





# Team Interview Rubric

Team # \_\_\_\_\_ Grade Level  ES |  MS |  HS |  VEX U Judge Name: \_\_\_\_\_

**Directions:** Determine a point value that best characterizes the content of the Team Interview for that criterion. Write that value in the column to the right.

| CRITERIA   | PROFICIENCY LEVEL  |   |   | POINTS                |
|--|--|---|---|-----------------------|
|  | EXPERT<br>(4-5 POINTS)   | PROFICIENT<br>(2-3 POINTS)  | EMERGING<br>(0-1 POINTS)  |                       |
| <b>ENGINEERING DESIGN PROCESS</b><br><i>All Awards</i>   | Team shows evidence of independent inquiry <u>from the beginning stages</u> of their design process. This includes brainstorming, testing, and exploring alternative solutions   | Team shows evidence of independent inquiry for <u>some elements</u> of their design process                                 | Team <u>shows little to no evidence</u> of independent inquiry in their design process                                    |                       |
| <b>GAME STRATEGIES</b><br><i>Design, Innovate, Create</i>  | Team can fully explain their <u>entire</u> game strategy including game analysis   | Team can explain their current strategy with <u>limited evidence of game analysis</u>                                       | Team <u>did not explain</u> game strategy/strategy is not student-directed  |                       |
| <b>ROBOT DESIGN</b><br><i>Design, Innovate, Create, Amaze</i>  | Team can <u>fully explain</u> the evolution of their robot design to the current design  | Team can provide a <u>limited description</u> of why the current robot design was chosen, but shows limited evolution       | Team <u>did not explain</u> robot design /design is not student-directed  |                       |
| <b>ROBOT BUILD</b><br><i>Build, Create, Amaze</i>  | Team can <u>fully explain</u> their robot construction. Ownership of the robot build is evident  | Team can describe why the current robot design was chosen, but with <u>limited explanation</u>                              | Team <u>did not explain</u> robot build/build is not student-directed   |                       |
| <b>ROBOT PROGRAMMING</b><br><i>Think, Amaze</i>  | Team can <u>fully explain</u> the evolution of their programming   | Team can describe how the current programs work, but with <u>limited evolution</u>  | Team <u>did not explain</u> programming or programming is not student-directed  |                       |
| <b>TEAM AND PROJECT MANAGEMENT</b><br><i>All Awards</i>  | Team can explain <u>how team progress was tracked against an overall project timeline</u> . Team can explain management of material and personnel resources  | Team can explain <u>how team progress was monitored</u> , and some degree of management of material and personnel resources | Team <u>cannot explain how team progress was monitored</u> or how resources were managed.                                 |                       |
| <b>TEAMWORK, COMMUNICATION, PROFESSIONALISM</b><br><i>All Awards</i>                                 | <u>Most or all team members contribute to explanations</u> of the design process, game strategy, and other work done by the team.  | <u>Some team members contribute to explanations</u> of the design process, game strategy, and other work done by the team.  | <u>Few team members contribute to explanations</u> of the design process, game strategy, and other work done by the team. |                       |
| <b>RESPECT, COURTESY, POSITIVITY</b><br><i>All Awards</i>  | <u>Team consistently interacts respectfully, courteously, and positively</u> in their interview  | <u>Team interactions show signs of respect and courtesy, but there is room for improvement</u>                              | <u>Team interactions lack respectful and courteous behavior</u>   |                       |
| <b>SPECIAL ATTRIBUTES AND OVERALL IMPRESSIONS</b><br><i>Judges, Inspire</i>                          | Does the team have any special attributes, accomplishments, or exemplary effort in overcoming challenges at this event? Did anything stand out about this team in their interview? Please describe:<br> |   |   | TOTAL POINTS<br>_____ |
| <b>NOTES:</b><br> |  |   |   |                       |

All Judging materials are strictly confidential. They are not shared beyond the Judges/Judge Advisor and shall be destroyed at the end of the event.