

**FIRST**® is a global robotics community that prepares young people for the future.

## FIRST LEGO LEAGUE



**AGES 4-16\*** | **GRADES PreK-8**

Students engage in hands-on STEM experiences, building habits of learning, confidence, and teamwork skills along the way.

\*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 125-pound robots, combining the excitement of sport with the rigors of science and technology.

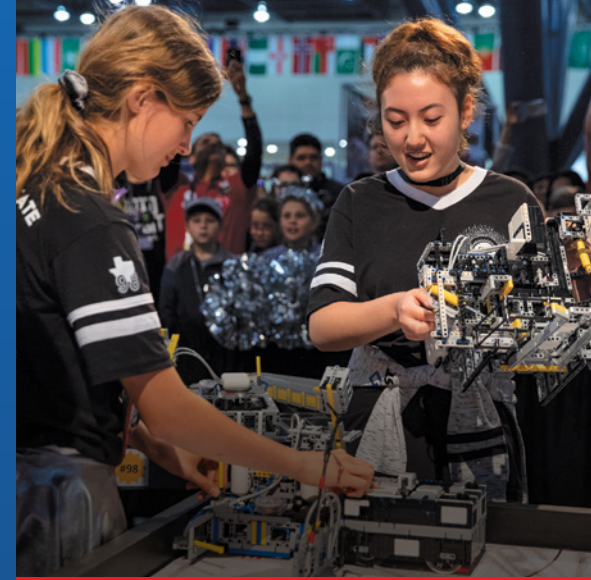
## ABOUT FIRST®

FIRST® is the world's leading youth-serving nonprofit advancing STEM education. Through a suite of inclusive, team-based robotics programs for ages 4-18 and backed by a global network of mentors, coaches, volunteers, alumni, and sponsors, FIRST has a proven impact on learning, interest, and skill-building inside and outside of the classroom. For 30 years, students from all walks of life have developed self-confidence in STEM and valuable, real-world skills through FIRST that open pathways to a better future.



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[WWW.FIRSTINSPIRES.ORG](http://WWW.FIRSTINSPIRES.ORG)

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**AGES**  
**9-16\***

\*AGES VARY BY COUNTRY

**GRADES**  
**4-8**

# ABOUT FIRST® LEGO® LEAGUE CHALLENGE

Friendly competition is at the heart of Challenge, as teams of students ages 9-16\* engage in research, problem-solving, coding, and engineering – building and programming a LEGO® Education SPIKE™ Prime or LEGO® MINDSTORMS® 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.



**FIRST LEGO League Challenge helps students understand real-world uses of STEM, apply critical thinking skills, and engage in coding.**

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

— DEAN KAMEN, FOUNDER, FIRST

\*Ages vary by country

**“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

## FIRST CORE VALUES

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

## THREE ESSENTIAL PARTS

Each yearly Challenge has three parts: the Robot Game and the Innovation Project – incorporating the Engineering Design Process – and Core Values.

ROBOT  
GAME

INNOVATION  
PROJECT

CORE VALUES

WWW.FIRSTLEGOLEAGUE.ORG



## GET INVOLVED!

EMAIL  
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- 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.