

# FIRST® Where **kids** walk in and **innovators** walk out



## FIRST LEGO LEAGUE JR.

Ages 6-10 (Grades K-4)

Introduces young children to science and coding concepts through hands-on, playful building challenges.

## FIRST LEGO LEAGUE

Ages 9-16\* (Grades 4-8)

Students program autonomous robots and design an innovative solution related to the annual theme.

\*Ages vary by country

## FIRST TECH CHALLENGE

Ages 12-18 (Grades 7-12)

Teams design, build, and program robots, develop strategy, and engage in thrilling, head-to-head competition.

## FIRST ROBOTICS COMPETITION

Ages 14-18 (Grades 9-12)

Teams compete with 120-pound robots, combining the excitement of sport with the rigors of science and technology.

## What is **FIRST**?

FIRST® is the world's leading child-serving nonprofit advancing science, technology, engineering, and math (STEM). For 30 years, FIRST has been inspiring innovation and leadership by teaching STEM, teamwork, and problem-solving skills through engaging, hands-on robotics challenges developed to ignite curiosity and passion in students in grades K-12.



FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY

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[www.firstinspires.org](http://www.firstinspires.org)

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Ages 9-16\* (Grades 4-8)

\*Ages vary by country

## What is **FIRST**® LEGO® League?

In **FIRST**® LEGO® League, children are immersed in real-world science and technology challenges. Teams research and design their own solution to a current scientific question or problem while they also build and program autonomous robots using LEGO® MINDSTORMS® technology to perform a series of missions.

Through their participation, children develop valuable life skills and discover exciting career possibilities, while learning that they can make a positive contribution to society.

— DEAN KAMEN, FOUNDER, **FIRST**

“Everybody has to be able to participate in a future that they want to live for. That’s what technology can do.”



**FIRST** LEGO League introduces young people to the fun and excitement of science and technology.

“I especially love that while robot performance is important, there are other aspects that are valued as much or more. Most places in our culture today define winning and success very narrowly, and I appreciate immensely that the program has different values. The girls have had a blast, and this is now as important as dance class in our house.”

— JENNIFER ROBINSON, PARENT AND **FIRST** LEGO LEAGUE COACH

### Three Essential Parts

Each yearly Challenge has three parts: Core Values, the Robot Game, and the Project.

### **FIRST** Core Values

We express the **FIRST** philosophies of *Gracious Professionalism*® and *Coopertition*® through our 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!

ROBOT GAME

PROJECT

# CORE VALUES



### How to get involved

EMAIL: [firstlegoleague@firstinspires.org](mailto:firstlegoleague@firstinspires.org)

A **FIRST** representative can help you:

- Become a coach.
- Mentor or sponsor a team.
- Get information for your school.
- Find your region’s local contact.

[firstlegoleague.org](http://firstlegoleague.org)