SPHERO GLOBAL CHALLENGE SEASON 5
EVALUATION RUBRICS

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A perfect score may be your team's goal for each **Mission Objective**, but it is not a criteria for submission. The **Evaluation Rubric** was created to reward teams for their successes, no matter how small. Sphero encourages all teams to submit their best work and not get hung up on perfection.

BOLT: TIME TRAVEL ODYSSEY EVALUATION RUBRIC

	Developing	Improving	Accomplished	Exemplary
Mission Objective #1: Ready, Set, Pack!	Five points will be deducted for each BOLT robot that does not pick up (roll over) two **Supplies**. Five points will be deducted for each BOLT robot that picks up (rolls over) more than two **Supplies**. Five points will be deducted if either BOLT robot crosses a **Competition Field Boundary Line**.			
	0-20 **Mission Objective** not attempted or mostly incomplete.	**21-50** **Mission Objective** mostly complete. **Competition Field** not set up accurately; and/or BOLTs don't start in **Starting Area**; and/or BOLTs don't end in **Portal**; and/or BOLTs didn't pass through **Tunnel**; and/or program time(s) exceeded 30 seconds.	**51-80** **Mission Objective** is complete.	**81-100** **Mission Objective** is complete. Lights and sounds are programmed creatively; and/or team submitted detailed explanation for their choice of **Supplies**; and/or team clearly went above and beyond.
Mission Objective #2: Strivin' for Survivin'	Five points will be deducted for each time a BOLT encounters (rolls over) an **Obstacle**. For each **Food Station**, 10 bonus points will be awarded if the **Food** is pushed all the way out of the **Food Station** footprint.			
	0-20 **Mission Objective** not attempted or mostly incomplete.	**21-50** **Mission Objective** mostly complete. **Food Stations** are constructed incorrectly; and/or BOLTs don't start in the **Starting Area** or end in the **Shelter**; and/or BOLTs do not use ambient light sensor; and/or BOLTs do not show images on their matrix at end of **Mission Objective**.	**51-80** **Mission Objective** is complete.	**81-100** **Mission Objective** is complete. Lights and sounds are programmed creatively; and/or team clearly went above and beyond.
Mission Objective #3: Going Ancient	**0-20** **Mission Objective** not attempted or mostly incomplete.	**21-50** **Mission Objective** mostly complete. BOLTs do not share 5 facts about an ancient civilization; and/or programs do not use blocks from all listed categories; and/or Blueprint builds do not include at least one moveable part; and/or BOLTs don't start in the **Starting Area** or end in the **Portal**.	**51-80** **Mission Objective** is complete.	**81-100** **Mission Objective** is complete. BOLT programs and Blueprint builds show extensive research and knowledge about ancient civilization; and/or lights and sounds are programmed creatively; and/or team clearly went above and beyond.

	Developing	**Improving**	**Accomplished**	**Exemplary**
Mission Objective #4: Timeless Messages	10 bonus points will be awarded if the *Art Machine(s)* leaves an understandable message with words or pictures.			
	0–20 *Mission Objective* not attempted or mostly incomplete.	**21–50** *Mission Objective* mostly complete. *Art Machine(s)* and BOLT robots do not remain on *Competition Field* for the duration of the *Mission Objective*; and/or *Art Machine(s)* are not powered by BOLT robots; and/or *Art Machine(s)* do not leave art on *Competition Field*.	**51–80** *Mission Objective* is complete.	**81–100** *Mission Objective* is complete. *Art Machine(s)* is effective at making art; and/or team clearly went above and beyond.
Mission Objective #5: Lost in Time	**0–20** *Mission Objective* not attempted or mostly incomplete.	**21–50** *Mission Objective* mostly complete. *Obstacles* not placed in the *Obstacle Zone* in accordance with rules; and/or BOLT 1 does not start in A1 and end in S9, S10, T9, or T10; and/or BOLT 2 does not remain in T10 for the entire *Mission Objective*; and/or BOLT 2 does not send messages to BOLT 1 to control its movement; and/or lights and sounds not programmed according to the *Competition Rules*.	**51–80** *Mission Objective* is complete.	**81–100** *Mission Objective* is complete. Lights and sounds are programmed creatively; and/or team clearly went above and beyond.
Slide Presentation	Video Submitted in proper format: **Y** or **N**			
	0–20 Slide presentation not submitted or largely incomplete.	**21–50** Deliverables for each *Mission Objective* are mostly complete. Up to one deliverable per *Mission Objective* may be missing; and/or some deliverables are unclear.	**51–80** All deliverables are included and clearly articulated for each *Mission Objective*.	**81–100** All deliverables included for each *Mission Objective*. Clearly articulated reflection on Sphero Global Challenge is included; and/or presentation includes creative elements beyond the original template.

