



Independent evaluations

of the FIRST LEGO League show that the FLL program provides participants with the kinds of experiences that are recommended by research on positive youth development, including:

- **Clear expectations**
- **Supported relationships**
- **Opportunities for skill building**
- **Youth decision-making and responsibility**
- **Positive identification with a group**
- **Mentorship**
- **Scheduled use of after-school time**
- **Motivating activities**
- **Integration of family, school, and community**

Source: Brandeis University FLL Program Evaluations, 2003 and 2004, available at www.usfirst.org

FLL: SPORT FOR THE MIND

FIRST LEGO® League (FLL) introduces young people, ages 9 to 14, to the fun and excitement of science and technology while building self-confidence, knowledge 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.



FLL SEASON OVERVIEW

May – September On-line registration
 Mid-September Challenge announcement
 October – November Building season
 November – January Tournament season

In 2005, over 60,000 children from 31 countries participated in FLL.



FLL kids:

- **Solve** real-world engineering challenges
- **Discover** career possibilities
- **Learn** to make positive contributions to society

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

Exciting Tournament Experience

- **Opportunity** to participate in one-day 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 challenge solutions to a panel of judges
- **Team awards** are presented for research & presentation, robot 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.

For more information

800-871-8326 ■ 603-666-3906
usfirst.org ■ firstlegoleague.org

FLL: SPORT FOR THE MIND *continued*



“ I can’t stress enough how important the next generation of scientists and engineers will be, and captivating their minds at this age is the way to get them. ”

Major General Paul Nielsen,
Commander,
US Air Force Research Laboratories

“ It’s a cross between nervous and so excited you feel like you are going to pass out. It’s truly a sport because you get psyched up and worked up about it. ”

Josh Perry & Brian Spradlin,
FLL participants



Be a part of FIRST LEGO® League

Form a Team

- Schools, home schools, churches, civic organizations, community groups and neighborhoods can form teams
- Up to 10 kids, ages 9–14
- At least one adult
- Register on-line at www.usfirst.org (May through September)
- Cost ranges from \$600 for new teams to \$300 for returning teams

Volunteer for FLL

Volunteers include community leaders, employees of corporate sponsors, university students and faculty, parents, teachers, and FIRST alumni and friends.

Roles Include:

- Mentor/coach
- Team coordinator
- Fundraiser
- Tournament volunteer
- Judge

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 more information

800-871-8326 ■ 603-666-3906
usfirst.org ■ firstlegoleague.org