



Interview - Lego

Last Revised: February 25, 2020

Table of Contents

The Interview	2
Themes of Interview Questions	3
Tips for the Display	3
Tips for the Interview	4
Rubric.....	4

Disclaimer

It is your responsibility to read and understand this document on a regular basis because we may update it from time to time.

The Interview

The interview gives your team an opportunity to show off your work and what you learned and know in English or French. This includes concepts about programming, mechanical design (building), and teamwork skills.

You will be given up to 10 minutes to answer questions. If your team is registered in two challenges, your team should discuss about both challenges when the question is appropriate.

Your team must also create a display that is meant to help you present your work to the judges. It can be a tri-fold display, Bristol board poster, **or** an electronic display (PowerPoint or Google Slides). Teams with a physical display (tri-fold display or Bristol board poster) are encouraged to put it on display for everyone to see!

There will be no setup time on competition day, so electronic displays must be ready for when judges come for your interview time slot. Teams using electronic displays (PowerPoint and Google Slides) are responsible for making sure it works on competition day. **Judges will mark what they see in front of them during your team's interview. No mark adjustments will be made due to technical issues (i.e. internet connection problems and electronic device malfunctions).**

The interview will be worth 30% of your final score on competition day. The other 70% will be based on how your team performs during the round robin (20%) and elimination rounds (50%). **It is important that your team does well while competing and while being interviewed to judges, because rankings have changed in the past due to the interview.**

Themes of Interview Questions

Below is a list of themes of interview questions and objectives that judges may ask you about. The list is to serve as a guideline; your team should be ready to answer any question a judge may ask.

Your team will be evaluated based on the thoroughness and completeness of answers provided.

1. Introduction / Background
 - a. Explain key characteristics about your team (e.g. registered challenges, how work was split in the teams, etc.)
2. Hypothesis
 - a. Describe the initial strategy used to tackle a challenge and the robot's design.
3. Procedure / Methods
 - a. Explain how your team tested your strategy.
 - b. Discuss how changes were made as a team following a test.
4. Results, Discussion, and Conclusion
 - a. List results from tests done by your team.
 - b. Explain the final strategy chosen by the team.
 - c. Discuss how your team might change its strategy if you were to start over from the beginning.
 - d. Describe your robot's final design, including one unique feature that should put your team at an advantage over others.

Tips for the Display

1. Ensure your display's content can help you with the interview.
2. Use it to help your team present your work to the judges during your interview.
3. Ensure your display is attractive, well-organized, and free of spelling or grammar errors.
4. If your team is using Google Slides for the display, please ensure you have a backup plan in case the internet is unreliable on competition day. Judges will only mark what they can see in front of them.

Tips for the Interview

1. General tips
 - a. Make sure everyone in the group answers questions.
 - b. Keep a log of each meeting you have as this can help you remember what you can talk about for the interview.
 - c. Practice asking each other questions and answering them!
 - d. Know your entire project inside and out.
 - e. If you are using Google Slides for your display, have a backup plan in case it does not work!
2. Tips for the Procedure/Methods themed questions
 - a. If judges ask about major changes, avoid repeating yourself from earlier in the interview.
 - b. When talking about testing, mention how you would know whether your robot passed or failed the test.
3. Tips for the Results/Discussion/Conclusion section
 - a. If judges ask you about test results, we recommend that your team try to link it to the final design.
 - b. If judges ask you about your program, go through it step by step. Mention the sensors or motors you used where possible.

Rubric

Criteria	Points
<u>Interview</u> <ul style="list-style-type: none">• Introduction / Background (3 pts)• Hypothesis (2 pts)• Procedure / Methods (4 pts)• Results, Discussion, and Conclusion (8 pts)	/17
<u>Other Interview Criteria</u> <ul style="list-style-type: none">• Clarity of team members (2 pts)• Distribution of team members who answered questions during the interview (2 pts)• Ability to answer questions from judges (3 pts)	/7
<u>Display Criteria</u> <ul style="list-style-type: none">• Effectively used to show team's work while presenting (3 pts)• Visual appeal, organization, and spelling and grammar (3 pts)	/6
<u>Bonus</u> <ul style="list-style-type: none">• Team cheer (1 pt)	
TOTAL	/30