

FIRST LEGO LEAGUE PROGRAM

Each team will be evaluated based on 4 equally weighted aspects – the Robot Game and 3 judged areas: Robot Design, Teamwork and Project presentation.



ROBOT DESIGN JUDGING

Judges interview the team about the technical hurdles the team faced in their overall design, including the attachments and software programs developed for the robot.

TEAMWORK JUDGING

Teamwork is judged on a team's ability to be enthusiastic, show partnership, respect for their teammates, support and encouragement for other teams. The FLL Core values are an important aspect.

PROJECT JUDGING

Teams present their project based on: 1) Identify climate issue, analyze climate data & find a community with a similar issue 2) Create an innovative solution 3) Share research & solution.

CLIMATE CONNECTIONS ROBOT GAME DESCRIPTION

Mission: Raise House for 25 points; Darken North Window in house for 20 points; Open South Window for 25 points.

Mission: Raise Flood Barrier by raising lever to up position for 15 points.

Mission: Align 2 shared Yellow Arrows in same direction for 40 points.

Mission: Construct Levee in a low-lying area. 5 points for a block upright in red area & 4 points for upright in green area. Max 40 points. A block is removed for touching robot outside of base.

Mission: Move Ice Buoy to Research area (ice sheet) for 25 points.

Mission: Sequester Carbon Dioxide (gray balls) to underground reservoir (gray area) for 5 points each. Max 20 points.

Mission: 15 points for activating the Storm to test levees.

Mission: Move Money (yellow ball) to research area (ice sheet) or underground reservoir (gray area) for 15 points.

Mission: Deliver Ice Core Drilling machine to Research area (ice sheet) for 20 points. 10 points for raising the drill assembly.

Mission: Extract Ice Core sample from Research area (ice sheet) for 20 points. Bonus 10 points if Ice Core is brought back to base.

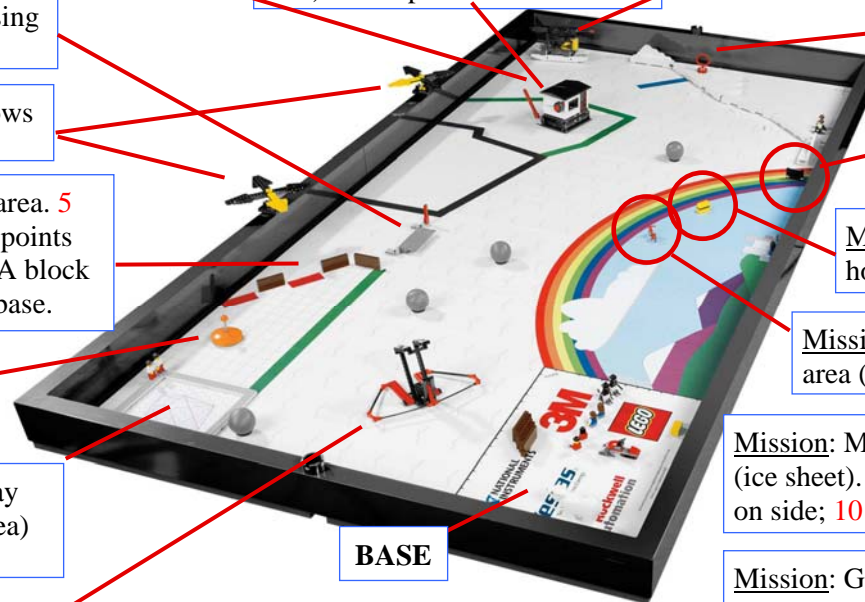
Mission: Move Computer to green grid area (near house) for 10 points.

Mission: Move Insulation to green grid area (near house) so that both blocks touch mat for 10 points.

Mission: Move Bicycle to green grid area (near house) for 10 points.

Mission: Move Polar Bear / Snowmobile to Research area (ice sheet). 15 points for bear upright; 10 points for bear on side; 10 points for snowmobile to area. Max 25 points.

Mission: Get people together. 10 points each for a group of 3 or more citizens per area. Red/white citizens in the pink grid area (near levee); blue/gray citizens in the green mountain or city area underneath rainbow; black/white citizens in research area (ice sheet). Max 30 points.



BASE