30 COMMON MISTAKES

FLLPlanner

🧠 TEAM SETUP – START STRONG

1-No clear roles
   Everyone doing everything—or nothing. Assign and rotate responsibilities.

2-No goals
 Without direction, teams drift. Set short- and long-term goals early.

3-No team rules or expectations
 Respect and collaboration don't happen by accident. Define how you'll work together.

4-Not documenting progress
 Without notes, ideas and tasks get forgotten. Use a shared doc or notebook.

5-Unstructured meetings
 Wasted time and unclear outcomes. Always have an agenda and next steps.

6-Uneven participation
 When only a few lead, others disengage. Include everyone.

7-No team identity
 A name, logo, and shirts build pride and visibility. Create your look early.

8-Forgetting sponsors
 Sponsors should be appreciated, informed, and involved.

9-No judging practice
 Presentation is a skill. Practice interviews and Q&A regularly.

10-Taking it too seriously
 FLL is about learning. Have fun, take breaks, and celebrate progress.

🤖 ROBOT GAME – BUILD WITH PURPOSE

1-Skipping mission review
 You can't complete what you don't understand. Read and analyze every mission first.

2-Rushing mission building
 Mistakes in setup = unreliable practice. Build models carefully and test them.

3-Starting with route design
 Wrong order. First explore how to complete each mission individually.

4-Unstructured programming
 Messy code = bugs. Use MyBlocks or functions for modular, clean code.

5-Constant redesigning
 Too many changes waste time. Choose a solid robot base early and refine.

6-Overcomplicating the robot
 Complex = fragile. Simpler designs are more reliable and easier to fix.

7-Skipping maintenance
 Loose parts and weak frames cause failures. Inspect regularly.

8-Only practicing in silence
 Real matches are loud and stressful. Simulate real conditions early.

9-No robot documentation
 Judges want to know your thinking. Record designs, changes, and tests.

10-Ignoring the rubric
 Use the rubric to guide your design and presentation.

💡 INNOVATION PROJECT – THINK BIGGER

1-Choosing the first idea
 The first idea isn't always the best. Brainstorm broadly first.

2-Surface-level research
 Quick searches aren't enough. Dig deeper: use experts, articles, and data.

3-Not checking existing solutions
 If your idea already exists, it's not innovative. Show what makes yours different.

4-Skipping expert input
 Real-world validation impresses judges. Talk to professionals.

5-Only a few team members working on it
 The project is for everyone. Share the research, idea-building, and presentation.

6-Not tracking improvements
 Judges love evolution. Keep records of changes and feedback.

7-Weak innovation
 Solutions must be original, useful, or creative. Push for real value.

8-Not matching the rubric
 Your presentation must address impact, innovation, research, and communication.

9-No rehearsal
 Rehearse the script and Q&A often.

10-Keeping the project private
 Judges reward sharing. Present your solution to your school, community, or online.

🚀 WANT THE COMPLETE STEP-BY-STEP PLAN?

Don't stop at avoiding mistakes — build your team, robot, and project like a champion.
👉 The full **FLLPlanner Course** is now available.
Includes expert strategy, templates, and tools used by top-ranked teams worldwide.

Discover the Full Course