

Cubesat Innovators Challenge

INSTRUCTIONS:				
Judges can use this as a guide or tick one box for each criteria to show the level the team has achieved (1 - basic up to 5 - mastery), then add up the score out of 20 total. Please make a short comment in the box.				
VIALE DESIGN - Plan and design show team have created a viable solution that could be built for real by 2101				
Plan only partly clear; design not viable for real world	Plan mostly clear; design would be partly viable for real world	Plan is clear, and the design solution could be built for real	Plan is very clear and shows the design solution would be viable	Does the design show full mastery?
TEAM RESILIENCE - Team has displayed teamwork and resilience throughout the whole process				
Only some students worked together	Most students worked together	All students worked well together and showed resilience to problems	All students worked very well together and showed resilience to problems	Does the design show full mastery?
DESIGN THINKING - Design shows team have followed the design thinking process				
Minimal evidence of following design	Some evidence of following design	Definite evidence of following design thinking	Abundant evidence of following design thinking	Does the design show full mastery?
TECHNICAL SKILLS - Project shows technical ability with the tools (eg. Micro:bit, Tinkercad)				
Build shows almost no technical use of tools	Build shows some technical use of tools	Build shows good technical use of tools	Build shows excellent technical use of tools	Does the design show full mastery?
Basic - 1	Developing - 2	Capable - 3	Expert - 4	Master - 5
Comments				Total =