

Awards Overview

Teams should consider their season a success if they learned something new and had fun in applying their knowledge and skills to the VEX IQ Challenge. Events provide a great opportunity to share and recognize the accomplishments and contributions of the student participants!

This section details the full list of awards presented in the VEX IQ Challenge Program. Most local and regional events will offer a small subset of these awards, based on the number of teams at their event. The only event likely to present each and every one of these awards will be VEX Worlds, as warranted by the hundreds of teams participating. The awards presented at each event are chosen by the event planning committee with the help of their Regional Support Manager. Details on the judging process used to select award winners are available in the Judge Guide located at roboticseducation.org/event-partners/event-partner-resources-documents/.

Standard Awards: The following is a standard set of awards that will be offered at most events.

Standard Awards	
Excellence Award	Top All Around Program (Robot Performance and Judged)
Teamwork Champion Award (2 teams)	1st Place Teamwork Challenge Alliance (Robot Performance)
Design Award	Most effective and efficient robot design process
STEM Research Project Award	Most effective research project presentation
Robot Skills Champion Award	Top combined Programming and Driving Skills Challenge score (Robot Performance)
Judges Award	Recognition from Judges for special accomplishments

VEX Worlds and other large events may also offer some or all of the following awards. For a listing of the awards offered at your event and of the awards that qualify for advancement to championship events, please visit your event page at robotevents.com:

Other Robot Performance Awards - Based on the team's performance in the Robot Challenges	
Teamwork 2nd Place Award (2 teams)	Each Team on the 2 nd Place Teamwork Challenge Alliance
Robot Skills 2nd Place Award	2 nd Place combined Programming and Driving Skills Challenge
Technical Judged Awards - Based on the deliberations of a dedicated volunteer judging team	
Amaze Award	Amazing, well rounded, and top performing robot
Build Award	Sturdy, well-crafted robot
Create Award	Robot with a creative engineering solution
Think Award	Robot utilizes effective programming
Other Judged Team Awards	
Energy Award	Demonstrates extraordinary enthusiasm
Promote Award	Team with the best Online Challenge video submission
Sportsmanship Award	Demonstrates respect and great enthusiasm
Individual Awards	
Mentor of the Year Award	Recognizes outstanding mentor
Teacher of the Year Award	Recognizes outstanding teacher
Volunteer of the Year Award	Recognizes outstanding program/event volunteer

Team Professionalism and Ethics

The REC Foundation considers positive, respectful, and ethical conduct to be an important and essential component of the VEX IQ Challenge. Ethics is an important part of every engineer's professional training and practice. Judges will consider team conduct when determining awards. Judges will consider students, mentors, and adults to be team members.

Excellence Award

The **Excellence Award** is the highest award presented in the VEX IQ Challenge. This award is presented to a team that exemplifies overall excellence in creating a high quality VEX robotics **program**. This team is a strong contender in numerous award categories. Excellence winners must have an Engineering Notebook and a STEM Research Project presentation. Key criteria:

- Design Award ranking
- STEM Research Project Award ranking
- Teamwork Challenge Qualification Matches ranking
- Robot Skills Challenge ranking
- Other Judged award rankings
- High quality VEX robotics program

Some events may offer two Excellence Awards, one for the top overall Elementary School team and one for the top overall Middle School team, if they have at least ten (10) teams in each group.

Excellence Award at VEX Worlds

At VEX Worlds, Excellence Awards will be offered at the Middle School and Elementary School levels. Please note that if an individual team receives the Excellence Award at VEX Worlds, then the award is given to that team's school or organization, not just the single team. Schools or organizations that won the Excellence Award in the previous three years will not be eligible for the Excellence Award at VEX Worlds.

Design Award

The **Design Award** recipient demonstrates the ability to implement the most effective and efficient robot design process. Their Engineering Notebook and discussion with the Judges will demonstrate the team's ability to produce a quality robot with minimal adult assistance. Only teams that submit Engineering Notebooks are eligible for the Design Award. Key criteria:

- Engineering Notebook is a clear, complete, and organized document of the robot design process.
- Team demonstrates effective management of skills, time, and material resources.
- Students understand and explain how they developed an effective game strategy and robot design.
- Students demonstrate teamwork and effective communication skills.

Design Award Rubric

Judges will use the Design Award Rubric to evaluate the teams' performance on the award criteria. The first part of the Design Award Rubric is used to evaluate the quality of a team's Engineering Notebook. The second part of the rubric is then used to evaluate the students' understanding and application of an effective robot design process, as demonstrated in their team pit interview with Judges. The Design Award Rubric is available in the Judge Guide and at roboticseducation.org/event-partners/event-partner-resources-documents/.

