

2026-2027 STEM + Art + Trend = Team Spirit

Full STEAM Ahead

In some cases you see STEAM used instead of STEM: the A is added for art! In this challenge you'll use your creativity and create art by adapting a 'viral' social media trend to your robotics or drone team. Your short video can be funny or thoughtful, but the goal is to elicit reaction from the viewer. It is important that you are safe, keep your submission appropriate and abide by age limits and parental permission when it comes to the use of social media. This challenge is all about team bonding, sparking creativity, and showing off your team spirit!

Grade Levels	Programs	Submission Type
Middle School/15U High School/19U College	RECF Engage RECF Achieve RECF Inspire ADC ADC Pro	Video & PDF

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 Team Spirit 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 4-5 Points	Proficient 2-3 Points	Emerging 0-1 Points
Team Personality & Reflection	Clearly and authentically showcases the team's unique personality, experiences, challenges, successes, and/or humor. Reflection is specific and meaningful.	Shows some team personality and connects the video/report to real team experiences. Includes some meaningful reflection.	Shows little evidence of the team's personality or experiences. Reflection is vague or mostly descriptive.
Trend Selection & Creativity	Trend is creatively transformed to represent the team. The connection feels original, clever, entertaining, and purposeful.	Trend is recognizable and adapted to the team. Some creative choices or humor are evident.	Trend is unclear, weakly connected to the team, or mostly copied without adaptation. Limited creativity.
Video Quality & Execution	Video is polished, engaging, and fun with strong editing, audio and storytelling. Meets all requirements, including beginning/end information and time limit.	Video is understandable and generally well organized. Most requirements are met, with adequate editing, pacing, and presentation.	Video is difficult to follow, incomplete, or does not meet important submission requirements.
Written Report & Learning	Concise, clear, and thoughtful report addresses all required sections and clearly explains the experience: why the trend was chosen, and specific lessons learned. Meets formatting and length requirements.	Report addresses the required questions and explains some learning from the experience. Generally clear and follows most formatting requirements.	Report is incomplete, unclear, or missing required sections. Limited explanation of what the team learned.