



## 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](http://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 employment 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 September ..... Challenge announcement  
 Early September – November ..... Build & research  
 November – January ..... Tournament season



In 2011, nearly 200,000 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](http://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



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