Design Award – Engineering Notebook

One of the primary missions of the VEX IQ Challenge is to help students acquire real world life skills that will benefit them in their academic and professional future. The Engineering Notebook is a way for teams to document how the VEX IQ Challenge experience has helped them to better understand the engineering design process while also practicing a variety of critical life skills including project management, time management, brainstorming, and teamwork.

Each notebook is created through a concerted effort by a team to document their design decisions. Large events may send a Design Award winner to a state or regional championship, so teams should start their notebooks early and update them often.

Engineering is an iterative process whereby students recognize and define a problem, brainstorm and work through various stages of the design process, test their designs, continue to improve their designs, and continue the process until a solution has been identified. During this process, students will come across obstacles, encounter instances of success and failure, and learn many lessons. It is this iterative process that students should document in their Engineering Notebook.

The Engineering Notebook is an opportunity to document everything a team does so that it can serve as a historical guide of lessons learned and best practices. Students should include a number of items in their Engineering Notebook including: team meeting notes, design concepts and sketches, pictures, notes from competitions, team members' observations and thoughts, team organization practices, and any other documentation that a team finds useful. The team should also document their project management practices including their use of personnel, financial, and time resources.

Design Award at VEX Worlds

At VEX Worlds, only teams that have previously won an Excellence or Design Award at an official event will be eligible to submit an Engineering Notebook for review by the Judges. Teams will submit their Engineering Notebooks at check in. Teams with high quality Engineering Notebooks will be selected for Design Award interviews in the Team Pit Areas. Teams are not given scheduled sit down interviews for the Design Award at VEX Worlds. Teams must sign up to submit their Engineering Notebooks at robotevents.com/vexawards/ from **February 1, 2017 until March 20, 2017**. Failure to meet this deadline will make the team ineligible to submit a notebook at VEX Worlds.

STEM Research Project Award

The **STEM (Science, Technology, Engineering, and Mathematics) Research Project Award** is presented to the team that shares the most effective STEM Research Project presentation. This presentation, as well as the follow-up discussion with Judges, effectively demonstrates the students' significant depth of understanding of their topic and research findings. The presentation will also highlight the students' work in sharing what they learned in an effective format. Key criteria:

- Identifies a challenge topic of interest that relates to the STEM theme for the season
- Completes research and collects evidence using reliable sources
- Demonstrates a well-organized and documented process to study and explain the research findings
- Describes how the research findings were applied to develop and test the solution
- Shares the solution in an effective and creative presentation
- Students demonstrate an understanding of the entire research process
- Students demonstrate teamwork and effective communication skills

Additional details on the STEM Research Project, including the STEM Research Project rubric, are available at: roboticseducation.org/competition-teams/vex-iq-challenge/.

STEM Research Project Award at VEX Worlds

To be eligible to present a STEM Research Project at VEX Worlds, teams must have won the Excellence Award or STEM Research Project Award at an official event this season and must sign up for a STEM Research Project presentation at robotevents.com/vexawards/ from **February 1, 2017 until March 20, 2017**. Failure to meet this deadline will make the team ineligible for STEM Research Project Award at VEX Worlds.

Judges Award

The Judges Award is presented to a team that the Judges determine is deserving of special recognition. Judges consider a number of possible criteria for this award, such as team displays of special attributes, exemplary effort and perseverance at the event, or team accomplishments or endeavors throughout the season that may not fit under existing awards, but are nonetheless deserving of special recognition.

Robot Performance Awards

The **Teamwork Champion Award** is presented to each of the two teams on the winning alliance in the Teamwork Challenge Finals Matches.

The **Robot Skills Champion Award** is presented to the team with the highest combined Programming Skills Challenge and Driving Skills Challenge score. A team's combined score will be determined by adding their highest Programming Skills Challenge score and their highest Driving Skills Challenge score at a single event. Teams participating in only one of the two skills challenges will receive a zero score in the challenge in which they did not participate. Some events may choose not to offer this award.

The **Teamwork Challenge 2nd Place Award** is presented to each of two teams on the second place alliance in the Teamwork Challenge Finals Matches. Some events may choose not to offer this award.

The **Robot Skills 2nd Place Award** is presented to the team with the second highest combined Programming and Driving Skills Challenge score. Some events may choose not to offer this award.

