

VEXcode VR Autonomous Skills Rubric – Global STEM Challenge



Team Number: _____

Program: VEX IQ ES / VEX IQ MS / VEX V5 MS / VEX V5 HS

Criteria	Exemplary (4 points)	Proficient (3 points)	Developing (2 points)	Beginning (1 point)	Points
The VEXcode VR Project (12 points)					
Coding concepts are applied with purpose	Three or more kinds of concepts each do real work in the project (loops, conditionals, functions, variables, etc.). Removing any one of them would mean rebuilding large chunks of code.	Two kinds of coding concepts do real work in the project, beyond repeating fixed movements.	One kind of coding concept does real work in the project.	The project is one long chain of movement commands, with no necessary structure or reuse.	
The project shows creative strategic choices	The project reflects two or more creative choices by the team and that are integrated throughout the project. These strategic choices could include an inventive route, new sensor usage, creative coding concepts, etc.	The project reflects one creative choice by the team. This creative strategy is reflected throughout the project.	A creative choice appears in the project. If this choice was removed, the project would functionally remain the same.	No creative choices appear in the project.	
The project runs reliably	The project is built to score reliably from one run to the next. Multiple checks, resets, or other error handling keeps the run on track.	The project is mostly built to score reliably. At least one part of the run is protected if something slips.	The project works when everything goes right. Little in the code keeps the run on track.	The run is a fixed sequence of movements, with nothing that catches or corrects an error.	
The Documentation (12 points)					
The code is documented within the project	Comments mark parts of the project and explain the intention of the section of code. A reader can follow the team's purpose for each section of code without reading every line.	Comments explain the intention behind some sections and restate the code in others.	Comments say what the code does rather than why, or appear only in scattered sections.	No comments or notes appear in the code.	
The Code Summary explains the project	A reader who does not code can follow what the project does, in what order, the logic progression, and how decisions are made in the project.	A reader who does not code can follow what the project does and in what order, but not how decisions are made in the project.	The summary retells the code step by step, leaving the reader to work out how the project actually runs.	No Code Summary is present.	
The team learned from Virtual Skills	The team names what Virtual Skills taught them, such as coding concepts, strategy, documentation habits, and describes how this learning applies to their season beyond Virtual Skills.	The team names something specific they learned while using Virtual Skills.	The team states that Virtual Skills helped them learn and improve, without specifics.	No account of what the team learned from Virtual Skills appears in the documentation.	
TOTAL: (out of 24)					