Get Involved!

Join or start a team in your area

Sponsor a team, event, or local *FIRST* program

Become a team Mentor or Coach

Volunteer to fill over 100 roles

What's FIRST®?

Igniting young minds.

Nurturing passions.

Practicing
Gracious Professionalism.™

It's a competitive *sport.*

It's a life *experience.*

It's *opportunity.*

It's *community.*

It's *amazing.*

For students aged 6-18, it's the hardest fun you'll ever have. For team Mentors, Coaches, and Volunteers, it's the most rewarding adventure you'll ever undertake. For Sponsors, it's the most enlightened investment you could ever make.

FIRST is a 501(c)(3) not-for-profit organization devoted to helping young people discover and develop a passion for Science, Technology, Engineering, and Math (STEM). Founded nearly 20 years ago by inventor Dean Kamen, the 2010–2011 *FIRST* season attracted more than 248,000 youth and more than 90,000 Mentors, Coaches, and Volunteers from 56 countries. The annual programs culminate in an international robotics competition and celebration where teams win recognition, gain self confidence, develop people and life skills, make new friends, and perhaps discover an unforeseen career path.

FIRST participants are much more likely to

- Attend college
- Major and pursue careers in science or engineering
- Volunteer in their communities
- Secure internships
- Mentor students
- Become outstanding citizens

For information about *FIRST*® in your area:
WWW.USFIRST.ORG/CONTACTUS
603-666-3906

FIRST

For Inspiration and Recognition of Science and Technology

200 Bedford Street ■ Manchester, NH 03101 ■ USA

WWW.USFIRST.ORG

FIRST

For Inspiration and Recognition of Science and Technology

FIRST® Learning...

never stops building upon itself, starting at age 6 and continuing through middle and high-school levels up to age 18. Young people can join at any level. Participants master skills and concepts to aid in learning science and technology through innovative projects and robotics competitions.

Jr.FLL

Junior FIRST® LEGO® League

Grades K-3 (ages 6-9)

FLL

FIRST® LEGO® League

Grades 4-8 (ages 9-16)

ages 9-14 in the U.S./CAN/MEX

FTC

FIRST® Tech Challenge

High-school

FRC

FIRST® Robotics Competition

High-school

Jr.FLL captures young children's inherent curiosity and directs it toward discovering the wonders of science and technology. This program features a real-world scientific concept to be explored through research, teamwork, construction, and imagination. Guided by adult Coaches, teams use LEGO® bricks to guild a model that moves and develop a Show-Me Poster to illustrate their journey.

Children ages 6 to 9 get to

- Design and build a challenge-related model using LEGO components
- Create a Show-Me Poster and practice presentation skills
- Explore challenges facing today's scientists
- Discover real-world math and science
- Begin developing teamwork skills
- Choose to participate in events and celebrations
- Engage in team activities guided by Jr.FLL Core Values

In **FLL**, children are immersed in real-world science and technology challenges. Teams design their own solution to a current scientific question or problem and build autonomous LEGO robots that 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.

Children ages 9 to 16 (9 to 14 in the U.S.,Canada, and Mexico) get to

- Create innovative solutions to challenges facing today's scientists
- Strategize, design, build, program, and test an autonomous robot using LEGO MINDSTORMS® technology
- Apply real-world math and science concepts
- Develop career and life skills including critical thinking, time management, collaboration, and communication while becoming more self confident
- Become involved in their local and global community
- Choose to participate in official tournaments and local events
- Qualify for an invitation to World Festival
- Engage in team activities guided by FLL Core Values

FTC is designed for high-schoolers who want to compete head to head using a sports model. Teams of up to 10 students are responsible for designing, building, and programming their robots to compete on a 12 X 12' field in an Alliance format against other teams. Robots are built using a TETRIX® platform that is reusable from year-to-year using a variety of languages. Teams, including Coaches, Mentors, and Volunteers, are required to develop strategy and build robots based on sound engineering principles. Awards are given for the competition as well as community outreach, design, and other real-world accomplishments.

High-school students get to

- Design, build, and program robots
- Apply real-world math and science concepts
- Develop strategic problem-solving, organizational, and team-building skills
- Compete and cooperate in alliances at tournaments
- Earn a place in the World Championship
- Qualify for nearly $10 million in college scholarships

Dubbed a varsity Sport for the Mind,™ **FRC** combines the excitement of sport with the rigors of science and technology. Under strict rules, limited resources, and time limits, teams of 25 students or more are challenged to raise funds, design a team "brand," hone teamwork skills, and build and program a robot to perform prescribed tasks against a field of competitors. It's as close to "real world" engineering as a student can get. Professional Mentors volunteer their time and talents to guide each team.

High-school students get to

- Work alongside professional engineers
- Build and compete with a robot of their own design
- Learn and use sophisticated hardware and software
- Be exposed to design, project management, programming, teamwork, strategic thinking, and Coopertition™
- Earn a place in the Championship
- Qualify for nearly $15 million in college scholarships

Gracious Professionalism™ | Coopertition™ | Sport for the Mind™