Mission Notebook Rubric

Team Number:_____ **Judge Name:**_____

Criteria	Exemplary (4 points)	Proficient (3 points)	Developing (2 points)	Beginning (1 point)	Points
Notebook Organization (12 points)					
Information is easy to reference	Pages are numbered, entries are ordered chronologically or by section, and a table of contents leads to specific entries.	Pages are numbered with a table of contents, but finding an entry takes searching.	Some organization is present, but locating information is difficult.	There is no pagination or table of contents. Information cannot be located.	
Contributors and season record are clear	The team number appears on the notebook, and all entries are signed or initialed by the student who wrote them. Dated entries span the season, demonstrating a consistent habit of notebooking.	The team number appears, and most entries are attributed to a student. Dated entries span the season with some gaps.	The team number appears, but entries are rarely attributed. Entries cluster in a few short periods with large stretches of the season missing.	The team number is missing, or entries are not attributed at all. Entries are undated or all appear to have been created at one time.	
Outside sources are credited	Outside sources (flight paths, code, techniques, and ideas the team built on) are named where they appear.	Most outside sources are named, though some appear without credit.	A few sources are named, or credits appear only as a list, not where they were used.	Outside work appears with no credit.	
Mission Planning – Define (12 points)					
Criteria and constraints are defined	The notebook defines and explains the challenge along with the rules, safety requirements, and constraints (ex. battery use, sharing airspace, modules, drone recovery) that could impact flight plans.	The notebook defines a challenge without explanation and lists related criteria and constraints.	A challenge is defined without specific criteria or limits.	The challenge is not defined, and no criteria or constraints appear.	
Game strategy is documented	The notebook describes the team's scoring priorities for each Scoring System, with reasoning and tradeoffs that come with those priorities.	The notebook describes the team's scoring priorities with some reasoning. No tradeoffs are documented.	Strategy is mentioned without reasoning, or without reference to Scoring Systems.	No strategy is documented.	
Brainstorming is documented	Several distinct approaches (flight paths, piloting techniques, coding, and/or strategy) are recorded with enough detail to see how they differ.	Three or more approaches are recorded without comparison, or one or two ideas appear with comparison.	One or two ideas appear with no comparison.	No brainstorming appears, or a single solution appears already chosen.	
Mission Planning – Develop Solutions (12 points)					
Flight plans are documented	The notebook shows continuous development of flight plans, whether simulator-based, physical-flight-based, or a combination, with three or more versions of the flight plan that connect to one another.	The notebook shows two or more versions of flight plans with a connection between them.	A single flight plan appears, with little sense of what preceded it.	No flight plan development is documented.	

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Mission Notebook Rubric

Team Number:_____ **Judge Name:**_____

GLOBAL ROBOTICS & SCIENCE FOUNDATION™

Criteria	Exemplary (4 points)	Proficient (3 points)	Developing (2 points)	Beginning (1 point)	Points
Flight tests are defined and data is collected	Tests state what was measured, how, and under what conditions, such as controller/simulator settings, so that the test can be repeated. Tests produce recorded qualitative and quantitative results in a form that can be used for data-based decision making.	Tests state what was measured and how. Tests record only qualitative or quantitative results (not both) to be used for decision making.	Testing is mentioned without saying what was measured or how. Results are described in general terms without measurements.	No testing is documented, or the drone was flown with no test described and no results recorded.	
Decisions are explained with evidence	The notebook states what the team decided, how the decision was made, who was part of the decision, and what evidence led to the choice. The connection between flight tests (simulator and/or physical flight) and flight plan changes is explicit.	Decisions are stated with reasoning and evidence from testing, though the connection is sometimes implied. No indication is made of who was involved.	Decisions appear with little or no reasoning or evidence. Testing and changes both appear but are not connected.	Changes appear with no indication of why.	
Mission Planning – Optimize (8 points)					
Pilot strategy is documented	Overall match strategy is documented and describes how and why the team is modifying its strategy based on all of the Scoring Systems. A pattern of strategy development over time is clear.	Some documentation of match strategy is shown, accounting for some Scoring Systems but not all. Strategy development appears sporadic.	Notes appear about match strategy and Scoring Systems, without explanation of how or why choices were made.	Overall match strategy and Scoring Systems are not documented.	
Code is documented	Pseudocode, flowcharts, annotated screenshots, or commented code show the intention behind the code and how the code was developed.	Code is documented in any of these forms, with explanation of the intention behind the code.	Code appears with little or no explanation.	No code documentation appears.	
Mission Planning – Reflection and Iteration (4 points)					
Reflection and iteration are visible throughout the season	The notebook shows a continuous pattern of reflection throughout the season, including reflections on Matches, Skills runs, and adaptations to each Scoring System, and reflections shape what happens next. Iteration is shown for piloting, strategizing, and coding.	Reflections appear at more than one point in the season, and iteration is shown in one or two categories (piloting, strategizing, coding).	Reflection appears only at the end or as a general summary, and iteration appears in only one category.	No reflection appears, or entries record activity without evaluating it, and there is little to no iteration shown.	
				TOTAL (out of 48)	

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