

| Team                |                                 | Presentations Judging Rubric – Story Presentation   |  |  |                    |          | Scoring Legend |        |        |              |             |  |
|---------------------|---------------------------------|---|--|--|--------------------|----------|----------------|--------|--------|--------------|-------------|--|
| Presentation        | Item/Description                | Instructions  | Weight   | Score  | Wt Score           | Comments | 4 Poor         | 3 Fair | 2 Good | 1 Story Conf | 0 Excellent |  |
| Story               | <b>Theme/Moral</b>              | A theme is an important message. Don't get too preachy. Viewers should feel they've learned for themselves.   | Not required but best if there is one.   | 0.50   | 5                  | 2.50     |                |        |        |              |             |  |
|                     | <b>Plot</b>                     | Often about a conflict or struggle. The main character should win or lose at least partly on their own. The conflict should get more and more tense or exciting. The tension should reach a high point or "climax" near the end of the story, then ease off.  | Did story have a compelling conflict? Did story have a compelling plot?  | 1.00   | 5                  | 5.00     |                |        |        |              |             |  |
|                     | <b>Story Structure</b>          | Jump right into the action. Avoid too much backstory. Story was told consistently in 1 <sup>st</sup> or present tense. No mixing.   | Did story show action? Was your interest held?   | 1.00   | 5                  | 5.00     |                |        |        |              |             |  |
|                     | <b>Character(s)</b>             | You should be able to relate to/love/hate the main character(s). Main character should have at least one flaw or weakness.  | Could I connect with one or more of the character(s)? Were the characters believable?  | 1.00   | 5                  | 5.00     |                |        |        |              |             |  |
|                     | <b>Setting</b>                  | The setting should be an interesting or familiar place.   | Did the setting add to the story?  | 0.50   | 5                  | 2.50     |                |        |        |              |             |  |
|                     | <b>Style and Tone</b>           | Language should feel right. Use action and speech over narrative to show what is happening. You don't have to write fancy to write well. Simple works. Carefully check each word, phrase, sentence, and paragraph. Is it the best you can write? Is it the right place? Do you need it at all? If not, take it out! | Was the language consistent with the style of the story? Were only the words needed, used?   | 1.00   | 5                  | 5.00     |                |        |        |              |             |  |
|                     | <b>Total Score (25 maximum)</b> |   |  | 5.00   | 0.00               |          |                |        |        |              |             |  |
|                     | Technology Review               | <b>Autonomous</b>   | 60 seconds of autonomous are mandatory. 2 = 70+ seconds 3 = 70+ seconds broken into at least 2 sections. Score higher if more than 60 seconds of autonomous was used.  | Was the minimum time requirement of 60 seconds met? 70+ seconds broken into at least 2 sections.   | 1.50               | 5        | 7.50           |        |        |              |             |  |
|                     |                                 | <b>Sensors</b>  | Score higher when multiple and different sensors are used. Score higher if sensors were a key part of how your story was told / unfolded.  | How many sensors were used? How well does the team understand how the sensor works? Where the sensors important in the telling of the story?   | 1.50               | 5        | 7.50           |        |        |              |             |  |
|                     |                                 | <b>Programming</b>  | Robot program that moves easily from autonomous to remote control scores higher. Program is modular. Remote control has sophisticated functions at the touch of a button. Advance algorithms employing non-linear functions score higher.  | Was the autonomous portion long enough? Was the autonomous portion an important part of telling the story? Was the use of the remote control sophisticated/complex? Is the program modular/flexible/brilliant/able to think/adaptation?  | 3.00               | 5        | 15.00          |        |        |              |             |  |
|                     |                                 | <b>Remote Control</b>   | Controls were laid out in a logical/ orderly fashion. Commands highly repeatable and usable.   | Was the description of the controls easy to follow/understand? Did remote control commands work every time?  | 2.00               | 5        | 10.00          |        |        |              |             |  |
|                     |                                 | <b>Structure</b>  | Construction was done in a modular fashion that was easy to transport and assemble. Wiring was secured and had no significant areas where it could be snagged. Where needed parts built by hand, 3D printers or lasers were used. Structure was an important part of the telling of the story. Structural components were strong yet stable without being overly large or heavy. | Was the "set" easy to set up? Were wires, batteries, cords secured to minimize tripping or snagging danger? Were unique parts made that solved a design/display problem? Was the "set" an integral part of the story? Was the "set" structural strong and secure?                            | 1.50               | 5        | 7.50           |        |        |              |             |  |
|                     |                                 | <b>Everything in its Place</b>  | All technology used was in its proper place. It was out of the way but not clearly a part of the story. Motors, wires, sensors, batteries, etc. were placed such that they blended in to the set.  | Was the "set" easy to set up? Were wires, batteries, cords secured to minimize tripping or snagging danger?  | 0.50               | 5        | 2.50           |        |        |              |             |  |
|                     |                                 | <b>Passive Power</b>  | Appropriate use of passive power. Elastic cord, rubber bands, counter weights etc. used to enhance the story.  | Were passive power elements used? Did the passive power elements add to the story? Did the passive power elements work well?   | 1.00               | 5        | 5.00           |        |        |              |             |  |
|                     |                                 | <b>Total Score (50 maximum)</b>   |  |  | 10.00              | 0.00     |                |        |        |              |             |  |
| Engineering Journey |                                 | <b>Notebook</b>   | Notebook is laid out in a logical and consistent fashion. Notebook chronicles the team's complete journey. Notebook includes drawings of both used and discarded ideas.  | Was the notebook easy to read and understand? Did the notebook look complete? Did I span the entire season? Did the notebook include "warts" and all?  | 1.50               | 5        | 7.50           |        |        |              |             |  |
|                     |                                 | <b>Highs and Lows</b>   | Team is able to speak to the success they had. Team is able to speak to the failures along the way.  | What was the best moment/success? What was the most difficult time/problem?  | 1.00               | 5        | 5.00           |        |        |              |             |  |
|                     |                                 | <b>Engineering Methodology</b>  | The team is able to clearly articulate the methodology they used during the season. The team is able to give examples of where the methodology served them well in fighting through issues. All team members were involved in the methodology.   | Was the methodology consistent with the methodology this team used? Was the methodology sufficient to their task? Did everyone participate?  | 1.50               | 5        | 7.50           |        |        |              |             |  |
|                     |                                 | <b>The Journey</b>  | The team members are all able and willing to speak to their own personal journey through the season. The team is able to talk to what improvements they would make and what they are most proud of. The team is able to tell their story, their engineering journey in a real and human way.   | Regardless of who was asked, were they able to talk about what was important to them? Is there a real understanding / passion for constant improvement? An understanding that things can always improve? And a desire to do so. Was there a connection between team members and the project? | 1.00               | 5        | 5.00           |        |        |              |             |  |
|                     |                                 | <b>Total Score (25 maximum)</b>   |  |  | 5.00               | 0.00     |                |        |        |              |             |  |
|                     |                                 |   |  |  | <b>Sub Total</b>   |          | 0              |        |        |              |             |  |
|                     |                                 |   |  |  | <b>Grand Total</b> |          | 0              |        |        |              |             |  |

