



# 4-H Robotic & Engineering

## Units 1-3 Stand-Alone

### Judging Sheet

Member Name: \_\_\_\_\_

County: \_\_\_\_\_

Jr. \_\_\_\_\_ Int. \_\_\_\_\_ Sr. \_\_\_\_\_ Years in Project \_\_\_\_\_

American System Placing: (Check One)	
Champion	_____
Reserve Champion	_____
Placing 3-10	_____
Grand Champion	_____
Reserve Grand Champion	_____
Danish System Award: (Check One)	
(For County Use Only)	
Blue	_____
Red	_____
White	_____

Check the Unit being judged:
Unit 1 _____
Unit 2 _____
Unit 3 _____

**Stand-Alone Exhibit: Unit 1:** One article you have made as a part of this unit of study. (Example: marshmallow catapult, robotic arm, robotic gripper, et al)

**Unit 2:** One article which you have made as a post of this unit of study. (Example: clipmobile, can-can robot, gear train, es-car-go, sea hunt, et al)

**Unit 3:** One article which you have made as a part of this unit of study. (Example: forward and reverse, wall follower, breadboard, say what, build your robot, et al)

**With a completed Robot e-record presented in a study binder.** Judges may use the back of the form for more comments.

**Judging Element 1:** 4-H e-Record: Complete means that everything has been filled out. Not complete means that there is something missing and needs a comment as to what is missing or why it is not complete. Project will be evaluated on the quality of information completed in e-record (25 percent) and quality of exhibit (75 percent).

Criteria	Complete	Not Complete	Comments
<b>E-Record</b>			
Record Cover			
4-H Projects taking this year			
What activities helped you learn the skills for the project? (workshops, project meetings, classes, contests, etc.)			
What Leadership Development experiences did you participate in?			
Citizenship/Community Service in 4-H			
Demonstration/Presentations/Speeches			
Expense Record			
Project Photos			
Story			

Criteria	E	G	F	N/I	Comments
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<b>Judging Element 2: 4-H Robotic &amp; Engineering Units 1-3 Stand-Alone N/I=Needs Improvement -must have comments</b>					
Task Completed: How hard is this task for the robot?					
Aesthetics: A measure of how good the component packaging and the look of the robot is.					
Task Utility: How useful is this robot?					
Entertainment Value: How cool or entertaining is the robot?					
Originality					
Technical Merit					