



The **FIRST**® LEGO® League: **SPORT FOR THE MIND**™

INDEPENDENT EVALUATIONS

of the **FIRST** LEGO League show that the FLL program provides...

Positive impacts on participants, including:

Increased interest in and understanding of science and technology

Improved attitudes towards education

Improved life and workplace-related skills

The kinds of experiences that are recommended by research on positive youth development, including:

Clear expectations

Opportunities for skill building

Youth decision-making and responsibility

Mentorship

Scheduled use of after-school time

Integration of family, school, and community

Source: Brandeis University FLL Program Evaluation 2009, available at www.usfirst.org

FIRST® LEGO® League (FLL®) introduces young people, ages 9 to 16* (grades 4-8), to the fun and excitement of science and technology while building self-confidence, knowledge, and valuable career and life skills. FLL challenges kids to think like scientists and engineers. Alongside adult Mentors, FLL teams solve problems using engineering concepts, presentation techniques, and robots.

*9 to 14 in the U.S., Canada, and Mexico

FLL Children

- *Solve* real-world engineering challenges
- *Discover* career possibilities
- *Apply* Core Values and learn to make positive contributions to society
- *Engage* with their community

FLL Teams

- *Apply* math and science concepts to research, design, build, and program autonomous robots
- *Use* LEGO MINDSTORMS® technologies
- *Gain* hands-on experience solving real-world problems
- *Learn* from and interact with adult Mentors
- *Work* as a group to overcome obstacles and meet challenges

FLL Season Overview

May – September Online registration
 Early Fall Challenge announcement
 Early September – November ... Build & research
 November – January Tournament season



In 2013, more than 228,000 children will participate in FLL worldwide.

Exciting Tournament Experience

- *Opportunity* to participate in qualifying events and tournaments
- *Culmination* of 8 weeks of teamwork and mentoring
- *Teams compete* with their peers in high energy, sports-like events
- *Teams present* their solutions to a panel of judges
- *Team awards* presented include research & presentation, mechanical design, robot performance, and teamwork

What FLL kids accomplish is nothing short of amazing. It's fun; it's exciting; and the skills they learn will last a lifetime.

BE A PART OF The **FIRST**® LEGO® League (FLL®)

The young people who participate in the **FIRST** LEGO League are not only learning about science and technology, but also how to be good citizens.

FLL CORE VALUES

We are a team.

We do the work to find solutions with guidance from our Coaches and Mentors.

We know our Coaches and Mentors don't have all the answers; we learn together.

We honor the spirit of friendly competition.

What we discover is more important than what we win.

We share our experiences with others.

We display Gracious Professionalism® in everything we do.

We have fun.

Form a Team

- Schools, home schools, churches, civic organizations, community groups, and neighborhoods can form teams
- Up to 10 children, ages 9 to 16* (grades 4-8)
*9 to 14 in the U.S., Canada, and Mexico
- At least one adult Coach
- Register on-line at www.firstlegoleague.org (May through September, subject to availability)
- Principal costs range from \$450 (U.S.) for returning teams to \$850 (U.S.) for new teams

Volunteer for FLL

- Volunteers include community leaders; employees of corporate Sponsors; university students and faculty; parents; teachers; **FIRST** Alumni; and friends.

Roles Include

- Mentor/Coach
- Team coordinator
- Fundraiser
- Tournament volunteer
- Judge
- Referee



Become a Sponsor

- **Provide** financial support to teams
- **Help** host a tournament for your community
- **Involve** employees as Mentors, Coaches, and/or Volunteers
- **Provide** equipment, facilities and/or training



FOR INSPIRATION AND RECOGNITION OF SCIENCE AND TECHNOLOGY

200 Bedford Street ■ Manchester, NH 03101 ■ USA

WWW.USFIRST.ORG

FIRST® and Gracious Professionalism® are registered trademarks, and Sport for the Mind™ is a common law trademark, of the United States Foundation for Inspiration and Recognition of Science and Technology (FIRST). LEGO® and MINDSTORMS® are registered trademarks of the LEGO Group. FIRST® LEGO® League and FLL® are jointly held trademarks of FIRST and the LEGO Group. © 2013 FIRST and the LEGO Group. All rights reserved.