Team \_\_\_\_\_

## Presentations Judging

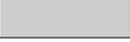
| Presentation                    | Item/Description  |
|---------------------------------|---|
| <b>Story of the Day</b>         | <b>Setting</b><br>The physical setting (set) should be a good match for the story.  |
|                                 | <b>Style and Tone</b><br>Story should be well told and clearly understood.<br>The use of technology and other set elements should match the style and tone of the story.  |
|                                 | <b>Technology</b><br>The technology used should be a significant part of the story.<br>The technology used should enhance the story line.<br>The technology used should be seamlessly integrated into the presentation. |
|                                 | <b>Character(s)</b><br>The technology used is best when used to represent or support the main character, or characters in the story.  |
| <b>Total Score (40 maximum)</b> |   |

| Presentation             | Item/Description   |
|--------------------------|--|
| <b>Technology Review</b> | <b>Autonomous</b><br>45 seconds of autonomous are mandatory. |

|  |  |
|--|--|
|  | <p>Score higher if more than 60 seconds of autonomous was used.</p>  |
|  | <p><b>Sensors</b></p> <p>Score higher when multiple and different sensors are used.</p> <p>Score higher if sensors were a key part of how your story was told / unfolded.</p>  |
|  | <p><b>Programming</b></p> <p>Program should be a new work. It is ok to copy the program used for the story presentation but significant changes should be mad and documented.</p> <p>Robust program that moves easily from autonomous to remote control scores higher.</p> <p>Program is modular.</p> <p>Remote control has sophisticated functions at the touch of a button.</p> <p>Advance algorithms employing non-linear functions score higher.</p> |
|  | <p><b>Remote Control</b></p> <p>Where possible new remote control functions should be added specifically to aid in telling this story.</p> <p>Controls were laid our in a logical orderly fashion.</p> <p>Commands highly repeatable and reliable.</p>   |
|  | <p><b>Structure</b></p> <p>Construction was done in a modular fashion that was easy to transport and reassemble.</p>   |

