



# MODULE 8

PREPARING FOR THE TOURNAMENT

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## MODULE OVERVIEW

MODULE NUMBER: 8

DURATION: 4 hours

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### SUMMARY

In Week 8 the team will prepare for the tournament by reviewing the rubrics, making packing lists, practicing all three judging sessions (Core Values, Innovation Project, and Robot Design), and practicing their robot runs.

#### Core Values to Focus on in This Module

- We have FUN!



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## OUTCOMES:

Educational standards alignments can be found at <http://www.firstinspires.org/resource-library/fll/standard-alignment-map>

## MATERIALS

1. *FIRST*® LEGO® League Challenge Set
2. Whiteboard or other writing surface
3. Pencil/Pens/whiteboard markers
4. Computer or tablet to program the robot
5. Printed Field Research handouts

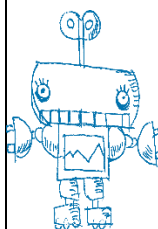


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## Note from An Experienced Coach:

I went from clueless in 2010, the Body Forward Challenge, to taking a team to Worlds in 2016, Trash Trek Challenge from VA-DC. My first season I had no idea what I was doing. I learned three important lessons: 1) robots are not consistent 2) kids need structure and 3) the team's attitude and robot game scores are connected. The first year is the hardest. As you stick with it, you will be amazed how much you and your team will grow and connect. Just focus on fun and everything comes together.

Scott Rakestraw  
Coach, VA-DC Judge Advisor and Founder of StartingPoints.com, useful technology for FLL teams.



Capital Teens



# INSPIRATION

SUGGESTED TIME: 60 minutes

## Tournament Preparation

1. To prepare for the Core Values Judging Session, go over the Core Values Rubric.



**HINT:**

Some regions require the team to create a Core Values Poster. Contact your local tournament director or representative to find out if your region requires it.

2. Make a list of talking points based on the rubric.



**HINT:**

You might want to assign a talking point to each team member. If that point does not come up during the Q&A time, encourage the team members to add those points into the conversation.

3. Fill out the Team Information Sheet. Print and bring 4 copies to the tournament. You will take one copy into each Judging session.

<http://www.firstlegoleague.org/sites/default/files/TeamInfoSheet-fixed-12-2-11.pdf>

4. Make a packing list of what the team needs to take into the Core Values Judging Session.
  1. Team Information Sheet
  2. Core Values Poster (optional)
  3. Anything else the team wants to share with the Judges.
5. Practice the Core Values Judging Session.
  1. Have the team members walk into the room and introduce themselves, just like they will for their Judging Session.
  2. Give them a Core Values challenge (just like the Inspiration activities you've been doing!), and tell them they will have five minutes to complete the challenge.



**HINT:**

The challenge will either be an engineering challenge or a puzzle the team has to figure out.



**HINT:**

The team members will have the opportunity to ask any questions about the challenge *before* the five minutes start. Make sure the students clarify anything they don't understand before the time starts.

4. Time the challenge.
5. Then spend an additional five minutes asking the team questions about their:
  1. Season
  2. Roles on the team
  3. How they worked together

4. Other questions based on the Core Values Judging Rubric.



**HINT:**

This should take exactly ten minutes. It's important to practice this timed so the team members know what to expect at the tournament.

6. Discuss the Practice Session

1. What went well?
2. What didn't go well?
3. What would the team do differently next time?



**HINT:**

Encourage the team to be proud of themselves and their accomplishments!

# INNOVATION PROJECT

SUGGESTED TIME: 60 minutes

## Sharing Session

Follow through with your plans to share your presentation with someone who would benefit from it. This will likely happen outside of normal practice time.

## Tournament Preparation

1. To prepare for the Innovation Project Judging Session, go over the Innovation Project Judging Rubric.
2. Make a list of talking points based on the rubric.



### HINT:

You might want to assign a talking point to each team member. If that point does not come up during the Q&A time, encourage the team members to add those points into the conversation.

3. Make a packing list of what the team needs to take into the Innovation Project Judging Session.
  1. Team Information Sheet
  2. Project poster or other visual aids they created
  3. Project handout
  4. Anything else the team wants to share with the Judges
4. Practice the Project Judging Session
  1. Have the team members walk into the room and introduce themselves, just like they will for their Judging Session at the tournament.
  2. Give them exactly five minutes to give their presentation.
  3. Then spend an additional five minutes asking the team questions about their:
    1. Project
    2. Solution
    3. How their solution can impact their community or others
    4. Other questions based on the Project Judging Rubric.



### HINT:

This should take exactly ten minutes. It's important to practice this timed so the team members know what to expect at the tournament.

5. Discuss the Practice Session
  1. What went well?
  2. What didn't go well?
  3. What would you do differently next time?



### HINT:

Encourage the team to be proud of themselves and their accomplishments!

6. Have the team practice this a couple of times if time allows.

# ROBOT

SUGGESTED TIME: 2 hours

## 1. Robot Judging Session Preparation

1. To prepare for the Robot Judging Session, go over the Robot Judging Rubric.
2. Make a list of talking points based on the rubric.



### HINT:

You might want to assign a talking point to each team member. If that point doesn't come up during the Q&A time, encourage the team members to add those points into the conversation.

