Figure 6.6: Example Rating Scale

LEARNING TARGETS	NOVICE		APPRENTICE		EXPERT	
	1	2	1	2	1	2
Change the location of the rope attachment to make a winning robot in the tug-of-war challenge.						
Add a gear train to increase the power of the robot.						
Test the robot and write the results in the engineering notebook. Next, use the notebook to create an improved robot design.						
Figure out why increased weight on the robot will make it harder to pull while playing tug-of-war.						