|  |  |
|--|--|
|  | <p>Wiring was secured and had no significant area where it could be snagged.</p> <p>Were needed parts built by hand, 3D printers or lasers were used.</p> <p>Structure was an important part of the telling of the story.</p> <p>Existing parts used in the Story Presentation should be reused in a fashion helpful to the story of the day.</p> <p>Structural components were strong and stable without being overly large or heavy.</p> |
|  | <p><b><i>Everything in its Place</i></b></p> <p>All technology used was in its proper place. It was out of site if it was not clearly a part of the story.</p> <p>Motors, wires, sensors, batteries, etc. were placed such that they blended in to the set.</p>  |
|  | <p><b><i>Passive Power</i></b></p> <p>Appropriate use of passive power, elastic cord, rubber bands, counter weights etc. used to enhance the story.</p>  |
| <p><b>Total Score (60 maximum)</b></p> |  |

## g Rubric – Story of the Day Pres

| Instructions   | Weight      | Score   | Wt Score    |
|--|-------------|---|-------------|
|  | 2.00        | 5   | 10.00       |
| Did the setting add to the story?  |             |   |             |
| <b>Score</b>   | 2.00        |    | 0.00        |
|  | 2.00        | 5   | 10.00       |
| Was the story easy to follow, understand?  |             |   |             |
| Did the technology used match the story?   |             |   |             |
| <b>Score</b>   | 2.00        |    | 0.00        |
|  | 2.00        | 5   | 10.00       |
| How much of the telling of this story was done with the appropriate use of technology?                     |             |   |             |
| Was the technology used in a way that made the story better, stronger, clearer?                            |             |   |             |
| Was the technology used appropriately displayed? Hidden where appropriate? Visible when part of the story? |             |   |             |
| <b>Score</b>   | 2.00        |  | 0.00        |
|  | 2.00        | 5   | 10.00       |
| Is the main character, or characters, enhanced by the technology used?                                     |             |   |             |
| <b>Score</b>   | 2.00        |  | 0.00        |
|  | <b>8.00</b> |   | <b>0.00</b> |

| Instructions  | Weight | Score | Wt Score |
|---|--------|-------|----------|
|   | 2.00   | 5     | 10.00    |
| Was the minimum time requirement of 45 seconds met? |        |       |          |

0- 45 seconds  
 1 – 55+ seconds  
 3 – 65+ seconds split into at  
 least two separate sections  
 5 – 85+ seconds split into  
 at least two separate sections.

|              |      |   |       |
|--------------|------|---|-------|
| <b>Score</b> | 2.00 | 5 | 0.00  |
|              | 2.00 | 5 | 10.00 |

How many sensors were used?

How well does the team understand  
 how the sensor works?

Where the sensors important in the  
 telling of the story?

|              |      |   |       |
|--------------|------|---|-------|
| <b>Score</b> | 2.00 | 5 | 0.00  |
|              | 2.00 | 5 | 10.00 |

Is the program that controls  
 autonomous a new work? Is it well  
 documented? If not a new work can  
 significant changes be shown from the  
 work that was copied?

Was the autonomous portion long  
 enough?

Was the autonomous portion an  
 important part of telling the story?

Was the use of the remote control  
 sophisticated/complex.

Is the program modular/flexible  
 lending itself to quick adaptation?

|              |      |   |       |
|--------------|------|---|-------|
| <b>Score</b> | 2.00 | 5 | 0.00  |
|              | 2.00 | 5 | 10.00 |

Anything new added?  
 Was the description of the controls  
 easy to follow/understand?  
 Did remote control commands work  
 every time?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 2.00 | 5 | 0.00 |
|              | 1.50 | 5 | 7.50 |

Was the “set” easy to set up?

Were wires, batteries, cords secured to minimize tripping or snagging danger?

Were unique parts made that solved a design/display problem?

Was the "set" an integral part of the story?

What parts/functions were reused from the Story Presentation?

Was the "set" structural strong and secure?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.50 |  | 0.00 |
|              | 1.00 | 5   | 5.00 |

Was the "set" easy to set up?