TOTAL SCORE:

(OUT OF 600)

COMMENTS:

RVR+: PORTAL THROUGH TIME EVALUATION RUBRIC

	Developing	Improving	Accomplished	Exemplary
Mission Objective #1: Present // Navigate to the Time Machine	Five points will be deducted if a RVR+ robot crosses the ***Competition Field Boundary Lines***. Five points will be deducted if a RVR+ robot enters the ***Construction Zone***.			
	0-20 ***Mission Objective*** not attempted or mostly incomplete.	**21-50** ***Mission Objective*** mostly complete. ***Competition Field*** not set up accurately; and/or RVR+s don't start in F1; and/or RVR+s don't end in ***Time Machine***;	**51-80** ***Mission Objective*** is complete and no sensor data was used to complete RVR+-M1-5.	**81-100** ***Mission Objective*** is complete. Lights and sounds are programmed creatively; and/or team clearly went above and beyond: and/or sensor data was used in program to complete RVR+-M1-5.
Mission Objective #2: Past // Ancient Egypt	Five points will be deducted if a RVR+ robot crosses the ***Competition Field Boundary Lines***. Five points will be deducted if a RVR+ robot crosses into a ***Housing Area***.			
	0-20 ***Mission Objective*** not attempted or mostly incomplete.	**21-50** ***Mission Objective*** mostly complete. ***Competition Field*** not set up accurately; and/or RVR+s don't start in F1; and/or RVR+s don't end in F9; and/or all ***Crop Areas*** not visited are not collected; and/or a function is not used to complete RVR+-M2-2.	**51-80** ***Mission Objective*** is complete.	**81-100** ***Mission Objective*** is complete. Program did not exceed 45 seconds; and/or creative use of lights and sounds used in other parts of the program besides what is required in ***Mission Obective***.
Mission Objective #3: Past // Ancient Greece	Five points will be deducted if a RVR+ robot crosses the ***Competition Field Boundary Lines***.			
	0-20 ***Mission Objective*** not attempted or mostly incomplete.	**21-50** ***Mission Objective*** mostly complete. ***Competition Field*** not set up accurately; and/or RVR+s don't start in A1-F1; and/or RVR+s don't end in ***City of Troy***; and/or RVR+ does not transport 20 people.	**51-80** ***Mission Objective*** is complete.	**81-100** ***Mission Objective*** is complete. Lights and sounds are programmed creatively; and/or team clearly went above and beyond in the design of the ***Gate*** and transport device.

	Developing	Improving	Accomplished	Exemplary
Mission Objective #4: Future // Terraforming Mars	**0-20** *Mission Objective* not attempted or mostly incomplete.	**21-50** *Mission Objective* mostly complete. *Competition Field* not set up accurately; and/or RVR+s don't start in A1; and/or RVR+ does not drive through every grid space; and/or variables not used in program.	**51-80** *Mission Objective* is complete.	**81-100** *Mission Objective* is complete. Lights and sounds are programmed creatively;
Mission Objective #5: Future // Fix the Time Machine	**0-20** *Mission Objective* not attempted or mostly incomplete.	**21-50** *Mission Objective* mostly complete. *Competition Field* not set up accurately and/or RVR+s don't start in A1; and/or RVR+s don't end in *Time Machine Lab*; and/or not all *Supply Boxes* are delivered.	**51-80** *Mission Objective* is complete.	**81-100** *Mission Objective* is complete. Lights and sounds are programmed creatively; and/or Blueprint *Supply* collector has creative elements in it's design; and/or team clearly went above and beyond.
Slide Presentation	Video Submitted in proper format: **Y** or **N**			
	0-20 Slide presentation not submitted or largely incomplete.	**21-50** Deliverables for each *Mission Objective* are mostly complete. Up to one deliverable per *Mission Objective* may be missing; and/or some deliverables are unclear.	**51-80** All deliverables are included and clearly articulated for each *Mission Objective*.	**81-100** All deliverables included for each *Mission Objective*. Clearly articulated reflection on Sphero Global Challenge is included; and/or presentation includes creative elements beyond the original template.

TOTAL SCORE:

(OUT OF 600)

COMMENTS:

INDI: JURRASIC JOURNEY EVALUATION RUBRIC

	Developing	Improving	Accomplished	Exemplary
Mission Objective #1: Know Your Dinosaur	**0-20** *Mission Objective* not attempted or mostly incomplete.	**21-50** *Mission Objective* mostly complete. Model dinosaur is < 6 inches tall; and/or research is incomplete.	**51-80** *Mission Objective* is complete.	**81-100** *Mission Objective* is complete. More than one model dinosaur was created; and/or research was completed on more than one dinosaur; and/or team clearly went above and beyond the objective.
Mission Objective #2: Design for Time	**0-20** *Mission Objective* not attempted or mostly incomplete.	**21-50** *Mission Objective* mostly complete. Habitat is < 5" x 5" (1.5m x 1.5m); and/or time machine is partially built; and/or habitat is incomplete.	**51-80** *Mission Objective* is complete.	**81-100** *Mission Objective* is complete. Habitat exceeds 5" x 5" (1.5m x 1.5m); and/or habitat includes elaborate elements such as real water or sand; and/or team clearly went above and beyond.
Mission Objective #3: A Day in the Life...Of a Dinosaur	**0-20** *Mission Objective* not attempted or mostly incomplete.	**21-50** *Mission Objective* mostly complete. Path has < 8 tiles; and/or little or no narration as indi travels; and/or indi doesn't return to the original starting point.	**51-80** *Mission Objective* is complete.	**81-100** *Mission Objective* is complete. More than 8 tiles are used; and/or narration includes facts from *Mission Objective 1* on more than one dinosaur; and/or team clearly went above and beyond.
Slide Presentation	Video Submitted in proper format: **Y** or **N**			
	0-20 Slide presentation not submitted or largely incomplete.	**21-50** Deliverables for each *Mission Objective* are mostly complete. Some deliverables are unclear or incomplete.	**51-80** All deliverables are included and clearly articulated for each *Mission Objective*.	**81-100** All deliverables included for each *Mission Objective*. Clearly articulated reflection on Sphero Global Challenge is included; and/or presentation includes creative elements beyond the original template.

TOTAL SCORE:

(OUT OF 400)

COMMENTS: