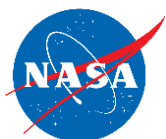


# 1 MISSION PATCH

Mission patches will earn the team 10 points, and one winning patch will be selected by the Regional Hub based on criteria such as:

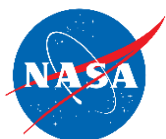
- Creativity
- Representation of the team
- Representation of the community
- Representation of the “Next Giant Leap” theme



## 2 SOCIAL MEDIA POST

One Social Media post will earn the team 10 points, and one winning patch will be selected by the Regional Hub based on criteria such as:

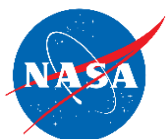
- Creativity
- Enthusiasm



# 3 TEAM ATTIRE

1 2 3 4

<i>Creativity</i>	Attire is not unique from other teams and does not demonstrate any prior planning	Attire is not very unique and demonstrates a limited amount of prior planning	Attire is somewhat unique from other teams and demonstrates planning	Attire is unique from other teams and demonstrates thoughtful planning
<i>Represents Community or NASA/Apollo</i>	Attire does not acknowledge either 1) team, individual, or community identity <b>OR</b> 2) NASA/Apollo missions	Attire vaguely acknowledges either 1) team, individual, or community identity <b>OR</b> 2) NASA/Apollo missions	Attire acknowledges either 1) team, individual, or community identity <b>OR</b> 2) NASA/Apollo missions	Attire clearly acknowledges either 1) team, individual, or community identity <b>OR</b> 2) NASA/Apollo missions



# 4 LUNAR MODULE

1

2

3

4

<i>Creativity</i>	Module design is not unique from other teams and does not demonstrate any prior planning	Module design is not unique and demonstrates a limited amount of prior planning	Module design is somewhat unique from other teams and demonstrates planning	Module design is unique from other teams and demonstrates thoughtful planning
<i>Structural Integrity</i>	Module does not stay intact upon landing and/or does not appear structurally sound	Module is mostly intact upon landing and/or has several apparent design flaws	Module is mostly intact upon landing, may have some design flaws	Module does not have any holes, detached pieces, and stays intact upon landing
<i>Overall Appearance</i>	Module is not at least 2"x2"x2"  Design does not resemble lunar module	Module is at least 2"x2"x2"  Design vaguely resembles lunar module	Module is at least 2"x2"x2"  Design mostly resembles lunar module	Module is at least 2"x2"x2"  Design strongly resembles lunar module
<i>Width/Mass ratio</i>	Formula: $\frac{\text{Width}}{\text{Mass}} \times 4$ , rounded to a whole number.			Width-to-Mass ratio is greater than or equal to 1.



# 5 LUNAR ROVER

1

2

3

4

<i>Creativity</i>	Rover design is not unique from other teams and does not demonstrate any prior planning	Rover design is not unique and demonstrates a limited amount of prior planning	Rover design is somewhat unique from other teams and demonstrates planning	Rover design is unique from other teams and demonstrates thoughtful planning
<i>Represents Apollo Spirit</i>	Rover design does not demonstrate consideration for challenge activity (e.g. unable to move on lunar surface)	Rover design demonstrates some consideration for challenge activity (e.g. able to move on lunar surface, but does not perform other tasks well)	Rover design demonstrates consideration for challenge activity (e.g. maneuvers lunar surface well)	Rover design clearly demonstrates consideration for challenge activity (e.g. has little to no problems moving along lunar surface and completing challenge tasks)
<i>Overall Appearance</i>	Rover appearance either does not demonstrate thoughtful planning and does not show innovative use of Lego pieces	Rover appearance either does not demonstrate thoughtful planning or does not show innovative use of Lego pieces	Rover appearance demonstrates some planning and/or innovative use of Lego pieces	Rover appearance either clearly demonstrates thoughtful planning or shows innovative use of Lego pieces



# 6 PAYLOAD

	1	2	3	4
<i>Creativity</i>	Payload is not unique from other teams and does not demonstrate any prior planning	Payload is not unique and demonstrates a limited amount of prior planning	Payload is somewhat unique from other teams and demonstrates planning	Payload is unique from other teams and demonstrates thoughtful planning
<i>Represents Community</i>	Payload is not an object with any apparent meaning to the team or their community (e.g. a plain Lego brick)	Payload is an unclear representation of the team or their community	Payload is somewhat representative of the team of their community	Payload is a clear representation of the team or their community
<i>Overall Appearance</i>	Payload is not structurally sound and does not appear to have significance to the team	Payload is not structurally sound but appears to have some significance to the team	Payload is mostly structurally sound and appears to have significance to the team	Payload is structurally sound and appears to have significance to the team

