



# Scholastic Motivation Ministries Robotics Ministry

## Robot Judging Sheet:

### Robot: Strategy and Innovation



Judge: \_\_\_\_\_ Company/Church Affiliation: \_\_\_\_\_

Jurisdiction of Judge (if applicable): \_\_\_\_\_

Judges Instructions: Circle the Level of performance. Calculate the totals at the bottom of the page.

Name of Church that Team represents: \_\_\_\_\_

City \_\_\_\_\_ State: \_\_\_\_\_ Team Jurisdiction: \_\_\_\_\_

<b>Design Process</b> Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)			
organization AND explanation need improvement <b>1</b>	organization OR explanation need improvement <b>2</b>	systematic and well-explained <b>3</b>	systematic, well-explained and well-documented <b>4</b>
Comments:			
<b>Mission Strategy</b> Ability to clearly define and describe the team's game strategy			
no clear goals AND no clear strategy <b>1</b>	no clear goals OR no clear strategy <b>2</b>	clear strategy to accomplish the team's well defined goals <b>3</b>	clear strategy to accomplish most/all game missions <b>4</b>
Comments:			
<b>Innovation</b> Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks			
original feature(s) with no added value or potential <b>1</b>	original feature(s) with some added value or potential <b>2</b>	original feature(s) with the potential to add significant <b>3</b>	original feature(s) that add significant value <b>4</b>
Comments:			
TOTAL POINTS Level 1	TOTAL POINTS Level 2	TOTAL POINTS Level 3	TOTAL POINTS Level 4

Total Points for **Strategy and Innovation**: \_\_\_\_\_