



# ONLINE CHALLENGES

LEARNING BEYOND THE COMPETITION FIELD



## 2026-2027 Game Introduction & Explanation Video Challenge

### Be the Voice of the Game

Whether your RECF program's game already has an introduction video or not, this challenge is your chance to show us your skills as you teach us the game. Learn the game, bring your creativity, and help the community understand how it works by creating a short, engaging video that teaches the game to someone seeing it for the first time. Tell it your way through match footage, demonstrations, animation, storytelling, commentary, or an approach all your own. You'll hone your own knowledge as you help teach others! **Your team's video could be more than an online challenge submission, it could become part of the way the RECF community learns about and experiences this year's game!**

| Grade Levels                                                             | Programs                                                      | Submission Type |
|--------------------------------------------------------------------------|---------------------------------------------------------------|-----------------|
| Elementary School/12U<br>Middle School/15U<br>High School/19U<br>College | RECF Engage<br>RECF Achieve<br>RECF Inspire<br>ADC<br>ADC Pro | Video           |

**Prizes:** Five finalists will be featured on the RECF.org website, and a winner will be chosen from among those teams. The 1st place winner at each grade level will receive an invitation to the 2027 RECF World Championship in St. Louis. The invitation is specific for the winning team and the winning team's program. The registration fee is the responsibility of the winning team.

## 2026-27 Game Introduction & Explanation Video Challenge - Judging Rubric

This rubric will be used by RECF Online Challenge judges to assess all eligible submissions after the submission deadline. Each criterion will be scored from 0 to 5 points. Finalists and winners will be recommended by volunteer judges based on their scores. *RECF staff will make the final determination of awardees at their sole discretion, with consideration given to volunteer judge recommendations and the minimum entry requirements.*

| Criteria                                         | Expert<br>4-5 Points                                                                                                                                                                                                                                        | Proficient<br>2-3 Points                                                                                                                                                                     | Emerging<br>0-1 Points                                                                                                                                                           |
|--------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Game Understanding &amp; Accuracy</b>         | Video accurately and clearly demonstrates a strong understanding of the game, including the objective, important game elements, robot actions, rules, and scoring information. It gives the viewer an accurate picture of what is happening during a match. | Video demonstrates a good understanding of the game and includes most important information. Minor errors or omissions may be present.                                                       | Video demonstrates limited understanding of the game or contains significant errors or missing information.                                                                      |
| <b>Complete Scoring Explanation</b>              | Clearly identifies and explains all available scoring opportunities, including point values and important conditions or limitations.                                                                                                                        | Explains most scoring opportunities and point values. Some details or conditions may be missing or unclear.                                                                                  | Several scoring opportunities or important scoring information are missing, inaccurate, or unclear.                                                                              |
| <b>Audience Understanding &amp; Organization</b> | Information is clear, well organized, and easy for someone unfamiliar with the game to follow. The presentation effectively guides the viewer through what is happening and how points are earned.                                                          | Information is generally clear and understandable for a new viewer. The viewer can follow the game and scoring, though some explanations or transitions may be less clear or well organized. | Information is difficult for a new viewer to follow. The organization, explanations, or presentation make it difficult to understand what is happening or how points are earned. |
| <b>Creativity &amp; Engagement</b>               | Creative choices are highly effective in making the game engaging and easier to understand. The video demonstrates a distinctive approach, strong student voice, and originality in how the game is taught.                                                 | Creative choices add interest to the video and support the explanation. The video shows some student voice and thoughtful choices in how the game is presented                               | Limited use of creative choices, student voice, or originality. Creative choices may not effectively support the explanation or help the audience understand the game            |