Were wires, batteries, cords secured to minimize tripping or snagging danger?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.00 |  | 0.00 |
|              | 1.50 | 5   | 7.50 |

Were passive power elements used?

Did the passive power elements add to the story?

Did the passive power elements work well?

|              |              |   |             |
|--------------|--------------|---|-------------|
| <b>Score</b> | 1.50         |  | 0.00        |
|              | <b>12.00</b> |   | <b>0.00</b> |

**Sub Total 0**

False Start Penalty 5 points for every false start after the 1<sup>st</sup>.

Over Time Limit Penalty – 5 points

Disruptive Setup 5-10 points



**Grand Total 0**

# resentation

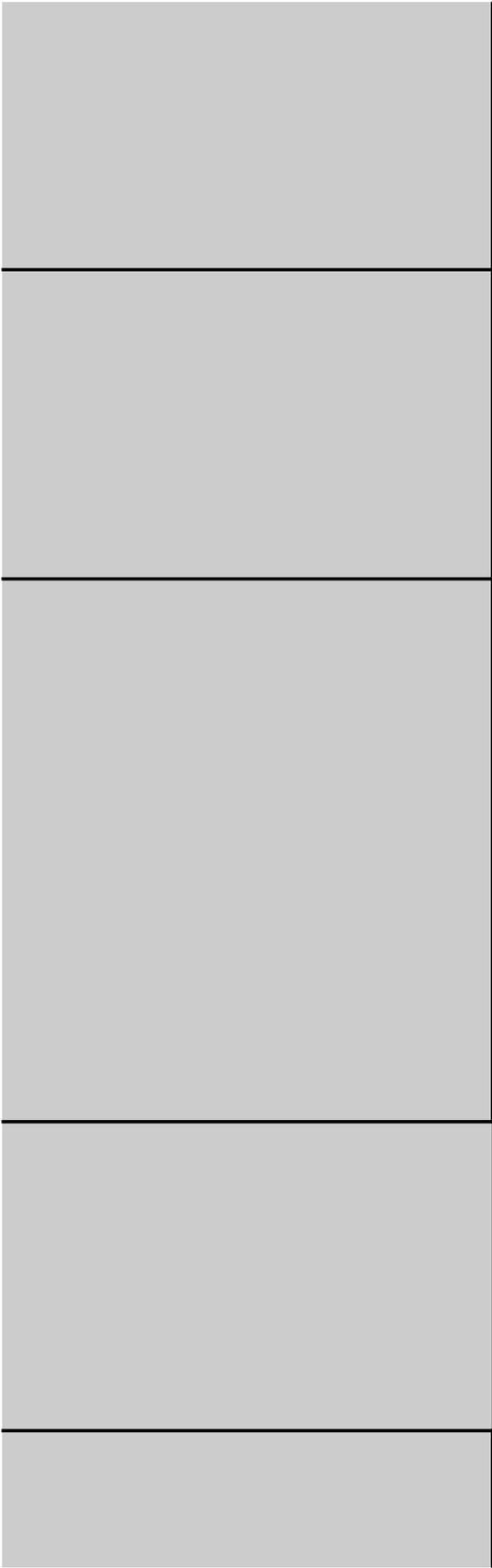
Comments

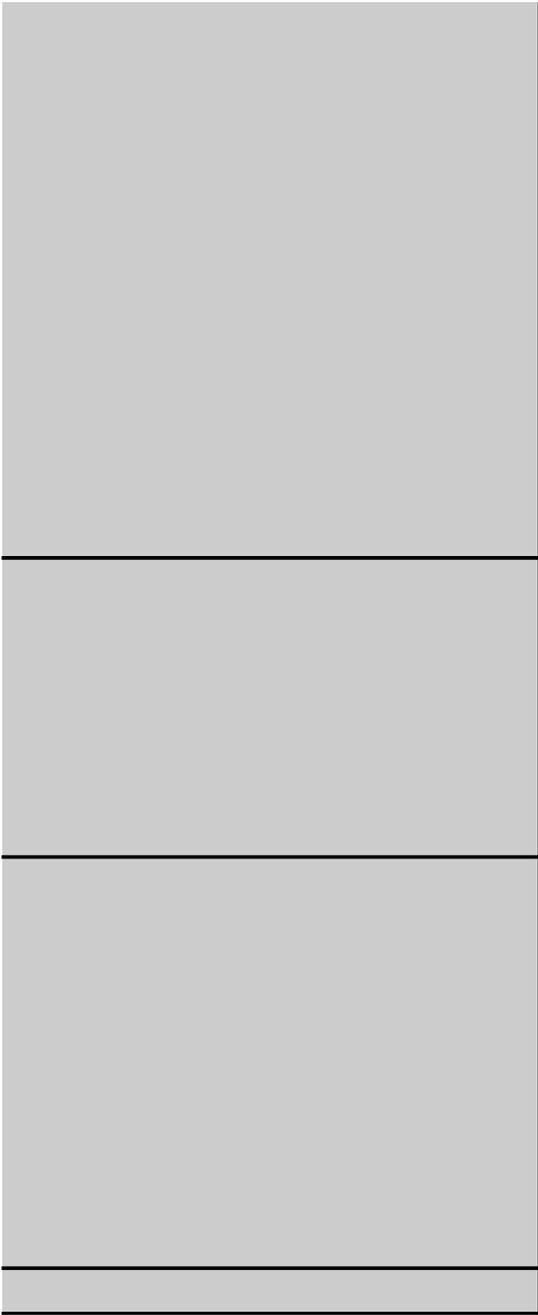
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| <p><b>Scoring Legend</b></p> <p>1 Poor</p> <p>2 Fair</p> <p>3 Good</p> <p>4 Very Good</p> <p>5 Excellent</p> |
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Comments

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Team \_\_\_\_\_

## Presentations Judging

| Presentation                     | Item/Description  |
|----------------------------------|---|
| Story of the Day – Collaboration | <p><b>Setting</b></p> <p>The physical setting (set) should be a good match for the story.</p> <p>Elements from both teams should be blended together.</p>   |
|                                  | <p><b>Style and Tone</b></p> <p>Story should be well told and clearly understood.</p> <p>The use of technology and other set elements should match the style and tone of the story.</p>   |
|                                  | <p><b>Technology</b></p> <p>The technology used should be a significant part of the story.</p> <p>The technology used should each come, in significant amounts, from each team.</p> <p>The technology used should enhance the story line.</p> <p>The technology used should be seamlessly integrated into the presentation.</p> |
|                                  | <p><b>Character(s)</b></p> <p>The technology used is best when used to represent or support the main character, or characters in the story.</p>   |
| <b>Total Score (40 maximum)</b>  |   |

| Presentation             | Item/Description   |
|--------------------------|--|