Technical Judged Awards

These awards are Judged using the VEX IQ Challenge Awards Scoring Sheet, which is available at: roboticseducation.org/competition-teams/vex-iq-challenge/.

The **Amaze Award** is presented to a team that has built an amazing, high-scoring robot that clearly demonstrates overall quality. Key criteria:

- Robot design is consistently high scoring
- Robot demonstrates a solid mechanical design and is robustly constructed to fulfill its designed task
- Robot programming is consistently effective and successful
- Students understand and explain how they worked together to develop their robot

The **Build Award** is presented to a team that has built a well-crafted and constructed robot. Key criteria:

- Robot construction is of high quality; robust, clean, and effective use of materials
- Robot efficiently uses mechanical and electronic components
- Robot is designed with a clear dedication to safety and attention to detail
- Robot demonstrates reliability on the field and holds up under competition conditions
- Students understand and explain how they worked together to develop their robot

The **Create Award** is presented to the team whose robot design incorporates a creative engineering solution to the design challenges of the season's game. Key criteria:

- Robot has a well-crafted, unique design solution, which demonstrates creative thinking
- Team has demonstrated a highly creative design process and methodology
- Team has committed to ambitious and creative approaches to solving the game challenge
- Students understand and explain how they worked together to develop their robot

The **Think Award** is presented to a team that has developed and effectively used quality programs as part of their strategy to solve the game challenge.

Key criteria:

- All programming is cleanly written, well documented, and easy to understand
- Team has explained a clear programming strategy to solve the game challenge
- Team demonstrates their programming management process, including version history
- Students understand and explain how they worked together to develop their robot programming

Other Judged Team Awards

These awards are Judged using the VEX IQ Challenge Awards Scoring Sheet, which is available at: roboticseducation.org/competition-teams/vex-iq-challenge/.

The **Energy Award** is presented to a team that displays a high level of enthusiasm and passion at the event. VEX Worlds uses ballots for this award.

Key criteria:

- Team maintains a high level of excitement and energy throughout the event
- Team's passion for robotics enriches the event experience for others
- Students demonstrate teamwork and effective communication skills

The **Promote Award** is presented to a VEX IQ team that has created and submitted an outstanding VEX IQ promotional video. This video promotes the team in the community in order to recruit new students, mentors, and support. This video may be about what your team does, why other youth would love building robots and why they should join your team or start a new team, how you build your robot, what you learn from the VEX IQ Challenge! Check for details on the Promote Award and submit your videos at: roboticseducation.org/online-challenges/.

Key criteria:

- Good video editing
- Effective use of music and sound
- Clarity of your message
- Use of a creative approach

The **Sportsmanship Award** is presented to a team that has earned the respect and admiration of the volunteers and other teams at the event. VEX Worlds uses ballots for this award.

Key criteria:

- Team is courteous, helpful, and respectful to everyone at the event, on and off the field
- Team interacts with others on the game field in the spirit of friendly collaboration
- Team demonstrates respect and willingness to help event staff, other teams, and spectators
- Team demonstrates excitement and enthusiasm throughout the event

Individual Awards

The **Mentor of the Year** award is given to a mentor or engineer who is not a teacher and who has helped students achieve goals that were seemingly out of reach. This individual is a role model, a leader and an extraordinary mentor who helps show students new ways to expand their knowledge and solve problems in the worlds of STEM. The recipient of this award will be nominated by the students on their team with a written submission detailing how the mentor inspires, motivates and educates students in a positive, enthusiastic and challenging atmosphere. To be considered for this award at VEX Worlds 2017, teams must pre-submit a 500-word essay through the VEX Worlds awards page at robotevents.com/vexawards/, which will be available from **February 1, 2017 until March 20, 2017**.

The **Teacher of the Year Award** is presented to a teacher who shows true leadership and dedication to his or her group of students. The winner of this award continually exceeds expectations to ensure a safe, enjoyable and educational experience for all students. The recipient of this award will be nominated by the students on their team with a written submission detailing how the teacher inspires, motivates and educates students in a positive, enthusiastic and challenging atmosphere. To be considered for this award at VEX Worlds 2017, teams must pre-submit a 500-word essay through the VEX Worlds 2017 awards page at robotevents.com/vexawards/, which will be available from **February 1, 2017 until March 20, 2017**.

The **Volunteer of the Year Award** is presented to an event volunteer who demonstrates a commitment and devotion to their community, putting in many hours of hard work with persistence and passion to help make events happen.