**Sample Weekly Schedule**

Every team is different. Remember to adapt the schedule to fit the needs of your team. If you have a team that is just starting out and no one knows how to program, you may have give more time to programming. Make sure you set achievable goals for the team. Every team will have a different set of goals.

**Pre-Season: Before the Challenge is released**

* **Robot Game**
  + Start learning to build and program with your MINDSTORMS. If you are new to programming, build a basic robot and spend time on programming
  + There are built in lessons in the software, and an entire set of lessons available on EV3Lessons.com.
  + If you are an experienced team, build upon your skills
  + Build some basic robots to test and learn from. Try out different robots and different wheels
* **Project**
  + Your team can begin researching the general theme of this year’s Challenge. What topics interest your team members
  + What are some experts related to the theme you could contact?
  + Are they some fieldtrips you could go on for inspiration?
* **Core Values**
  + Review the *FIRST*® LEGO® League Core Values as a team
  + Choose a team name
  + Design or decide upon a team shirt and hat
  + Do a Core Value activity
* **Homework**
  + Research something related to the theme and present to your team mates.

**WEEK 1**

* **Robot Game**
  + Read the Robot Game information (in the Challenge Guide) with your team. Work together to understand the requirements.
  + Build the missions – expect it to take around 4-5 hours as a team
  + Download the rubrics
* **Project**
  + Read the Project description (in the Challenge Guide) with your team. Work together to understand all the steps your team must complete.
  + Have team members share what they know about the Challenge theme.
  + Brainstorm sources to research, possible field trips, or professionals your team could contact.
  + Download the rubrics
* **Core Values**
  + Do a Core Value activity
  + Discuss team member roles and responsibilities for the season
  + Develop team goals. Make sure you download the rubrics.
  + Set up a team calendar
* **Homework:**
  + Understand the rules and points
  + Brainstorm project topics

WEEK 2

* Robot Game
  + - Check for robot game updates
    - Develop a mission strategy
    - Experiment with different chassis designs AND TEST THE ROBOTS
  + Project
    - Discuss what each team member has learned about the Project topic.
    - Focus on a specific problem and research existing solutions to that problem.
    - Ask team members to assign themselves research to do at the library, on the internet, or other places before the next meeting.
    - Plan a trip or a phone call with a professional in the field of this year’s Challenge.
  + Core Values
    - Review Core Values and make sure they are being applied
    - Do a Core Value activity

WEEK 3

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* Robot Game
  + Check for Robot Game Updates
  + Split the team up into sub-teams to work on different missions.
  + Design and programme the robot to perform the 2 missions that the team considers the easiest.
  + Test, redesign, and repeat.
  + Consider robot designs and strategies for expansion to other missions.
  + Save copies and backup programmes.
* Project
  + Check for Project Updates
  + Share team member research on the selected problem, existing solutions, and the results of any professionals contacted by the team.
  + Focus on your team’s problem and brainstorm some innovative solutions.
* Core Values
  + Being and end team meetings together – what did everyone work on, what successes did they have, what did they learn.
  + Do a Core Value activity

WEEK 4

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* Robot Game
  + Design and programme the robot to consistently achieve at least 50% of your team’s Robot Game goals. (Not 50% of the missions – just 50% of your team’s goals!)
  + Can you use a sensor to improve your robot’s performance?
  + Save copies and backup programmes.
* Project
  + Select an innovative solution for your team’s problem and begin researching what technology, materials, or expertise would be required to make it a reality.
  + Brainstorm how your team can share their findings with others who could benefit from their solution.
* Core Values
  + Being and end team meetings together – what did everyone work on, what successes did they have, what did they learn.
  + Do a Core Value activity

WEEK 5

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* Reassess team goals based on how long you have before you attend your first tournament. Do you need to increase or decrease what your team hopes to accomplish?
* Robot Game
  + Have some team members act as quality control. They should check that all team strategies meet the rules. Think about how best to use the 2½ minutes to score the most points.
  + Try to meet 75% of the team’s robot-related goals.
  + Begin working on a short introduction to your team’s robot for the Robot Design judges at your tournament. Practice describing the most innovative feature on your robot.
* Project
  + Determine what would be needed to make your team’s solution a reality.
  + Have team members prepare a presentation to share your team’s Project with people who could benefit from the solution.
  + Brainstorm creative ways your team can present their Project to the judges at a tournament. This presentation will probably be slightly different than sharing with people who might benefit from the solution.
* Core Values
  + Being and end team meetings together – what did everyone work on, what successes did they have, what did they learn.
  + Make sure everyone has something to say to the judges about the robot, the project and the team.

WEEK 6

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* Robot Game
  + Try to meet 75% of the team’s goals consistently while working on the remaining goals.
  + Have team members test the robot in different lighting conditions in case the lighting is different at the tournament.
  + Save copies and backup programs.
* Project
  + Have team members write and practice their tournament presentation.
* Core Values
  + Being and end team meetings together – what did everyone work on, what successes did they have, what did they learn.
  + Talk about how your team has displayed the Core Values throughout the season. Ask team members to talk about specific examples they could share with the judges.

WEEK 7

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* As a team, make final adjustments to your goals so that you know what you need to achieve in the last weeks.
* Robot Game
  + Try to meet 100% of robot-related goals most of the time.
  + Run timed practice matches.
* Project
  + Share your team’s Project with people who could benefit.
  + Hold practice tournament presentations with a timer. Make sure team members can set up and present in 5 minutes with no adult help.
  + Double check that the presentation addresses everything listed on the Project Rubric.
  + Have team members practice answering questions about their problem and solution.
* Core Values
  + How will the judges remember your team? Think of a way to make your team unique.

WEEK 8

* Check the [Robot Game Updates, Project Updates](http://firstlegoleague.theiet.org/-documents/2017-08-challenge-updates.cfm?type=pdf), to see if there are any changes.
* Robot Game
  + Fine tune the robot’s design and programming.
  + Make sure the robot can meet all goals consistently.
* Project

WEEK 9

WEEK 10

Prepare draft scrips

Create Core Values poster.

WEEK 11

WEEK 12

* Project
  + Make sure the team is comfortable with their presentation and that they can consistently set up and present in 5 minutes.
* Core Values
  + Practice how you will explain your Core Values and show your team spirit.

Finalize all scripts

Homework:

Memorize

WEEK 13

* Project
  + Make sure the team is comfortable with their presentation and that they can consistently set up and present in 5 minutes.

WEEK 14

* Check for any Robot Game and Project updates.
* Discuss expectations for your tournament. Remember, the tournament experience is about discovery and fun!
* Tournament Preparation:
  + Do Robot practice runs as you would in a competition (timed)
  + Invite some parents to be your mock-judges
  + Conduct a final Robot Design practice judging session
  + Conduct a final Project practice presentation
  + Conduct a final Core Values practice judging session.
  + Pack up all items to take to event
  + Remind team members to display the Core Values at all times while attending a tournament.

WEEK 15

Tournament Day