

# Join our robotics team!



## HOW IT WORKS

AGES

9-16\*

GRADES

4-8

We express the *FIRST* philosophies of Gracious Professionalism® and Cooperation® through *FIRST* Core Values:

- **Discovery:** We explore new skills and ideas.
- **Innovation:** We use creativity and persistence to solve problems.
- **Impact:** We apply what we learn to improve our world.
- **Inclusion:** We respect each other and embrace our differences.
- **Teamwork:** We are stronger when we work together.
- **Fun:** We enjoy and celebrate what we do!

Friendly competition is at the heart of *FIRST*® LEGO® League Challenge, as teams of students ages 9-16\* engage in research, problem-solving, coding, and engineering – building and programming a LEGO® robot that navigates the missions of a Robot Game. As part of Challenge, teams also design an innovative solution to a real-world problem relevant to the theme.

#### CHILDREN:

- Understand real-world uses of STEM
- Apply critical thinking skills
- Build habits of learning

#### WHAT IT OFFERS:

- Application of science and math concepts
- Hands-on problem solving
- Programming experience
- Application of the Engineering Design Process
- New real-world theme each year
- Sports-like tournaments with judges and awards

#### GET STARTED:

- Teams of up to 10 children, ages 9 to 16\*
- Adult coaches and mentors
- Meeting place (school, after-school, homeschool, or community space)
- Parents, teachers, community volunteers to help
- 12 guided sessions
- LEGO Education SPIKE™ Prime Robot Set (reusable) and annual Challenge Set

**"I want to build things nobody else has even thought of yet."**

— CHARLES PETERSON, TEAM MEMBER (10 YEARS OLD)

[FIRSTLEGOLEAGUE.ORG](http://FIRSTLEGOLEAGUE.ORG) | [FIRSTINSPIRES.ORG](http://FIRSTINSPIRES.ORG)

\*Ages vary by country

Please contact \_\_\_\_\_ if your child would like to join, for more information, or if you are interested in becoming a parent volunteer.

**Phone:** \_\_\_\_\_ **Email:** \_\_\_\_\_

Please respond by \_\_\_\_\_ if interested.