| <b>Technology Review</b> | <p><b>Autonomous</b></p> <p>45 seconds of autonomous is mandatory.</p> <p>Score higher if each team participated in the autonomous portion</p>   |
|                          | <p><b>Sensors</b></p> <p>Score higher when multiple and different sensors are used.</p> <p>Score higher if sensors were a key part of how your story was told / unfolded.</p>  |
|                          | <p><b>Programming</b></p> <p>Programs should be a new works. It is ok to copy other programs but significant changes should be mad and documented.</p> <p>Robust programs that moves easily from autonomous to remote control scores higher.</p> <p>Programs are modular.</p> <p>Remote control has sophisticated functions at the touch of a button.</p> <p>Advance algorithms employing non-linear functions score higher.</p> |
|                          | <p><b>Blended Talents</b></p> <p>Where possible the set / story space should look like one consistent set.</p> <p>Elements from each team should interact with the other. That is, teams that move from one team to the other will score higher than teams that just tell the first part of the story while the second tells the last half.</p>  |

|  |   |
|--|---|
|  | <p><b>Remote Control</b></p> <p>Where possible new remote control functions should be added specifically to aid in telling this story.</p> <p>Controls were laid out in a logical orderly fashion.</p> <p>Commands highly repeatable and reliable.</p>  |
|  | <p><b>Structure</b></p> <p>Construction was done in a modular fashion that was easy to transport and reassemble.</p> <p>Wiring was secured and had no significant area where it could be snagged.</p> <p>Were needed parts built by hand, 3D printers or lasers were used.</p> <p>Structure was an important part of the telling of the story.</p> <p>Existing parts used in the Story Presentation should be reused in a fashion helpful to the story of the day.</p> <p>Structural components were strong and stable without being overly large or heavy.</p> |
|  | <p><b>Everything in its Place</b></p> <p>All technology used was in its proper place. It was out of site if it was not clearly a part of the story.</p> <p>Motors, wires, sensors, batteries, etc. were placed such that they blended in to the set.</p>  |
|  | <p><b>Passive Power</b></p> <p>Appropriate use of passive power, elastic cord, rubber bands, counter weights etc. used to enhance the story.</p>  |

