



Engineering Notebook Rubric

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: <input type="checkbox"/> Elementary <input type="checkbox"/> Middle <input type="checkbox"/> 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			Points
		Expert <i>(4-5 points)</i>	Proficient <i>(2-3 points)</i>	Emerging <i>(0-1 points)</i>	
Engineering Design Process	Identify game and robot design challenges and goals	Identifies the game challenge or robot design challenge <u>in detail at the start of each design process cycle</u> with words and pictures. States the goals for accomplishing the challenge.	Identifies the challenge at the start of each design cycle. <u>Lacking details in words, pictures, or goals.</u>	Does <u>not identify the challenge</u> at the start of each design cycle.	
	Brainstorm and diagram or prototype solutions	Lists <u>three or more possible solutions</u> to the challenge with labeled diagrams. Citations provided for ideas that came from outside sources such as online videos or other teams.	Lists <u>one or two possible solutions</u> to the challenge. No citations provided for ideas that came from outside sources.	Does <u>not list any solutions</u> to the challenge.	
	Select the best solution and plan	Explains why the solution was selected through testing and/or a decision matrix. <u>Fully describes the plan</u> to implement the solution.	Explains why the solution was selected. <u>Mentions the plan.</u>	Does <u>not explain why</u> the solution was selected or does not mention the plan.	
	Build and program the solution	Records the steps to build and program the solution. Includes enough detail that the reader <u>could recreate the solution following the steps in the Notebook.</u>	Records the key steps to build and program the solution. <u>Lacks sufficient detail to recreate the solution.</u>	Does <u>not record the key steps</u> to build and program the solution.	
	Test solution	<u>Records all the steps</u> to test the solution, including test results.	<u>Records the key steps</u> to test the solution.	Does <u>not record the steps</u> to test the solution.	
	Repeat design process	Shows that the <u>design process is repeated multiple times</u> to improve performance on an individual design goal or overall robot or game performance.	Shows that the <u>design process is not often repeated</u> for individual design goals or overall robot or game performance.	Does <u>not show that the design process is repeated.</u>	
Usefulness and repeatability	<u>Records the entire design and development process</u> 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 <u>lacks sufficient detail</u> to fully recreate the entire project or robot.	Does not record the design and development process or <u>lacks sufficient detail</u> to understand the design process.		
Record of team and project management	Provides a <u>complete record of team and project assignments</u> ; a bound notebook should be 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 <u>most of the information listed</u> at the left. Not written in ink. Organized so that team members can locate most of the needed information.	Does <u>not record most of the information</u> listed at the left. Not organized; needed information difficult to locate.		
Notebook construction	Five (5) points if notebook is bound. If a Digital Engineering Notebook or a printed copy of one, five (5) points if the entries contain a time stamp that can be confirmed.	Zero points for any other notebook.	Zero points for any other notebook.		
Describe a few of the best features of the Engineering Notebook:				Total points for Engineering Notebook	



Team Interview Rubric

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Team #: _____
Program level: <input type="checkbox"/> Elementary <input type="checkbox"/> Middle <input type="checkbox"/> HS or VEX U
Judges: _____

Directions: Write the points in each row for the criterion that best describes the quality of the interview. Total the points.

Topic	Criteria			Points
	Expert <i>(4-5 points)</i>	Proficient <i>(2-3 points)</i>	Emerging <i>(0-1 points)</i>	
Design process and Engineering Notebook	Students <u>clearly explain all aspects of the design process</u> and how they recorded their use of the design process in the Notebook.	Students <u>can explain most aspects of the design process</u> and how they recorded their use of the process.	Students <u>can explain only limited aspects of the design process</u> and how they recorded their use of the process.	
Game strategies and robot designs	Students can describe <u>three or more game strategies</u> and robot designs that were considered; students can fully explain how and why the current game strategy and robot design were chosen.	Students can describe <u>two game strategies</u> and robot designs that were considered; students can explain how and why the current game strategy or robot design were chosen.	Students can describe <u>only their current game strategy</u> and design, or they cannot explain how and why the current game strategy or robot design were chosen.	
Project and team management	Students can explain <u>how team progress was tracked against an overall project timeline</u> , and how students were assigned to tasks based on their skills and availability; students can explain management of material resources.	Students can explain <u>how team progress was monitored</u> , or how students were assigned to tasks, or management of material resources.	Students <u>cannot explain how team progress was monitored</u> or how students were assigned to tasks or how material resources were managed.	
Teamwork and communication	Students can explain how <u>multiple team members contributed</u> to the robot design and game strategy. All students answer questions independently.	Students can explain how <u>most team members contributed</u> to the robot design and game strategy. Students support each other as needed to answer questions.	Only <u>one team member</u> answered questions or contributed to the robot design process.	
Respect and courtesy	Students answer respectfully and courteously. Students <u>make sure each team member contributes</u> . Students wait to speak until others have finished.	Students answer respectfully and courteously. Some <u>students attempt to contribute</u> but are interrupted by other students.	Students <u>do not answer respectfully</u> and courteously. Students interrupt each other or the Judges.	
Describe a few of the best features of the team interview:			Total points for Team Interview:	
			Total points for Engineering Notebook:	
			Total points for both rubrics:	