

Design Award Rubric

Page 1 — Engineering Notebook Review

Rubrics are strictly confidential; they are not shared beyond the Judges/Judge Advisor and shall be destroyed at the end of the event.

Team #:			
Program level:	□ Elementary	□ Middle	☐ High or VEX U
Judges:			

Directions: Write the points in each row for the criterion that best describes the performance of the Engineering Notebook on each topic. Total the points.

Topic		Criteria			
		Expert (4-5 points)	Proficient (2-3 points)	Emerging (0-1 points)	Points
sess	Identify game and robot design challenges and goals	Identifies the game challenge or robot design challenge in detail at the start of each design process cycle with words and pictures. States the goals for accomplishing the challenge.	Identifies the challenge at the start of each design cycle. Lacking details in words, pictures, or goals.	Does not identify the challenge at the start of each design cycle.	
	Brainstorm and diagram or prototype solutions	Lists three or more possible solutions to the challenge with labeled diagrams. Citations provided for ideas that came from outside sources such as online videos or other teams.	Lists one or two possible solutions to the challenge. No citations provided for ideas that came from outside sources.	solutions to the	
Design Process	Select the best solution and plan	Explains why the solution was selected through testing and/or a decision matrix. Fully describes the plan to implement the solution.	Explains why the solution was selected. Mentions the plan.	Does not explain why the solution was selected or does not mention the plan.	
Engineering	Build and program the solution	Records the steps to build and program the solution. Includes enough detail that the reader could recreate the solution following the steps in the Notebook.		Does not record the key steps to build and program the solution.	
En	Test solution	Records all the steps to test the solution, including test results.	Records the key steps to test the solution.	Does not record the steps to test the solution.	
	Repeat design process	Shows that the <u>design process is repeated</u> multiple times to improve performance on an individual design goal or overall robot or game performance.	Shows that the <u>design</u> process is not often repeated for individual design goals or overall robot or game performance.	design process is	
Usefulness and repeatability		Records the entire design and development process in such great clarity and detail that the reader could recreate the project's history and build the current robot from the notebook.	Records the design and development process completely but lacks sufficient detail to fully recreate the entire project or robot.	design and	
Record of team and project management		Provides a complete record of team and project assignments; written in ink; notes from team meetings including goals, decisions, and accomplishments; name or initials of author; each page numbered and dated. Design cycles are easily identified. Includes Table of Contents and/or Index so anyone can easily locate needed information.	Records most of the information listed at the left. Not written in ink. Organized so that team members can locate most of the needed information.	the left. Not organized; needed information	
	tebook astruction	Five (5) points if notebook is bound. Notebook must have been bound before any entries were made in it.	Zero points for any other notebook construction.	Zero points for any other notebook construction.	
Describe a few of the best features of the Engineering Notebook:				Total points for Engineering Notebook	

Design Award Rubric 9/19/2019

Design Award Rubric Page 2 — *Team Interview with Judges*

Rubrics are strictly confidential; they are not shared beyond the Judges/Judge Advisor and shall be destroyed at the end of the event.

Team #:			
Program level:	□ Elementary	□ Middle	\square HS or VEX U
Judges:			

Directions: Write the points in each row for the criterion that best describes the performance of the Engineering Notebook on each topic. Total the points.

Tania	Criteria			
Topic	Expert (4-5 points)	Proficient (2-3 points)	Emerging (0-1 points)	Points
Design process and Engineering Notebook		Students can explain most aspects of the design process and how they recorded their use of the process.	Students can explain only limited aspects of the design process and how they recorded their use of the process.	
Game strategies and robot designs	more game strategies and	designs that were considered; students can explain how and why the current game strategy	current game strategy and design, or they cannot explain	
Project and team management	Students can explain how team progress was tracked against an overall project timeline, and how students were assigned to tasks based on their skills and availability; students can explain management of material resources.	progress was monitored, or	team progress was monitored or how students were assigned to	
Teamwork and communication	multiple team members		answered questions or	
Respect and courtesy	and courteously. Students make sure each team member contributes. Students wait to		respectfully and courteously. Students interrupt each other or	
Describe a few of the best features of the team interview: Total points for Team Interview:		· ·		
Total points for Engineering Notebook:				
Total points for Design Award Rubric:				