IQ Robotics Checklist and Rubric

**Tag**

Checklist items to include in pre-build drawing

\_\_\_ - Strategy for the game written out

Wheel Base

 \_\_\_ - Basic wheel base size

 \_\_\_ - Types of wheels, where located on base

 \_\_\_ - Gearing or directly driven

 \_\_\_ - Number of motors used

Robot

 \_\_\_- Where is Brain located

 \_\_\_ - Anything other than a wheelbase included in design (be specific)

 \_\_\_ - Bumper switch mounted at mid-wheel height

Driving Mode

 \_\_\_ - Arcade 1

 \_\_\_ - Arcade 2

 \_\_\_ - Tank

\_\_\_ - Instructor signature on design in notebook before building

**Rubric for grading**

**Tag**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item Description** | **Poor (zero points)** | **Acceptable (1 – 2 points)** | **Exceptional (3 points)** | **Points** |
| Design | Actual robot does not resemble design | Robot is similar to design with small differences due to changes while building | Design was detailed and matches final robot  |  |
| Build quality | Parts fall off robot | Robot is basically strong | Robot is secure and can withstand bumping with other robots |  |
| Team Dynamics | Team members worked separately and did not show Christian unity or compromise | Team members generally worked together but all did not contribute to design or build | All members worked together and were equally involved in building |  |
| Operation | Team fights over who is controlling robot and is late to competitions | Robot is ready to compete | Team has practiced and is ready for competition |  |
| Creativity | Robot is basic | Team has strategy for game | Team has unique strategy or design. Team includes fun element in robot |  |
| **Total Points** |  |