TEAM NAME:	TOTAL POINTS:
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## **ROBOT DESIGN JUDGING CRITERIA**

### The National WWII Museum Robotics Challenge 2020

Circle the box that best describes the team's work.

Exemplary (4 pts)	Advanced (3 pts)	Proficient (2 pts)	Beginning (1 pt)
Clear strategy to complete 2+ chal- lenges in one mis- sion more than once	Clear strategy to complete 2+ chal- lenges in one mis- sion one time	Clear strategy to complete many single-challenge missions	Inefficient strategy to complete few missions
Unique feature that contributes significantly to robot success	Unique feature that contributes some- what to robot suc- cess	Unique feature with no contribu- tion to robot suc- cess	No unique feature
No repairs needed	Repairs needed once	Repairs needed twice	Repairs needed three times or more
No driver interven- tion needed, robot moves as intended	Occasional driver intervention, robot moves as intended most of the time	Frequent driver intervention needed to aim or retrieve robot	Frequent driver intervention needed to aim and retrieve robot
Team engages others in their enthusiasm and fun; creative team dress	Team is enthusias- tic and fun; crea- tive team dress	Some creative dress and some enthusiasm	Minimal creative dress or enthusi- asm

#### Tally sheet for score-keeper:

# of 2+ challenges completed in one mission:

# of repairs:

# of incidents of driver intervention:

**Comments to team:** 

<b>TEAM NAME:</b>	TOTAL POINTS:

# PROJECT JUDGING CRITERIA

### The National WWII Museum Robotics Challenge 2020

Circle the box that best describes the team's work.

Exemplary (4 pts)	Advanced (3 pts)	Proficient (2 pts)	Beginning (1 pt)
Meets ALL guide- lines and require- ments for project	Meets almost all guidelines and re- quirements for project	Meets some guide- lines and require- ments for project	Does not meet for fit within project guidelines
All concepts, facts and calculations are accurate and correct	Almost all con- cepts, facts and calculations are accurate and cor- rect	Many concepts, facts and calcula- tions are accurate and correct	Significant errors mar communica- tion and conclu- sions
Written and visual communication about the project is very clear and high quality	Written and visual communication about the project is mostly clear and medium quality	Written and visual communication about the project is of some clarity	Significant lack of clarity in written and visual presentation
Oral communica- tion about the pro- ject is very clear	Oral communica- tion about the pro- ject is fairly clear	Oral communica- tion about the pro- ject is somewhat clear	Significant lack of clarity in oral presentation
Clever and/or creative use of ap- proach, concepts or engineering	Some novelty in use of approach, concepts or engineering	The approach, concepts or engineering are interesting	The approach, concepts or engineering are commonplace

**Comments to team:** 

TEAM: .	MATCH:

CHALLENGE	DESCRIPTION	POINTS POSSIBLE	POINTS ACHIEVED
Trigger	Mouse trap triggered by paper ball	70	
Life in a Secret City	Bowling pin touching the red dot Hanford Bowling pin touching gray city of	40	
	Hanford	25	
Underground Science	Pencil in cardboard box	30	
Mr. Einstein	Letter touching the red dot of Long Island	20	
Trinitite	Trinitite pieces touching red dot of Alamogordo	50	
	Trinitite pieces touching gray struc- ture of Alamogordo	30	
Shinkolobwe Mine	Boat back to home base	30	
Superfund St. Louis	Barrel of waste back to home base	30	
U-235	Fidget spinner touching red dot of Oak Ridge Fidget spinner touching gray city of	40 25	
	Oak Ridge	23	
The Plutonium Project	Plutonium touching red dot in Los Alamos	70	
	Plutonium touching gray city in Los Alamos	50	
Heavy Water Wars	Water molecule back to home base Deuterium molecule to Sylacauga	25 50	
Espionage	KGB folder back to home base Message decoded	35 70	
Doomsday Clock	Robot hits the Doomsday Clock	-20	
Penalty	Team touches robot in play area	-20	
		TOTAL POINTS	/500

