



RCJI (Bremen) 2006: DANCE INTERVIEW EVALUATION

TOTAL SCORE	/23
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Team Name: _____	Division: Primary or Secondary (circle one)
Country: _____	



tick number of points scored for each criteria

NOTE: SEVERAL CHANGES FROM 2005

POINTS 0 1 2 3	<u>Robot Design & Construction**</u> The appearance and construction of the robot shows...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Design & construction was largely students' own <small>Commercial robot = 0, commercial kit (eg: Lego) = 1, hand-built = 3</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Gearing, linkages, pivots, (other non-basic features) used in design and drive mechanisms (reward design for complexity IF it aids movement)	/2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Students successfully addressed problems of robot balance and structural soundness in design <small>(eg: how did you stop x from becoming loose during the performance? What have you done to prevent your robot(s) breaking if they fall?)</small>	/3
TOTAL		/8

POINTS 0 1 2 3	<u>Programming and Preparation</u> Through experience, research and teamwork the team shows:	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	They can explain, describe and understand their program thoroughly <small>(eg: what does this section of program tell the robot to do? If I changed this part to become x, what effect would that have on the robot?)</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Complex, innovative or original programming used or programming level appropriate to age and expertise level ¹ <small>(eg: use of jumps/lands, loops, nested sections, creation of own icons or sequences, etc)</small>	/3
<input type="checkbox"/> <input type="checkbox"/>	They are able to explain connections between the program and music selected <small>(eg: how do you get your robot to synchronise to the music chosen?)</small>	/1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	They were able to work as a team ² <small>(eg: how did you share the tasks? How did you make decisions?)</small>	/2
TOTAL		/9

POINTS 0 1 2 3	<u>Sensors & Technology**</u> Robot shows a...	TOTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Use of sensors: <small>(eg: programming to respond to sensors, use of sensors to trigger next part of performance, evidence of programming to keep the robot within the stage boundaries, effectiveness of sensors used, etc)</small>	/3
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Use of other technologies: <small>(eg: use of unusual technologies such as infra-red, sonar, GPS, in-built timer to monitor duration of performance, etc)</small>	/3
TOTAL		/6

**aspects of this section also assessed in performance

¹Servo motors do not use programming structure comparable to rotary motors – judges should make allowance for this when scoring robots using such programs.

²if only one member in this team, delete this criteria and mark the section out of 7: indicate this on the sheet!

Keep this team in mind for an award for