved	<input type="checkbox"/> Partial evidence that all team members were involved	<input checked="" type="checkbox"/> Clear evidence that all team members were involved	<input type="checkbox"/>

Feedback Comments

Great Job:

Nice that you started out with multiple robot designs, and then picked the best from there. Excellent use of alignment tools, and running missions 10 times to make sure that your solution is reliable.

Think About:

Planning was a little lacking, you relied on combining the mission solutions put together by sub teams, rather than planning which would be the best missions to attack and what their order should be.