Total Score (60 maximum)

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# ng Rubric – Collaboration Prese

| Instructions   | Weight      | Score | Wt Score     |
|--|-------------|-------|--------------|
|  | 2.00        | 5     | 10.00        |
| Did the setting add to the story?  |             |       |              |
| Where parts from each team used?   |             |       |              |
| <b>Score</b>   | 2.00        | 5     | 10.00        |
|  | 2.00        | 5     | 10.00        |
| Was the story easy to follow, understand?  |             |       |              |
| Did the technology used match the story?   |             |       |              |
| <b>Score</b>   | 2.00        | 5     | 10.00        |
|  | 2.00        | 5     | 10.00        |
| How much of the telling of this story was done with the appropriate use of technology?                     |             |       |              |
| Were significant amounts of tech used from both teams?   |             |       |              |
| Was the technology used in a way that made the story better, stronger, clearer?                            |             |       |              |
| Was the technology used appropriately displayed? Hidden where appropriate? Visible when part of the story? |             |       |              |
| <b>Score</b>   | 2.00        | 5     | 10.00        |
|  | 2.00        | 5     | 10.00        |
| Is the main character, or characters, enhanced by the technology used?                                     |             |       |              |
| <b>Score</b>   | 2.00        | 5     | 10.00        |
|  | <b>8.00</b> |       | <b>40.00</b> |

| Instructions  | Weight | Score | Wt Score |
|---|--------|-------|----------|
|   | 2.00   | 5     | 10.00    |
| Was the minimum time requirement of 45 seconds met?                 |        |       |          |
| 0 – 45 seconds from only 1 team                                     |        |       |          |
| 2 – 45 seconds from 2 teams   |        |       |          |
| 4 – 45 seconds from 2 teams plus additional autonomous from 1 team  |        |       |          |
| 5 – 45 seconds from 2 teams plus additional autonomous from 2 teams |        |       |          |
| <b>Score</b>  | 2.00   | 5     | 10.00    |
|   | 1.50   | 5     | 7.50     |

How many sensors were used?

How well does the team understand how the sensor works?

Where the sensors important in the telling of the story?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.50 | 5 | 7.50 |
|              | 1.50 | 5 | 7.50 |

Is the program that controls autonomous a new work? Is it well documented? If not a new work can significant changes be shown from the work that was copied?

Was the autonomous portion long enough?

Was the autonomous portion an important part of telling the story?

Was the use of the remote control sophisticated/complex.

Are the programs modular/flexible lending itself to quick adaptation?

|              |      |   |       |
|--------------|------|---|-------|
| <b>Score</b> | 1.50 | 5 | 7.50  |
|              | 2.50 | 5 | 12.50 |

Did the Story Space look like it was made to go together?

Was there good back and forth between the teams as the story unfolded?

|              |      |   |       |
|--------------|------|---|-------|
| <b>Score</b> | 2.50 | 5 | 12.50 |
|              | 1.50 | 5 | 7.50  |

Anything new added?  
 Was the description of the controls easy to follow/understand?  
 Did remote control commands work every time?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.50 | 5 | 7.50 |
|              | 1.00 | 5 | 5.00 |

Was the "set" easy to set up?  
 Were wires, batteries, cords secured to minimize tripping or snagging danger?  
 Were unique parts made that solved a design/display problem?  
 Was the "set" an integral part of the story?

What parts/functions were reused from the Story Presentation?

Was the "set" structural strong and secure?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.00 | 5 | 5.00 |
|              | 1.00 | 5 | 5.00 |

Was the "set" easy to set up?  
 Were wires, batteries, cords secured to minimize tripping or snagging danger?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.00 | 5 | 5.00 |
|              | 1.00 | 5 | 5.00 |

Were passive power elements used?  
 Did the passive power elements add to the story?  
 Did the passive power elements work well?

|              |      |   |      |
|--------------|------|---|------|
| <b>Score</b> | 1.00 | 5 | 5.00 |
|--------------|------|---|------|

12.00

60.00

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**Sub Total 100**

False Start Penalty 5 points for every  
false start after the 1<sup>st</sup>.

Over Time Limit Penalty – 5 points

Disruptive Setup 5-10 points



**Grand Total 100**

# ntation

Comments

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### Scoring Legend

1 Poor

2 Fair

3 Good

4 Very Good

5 Excellent

**Comments**

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