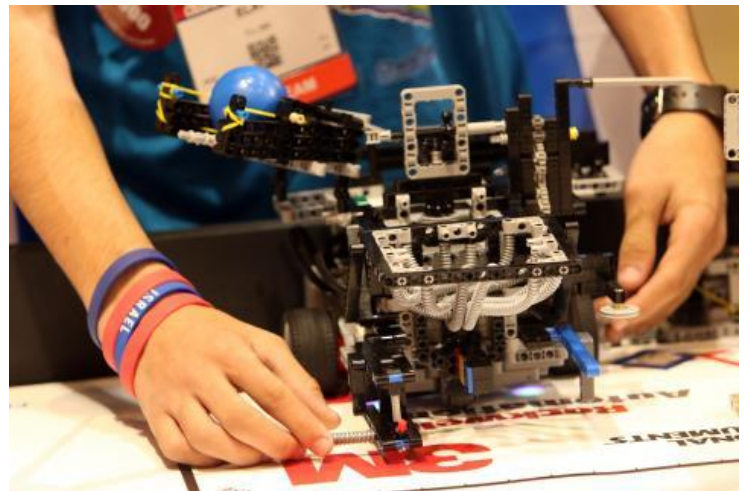
3. Make a packing list of what the team needs to take into the Robot Judging Session.
  1. Team Information Sheet
  2. Robot
  3. All attachments
  4. Any alignment jigs your team created for lining up the robot at the beginning of a program.



### HINT:

Remember that all equipment must be made entirely of LEGO®-manufactured building elements in original factory condition.

5. Robot handout or visual aids (optional)
  6. Robot game cheat sheet written on paper if the team needs one (optional)
  7. Anything else the team wants to share with the Judges
4. Practice the Robot Judging Session
    1. Have the team members walk into the room and introduce themselves, just like they will for their Judging Session.
    2. Ask the team to run one or two of their programs.
    3. As they are running the program, ask them about their:
      1. Robot Design
      2. Programming
      3. Challenges they faced throughout the season in building and programming the robot
    4. Other questions based on the Robot Judging Rubric.



### HINT:

Judges often ask additional questions such as:

- What is your favorite program and why?
- What is your favorite mission?
- What is your favorite thing about your robot?

**HINT:**

This should take exactly ten minutes. It's important to practice this timed so the team members know what to expect at the tournament.

5. Discuss the Practice Judging Session
  1. What went well?
  2. What didn't go well?
  3. What would you do differently next time?

**HINT:**

Encourage the team to be proud of themselves and their accomplishments!

**HINT:**

Remember the team that the Judges weren't with them throughout the season, so they need to summary all of their hard work. The Judges don't know what they know, so be sure the team shares all they can with them.

6. Have the team practice this a couple times if time allows.

## 2. Robot Game Preparation

1. Make sure you have checked the *FIRST*® website for any last-minute game updates or clarifications.
2. Make a packing list of what the team needs to take to every Robot Game match:
  1. Robot
  2. All attachments
  3. Any alignment jigs your team created for lining up the robot at the beginning of a program.

**HINT:**

Remember that all equipment must be made entirely of LEGO-manufactured building elements in original factory condition, except:

- LEGO string and tubing may be cut to length.
- Reminders written on paper are okay.
- Marker may be used only in hidden areas for ownership identification.

4. Robot game cheat sheet written on paper if the team needs one (optional)
3. Practice timed runs of the Robot Game.
  1. Remember that the Game lasts exactly 2 minutes and 30 seconds.
  2. Remember that only two team members at a time can be at the *FIRST* LEGO League game table. However, team members can switch places during the match.
  3. The other team members must stand back, but they can watch and offer help and encouragement from the sidelines.
4. Discuss the Practice Robot Game
  1. What went well?
  2. What didn't go well?
  3. What do you want to remember for tournament day?

**HINT:**

Encourage the team to be proud of themselves and their accomplishments!

5. Have the team practice as many timed runs as time allows.



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## LEARNING RESOURCES

- [LEGO.com](https://www.lego.com) has links to the EV3 Mindstorm user community, apps for learning programming, and a variety of videos, galleries and games that can provide inspiration.
  - The LEGO MINDSTORMS Education EV3 Software (that you use to program the robot) also has many programming tutorials that will be useful to the team.
  - A comprehensive approach to robot design and programming with lessons categorized as Beginner, Intermediate and Advanced is available at [EV3Lessons.com](https://www.ev3lessons.com).
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# DEBRIEF

SUGGESTED TIME: 10 mins

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## 1. Recap

Review what the team accomplished in this module. The team:

1. Made packing lists for the tournament.
2. Reviewed the three Judging Rubrics.
3. Practiced all three Judging Sessions.
4. Practiced the Robot Game.

## 2. Reflect

Ask the team:

1. How do you feel about the tournament?
2. How do you feel about the three Judging Sessions?





# OTHER TASKS & TIPS

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## TASKS

1. Print the team roster in the Team Registration System before the tournament.
2. Have everyone who didn't register online complete paper consent forms.
3. Be sure to print four copies of the *FIRST*<sup>®</sup> LEGO<sup>®</sup> League Team Information Sheet and bring them to the tournament.
4. Don't forget to have FUN with your team!
5. Remind the team that the tournament is a time to share what they've done with other teams, judges, and the public. Encourage them to have fun with the process and it will go well. Celebrate the team's successes!

## TIPS

1. Some teams will meet for a couple of extra practice sessions before the tournament to practice the Project presentation and Robot runs, so try to set this up if scheduling allows.
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# NEXT TIME

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The next step is your first *FIRST*®LEGO® League tournament! Go, do your best, and have fun! If your team qualifies for the next round of events, continue to meet and refine your Core Values, Project, and Robot. There are always improvements to be made. If the team doesn't qualify, that's okay! Hopefully they had fun and learned a lot throughout the season to prepare them for next year!

