

## Structured Interview Feedback Form

Team Number:	☐ Team Submitted a Portfolio
Team Name:	(Check if Submitted)

Connect Award			N/A	Beginning	Developing	Accomplished	Exemplary
Required	1	Team must describe, display, or document a team plan that covers <u>all</u> of the following:  A. The team's goals for the development of team member skills, and B. The steps the team has taken or will take to reach those goals					
Encouraged	2	Provide examples of developing in-person or virtual connections with individuals in the engineering, science, or technology community.					
	3	Provide examples of how it actively engages with the engineering community.					
Reach Award					Developing	Accomplished	Exemplary
Required	1	Team must discuss, describe, display, or document their outreach objectives and how their outreach activities support the <i>FIRST</i> community.					
	2	Team must discuss, describe, display, or document their successful recruitment of new teams, coaches, or mentors and/or volunteers who are not otherwise active within the <i>FIRST</i> community.					
Encouraged	3	Is an ambassador for FIRST programs in a way that makes FIRST loud.					
Encor	4	Has a creative and evolving approach to outreach materials that market their team and <i>FIRST</i> .					
Sustain Award				Beginning	Developing	Accomplished	Exemplary
Required	1	Team must discuss, describe, display, or document their plan(s) which includes at least one of the following:  A. Finances and financial sustainability plan,  B. Season project planning, and/or  C. Team sustainability plans and/or objectives.					
	2	Team must discuss, describe, display, or document how the team tracks their progress towards their plan(s) listed above.					
Encouraged	3	Team has clear team roles for all members of the team and a process for developing leadership.					
	4	Team can discuss, describe, display, or document how they manage the team's constraints and/or risks.					

		Innovate Award	N/A	Beginning	Developing	Accomplished	Exemplary		
pə	1	Team must describe, display, or document examples of the team's engineering content that illustrate how the team arrived at their design solution.							
Required	2	ROBOT or ROBOT MECHANISM is creative and unique in its design.							
Re	3	The innovative element must be stable, robust, and contribute positively to the team's game objectives most of the time.	Not evaluated in the Structured Interview.						
Encouraged	4	Designs often come with risks; the team should discuss, describe, display, or document how they mitigated that risk.							
		Control Award	N/A	Beginning	Developing	Accomplished	Exemplary		
Required	1	The PORTFOLIO must include <u>all</u> of the following:  A. hardware and/or software control COMPONENTS on the ROBOT,  B. which challenges each COMPONENT or system is intended to solve, and  C. how does each COMPONENT or system work	Not evaluated in the Structured Interview.						
R	2	Team must use one or more hardware or software solutions to improve ROBOT functionality by using external feedback and control.							
	3	The control solution(s) should work consistently during most MATCHES.	Not evaluated in the Structured Interview.						
Encouraged	4	Team could describe, display, or document how the solution should consider reliability, either through demonstrated effectiveness or identification of how the solution could be improved.							
П	5	Use of the engineering process to develop the control solutions (sensors, hardware and/or algorithms) used on the ROBOT includes lessons learned.							
		Design Award	N/A	Beginning	Developing	Accomplished	Exemplary		
Required	1	A team must be able to describe or demonstrate how their ROBOT is elegant, efficient (simple/executable), and practical to maintain.							
Req	2	The entire machine design, or the detailed process used to develop the design, is worthy of this recognition, and not just a single COMPONENT.							
ed	3	The ROBOT distinguishes itself from others by its aesthetic and functional design.		Not evalua	ited in the S	tructured Inte	rview.		
urag	4	The basis for the design is well considered (that is inspiration, function, etc.).							
Encouraged	5	Design is effective and consistent with the team's game plan and/or strategy.							