FIRST

Where **kids** walk in and **innovators** walk out

What is *FIRST*®?

FIRST® is the world's leading child-serving nonprofit advancing science, technology, engineering, and math (STEM). For nearly 30 years, *FIRST* has been inspiring innovation and leadership by teaching STEM, teamwork, and problem-solving skills through engaging, hands-on robotics challenges developed to ignite curiosity and passion in students in grades K-12.

FIRST

For Inspiration & Recognition of Science & Technology

200 Bedford Street ▪ Manchester, NH 03101 ▪ USA
www.firstinspires.org

FIRST LEGO® LEAGUE JR.
Ages 6-10 (Grades K-4)

FIRST LEGO® LEAGUE
Ages 9-16 (Grades 4-8)*

FIRST TECH CHALLENGE
Ages 12-18 (Grades 7-12)

FIRST ROBOTICS COMPETITION
Ages 14-18 (Grades 9-12)

Introduce young children to the fascinating world of science and technology.

Students discover exciting career possibilities in STEM and learn to make positive contributions to society.

*Ages vary by country

Teams design, build, and program robots, develop strategy, and engage in thrilling, head-to-head competition.

Teams compete with 120-pound robots, combining the excitement of sport with the rigors of science and technology.

FIRST ROBOTICS COMPETITION
Ages 14-18 (Grades 9-12)

What is *FIRST*® Robotics Competition?

FIRST® Robotics Competition combines the excitement of sport with the rigors of science and technology. Teams of 10 students or more are challenged to 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.

— QUINN WAGNER, *FIRST* ROBOTICS COMPETITION TEAM 1533

"Thanks to the various positions I've held on the team, I've learned invaluable leadership skills that will help me in future jobs. The ability to work side by side with a mentor was a turning point for me."

FIRST Robotics Competition combines the excitement of sports, science and technology, business management, marketing, and fundraising while competing with teammates in a sport where all participants may choose to become a professional.

"It's not just about robots. It's about building self-confidence, respect, and important relationships with people who invent new technologies to make a better future."

— DEAN KAMEN, FOUNDER, *FIRST*

Students get to:

- Develop design, project management, programming, teamwork, strategic thinking, and *Coopertition*® skills.

- Work alongside professional engineers.

- Build and compete with a robot of their own design.

- Learn and use sophisticated hardware and software.

- Access exclusive scholarships from hundreds of colleges/universities.

How to start a team

1. **Form Your Team** – We recommend a team size of about 10 high school-aged students from your school and/or community.

2. **Register Your Team and Review Resources** – Once you have gathered your team, visit our website to view cost, budgeting, and instructions on how to register your team.
   www.firstinspires.org/robotics/frc

3. **Enlist Additional Coaches and Mentors** – Every *FIRST* team is required to have two adult mentors/coaches who have passed the *FIRST* background screening process.
   www.firstinspires.org/youth-protection

4. **Get Started** – Hold strategy meetings; hold trainings on building, programming, or other aspects of robot design; fundraise; and plan for the upcoming season.
   www.firstinspires.org/frc-start-a-team

Get Involved!

There are many ways you can get involved and volunteer to support a *FIRST* Robotics Competition team. Here are some examples:

Individuals can:
- Mentor teams
- Volunteer at events
- Join planning committees that support *FIRST* activities

Corporations, foundations, and administrations can:
- Sponsor teams
- Donate space, materials, and talent
- Fund *FIRST* events

www.firstinspires.org/robotics/frc