

Implementation Guideline

One of the best things about the *FIRST* LEGO League Jr. program is its versatility. Right now, there are organizations across the county (and the world) all running this program in their own distinct style. As you begin to think through how the program would fit best at your organization, take a look at some of the models that we have seen used to ensure a successful program.

IN SCHOOL

RUNNING FIRST LEGO LEAGUE JR. AS PART OF YOUR STEM CURRICULUM

Implementing the *FIRST* LEGO League Jr. program is a great way to enhance your school's current curriculum with active hands on learning! The program model can be run in collaboration with an outside organization that partners with the school district, or with staff members of the school district itself. Your school will have the flexibility to run the program during school hours or as an after-school elective which can allow for additional creativity when implementing. Youth taking part in this model can be grouped by grade level, age, gender, etc. and can be assigned specific roles within their teams to instill a sense of purpose for them in the program.

HELPING THOSE STUDENTS WHO STRUGGLE WITH STEM SUBJECTS

This implementation model can use *FIRST* LEGO League Jr. sessions for extra learning time and remedial groups for students who need extra focus on STEM programming. Students can be grouped by grade level, STEM proficiency, age, etc. and can be assigned specific tasks within the team. Schools that have utilized this model in the past have found it effective to conduct an extra warm-up activity before each session related to the content. They have found that the students are more engaged after participating in the warm-up lessons.

AFTER SCHOOL

IMPLEMENTING AS PART OF YOUR SCHOOL-BASED AFTER SCHOOL PROGRAM

The school-based afterschool program utilizes teachers as coaches but is a voluntary after school program, which helps to ensure good participation and engagement as typically only interested youth sign up. The teachers volunteer their time to coach after hours. This model often relies on drawing and multimedia connections to keep students engaged after a long day of learning.

RUNNING IN AN INDEPENDENT AFTER-SCHOOL ORGANIZATION

The coaches for independent after school organizations running *FIRST* LEGO League Jr. can be any qualifying individual that volunteers. Other *FIRST* program alumni are a great resource, as they will have firsthand experience and a unique insight on what youth will react to best in the programming.