

FIRST STUDENTS AND ALUMNI ARE WORKFORCE READY

FIRST students have positive outcomes in workforce skills:

- 90% in communication skills
- 93% in conflict resolution
- 95% in time management skills
- 94% in problem-solving skills

81% of FIRST alumni declare majors in STEM by their fourth year in college compared to 64% of their peers.

For more on FIRST impact data, visit www.firstinspires.org/impact

“FIRST has given me life skills and tools to work well with others and be a team player and always do my personal best with *Gracious Professionalism*.® These are skills I will use in my daily life and beyond!”
— FIRST LONGITUDINAL STUDY PARTICIPANT

SOURCE: FIRST Longitudinal Study: Findings at 108-Month Follow-Up, Brandeis University, March, 2023. Brandeis University, 2011 FIRST® Tech Challenge – FIRST® Robotics Competition Evaluation and 2013 FIRST® LEGO® League Evaluation

FIRST IS THE ONLY SPORT WHERE EVERY KID CAN TURN PRO

Through challenges designed to ignite curiosity and encourage exploration, FIRST offers a suite of team-based robotics programs for students aged 4-18, which they can join at any level.

FIRST is the world’s leading youth-serving nonprofit advancing science, technology, engineering, and math (STEM), helping students build the skills they’ll need for the future.

“It was really empowering that I had a group of friends and mentors who were patient with me, and willing to show me how to build. I think I had been really intimidated by engineering, up until that point.”
— CASSIE HUDSON, FIRST ALUM + APPLICATIONS ENGINEER

“FIRST taught me things that were crucial to my future success — not just about engineering, but about life: about leadership, friendship, and personal growth. Other high school experiences simply do not match up.”
—RHODES CONOVER, FIRST ALUM + ENGINEERING STUDENT

- **Fun:** We enjoy and celebrate what we do!
 - **Teamwork:** We are stronger when we work together.
 - **Inclusion:** We respect each other and embrace our differences.
 - **Impact:** We apply what we’ve learned to improve our world.
 - **Innovation:** We use creativity and persistence to solve problems.
 - **Discovery:** We explore new skills and ideas.
- FIRST Core Values emphasize friendly sportsmanship, respect for the contributions of others, teamwork, learning, and community involvement.

FIRST IS BUILDING GLOBAL CITIZENS

ARE YOU READY TO CHANGE THE WORLD?

FIRST is backed by a global community of mentors, educators, volunteers, sponsors, families, alumni, and program delivery partners. Anyone can be a part of this movement...

- Join or start a team in your area.
- Bring the FIRST experience to a classroom, school, or school district.
- Sponsor a team, event, or local FIRST program.
- Become a team mentor or coach.
- Volunteer at a local event.
- Donate to support the mission.

Visit firstinspires.org to learn more.



FOR INSPIRATION & RECOGNITION OF SCIENCE & TECHNOLOGY
200 Bedford Street • Manchester, NH 03101 • USA

firstinspires.org

FIRST® the FIRST® logo, FIRST® Robotics Competition, FIRST® Tech Challenge, More Than Robots® and Gracious Professionalism® are trademarks of For Inspiration and Recognition of Science and Technology (FIRST). LEGO® DUPLO® and SPIKE™ are trademarks of the LEGO Group. FIRST® LEGO® League is a jointly held trademark of FIRST and the LEGO Group. ©2023 FIRST. All rights reserved. FI065



A GLOBAL ROBOTICS COMMUNITY PREPARING YOUNG PEOPLE FOR THE FUTURE



A decade of verifiable data shows that exposing kids to fun, exciting FIRST programs builds holistic life skills and greatly increases their motivation to seek STEM-literate education and careers.

FIRST programs are designed to give participants lasting inspiration, connections, and self-confidence to build a better future for themselves and their communities.

FIRST IS MORE THAN ROBOTS®



In 1989, inventor Dean Kamen founded FIRST® to inspire young leaders and innovators. “It’s not about the robots. It’s never been about the robots. We are not using kids to build robots, we are using robots to build kids.”

FIRST believes STEM is for everyone. STEM engagement builds confidence in young people and opens doors to all kinds of career opportunities.

At FIRST, we are determined to bring our programs to the students who can benefit from them the most. We’re constantly developing new strategies to create greater, more equitable access and to help every child succeed.

For more on our commitment to Equity, Diversity, and Inclusion, visit www.firstinspires.org/diversity.

FIRST IS COMMITTED TO CREATING A DIVERSE, INCLUSIVE, AND EQUITABLE COMMUNITY



Children can join any of our three programs based on age or grade level. Ages may vary by region.

FIRST® LEGO® League Divisions

**FIRST
LEGO
LEAGUE**

DISCOVER

GRADES
PreK-1

FIRST LEGO LEAGUE DISCOVER

This playful introductory STEM program ignites children's natural curiosity and builds their habits of learning with hands-on activities in the classroom and at home using LEGO® DUPLO® bricks.



Young Innovators Using Skills and Imagination to Solve Problems as a Team

THE CHALLENGE

Through a guided, global robotics program, students are introduced to STEM learning and exploration at an early age. Children can begin with Discover (ages 4-6) and progress through Explore (ages 6-10) and Challenge (ages 9-16), or join at any division based on their age or grade level.

THE JOURNEY

Young children are introduced to STEM concepts and develop habits of learning through engaging, fun challenges and competitions using LEGO® Education materials.

THE OUTCOME

Students gain real-world problem-solving experiences that inspire them to experiment and grow their critical thinking, coding, and design skills while building confidence, growing their knowledge, and developing habits of learning.



Grades 7-12 · Ages 12-18



It's Way More Than Building Robots

THE CHALLENGE

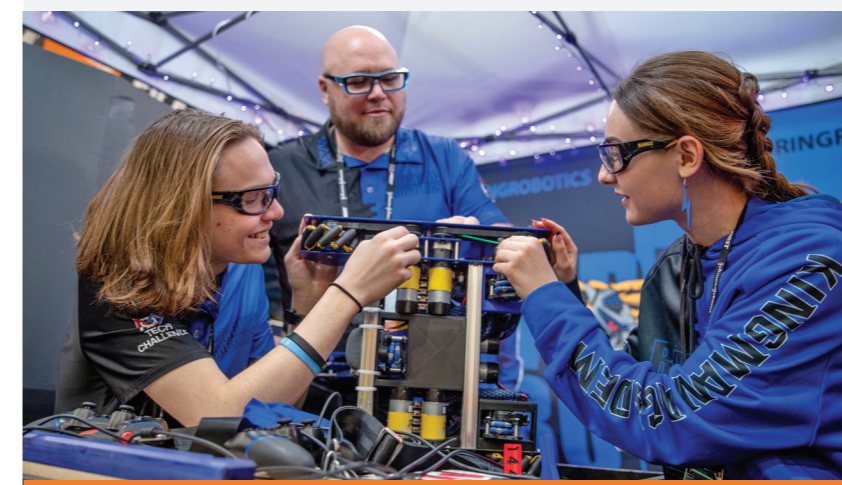
Robots are built from a reusable platform, powered by Android technology, and programmed using Java-based programming languages to compete head-to-head in an alliance format. Students are encouraged to create team brands and be an ambassador for FIRST and STEM in their communities.

THE JOURNEY

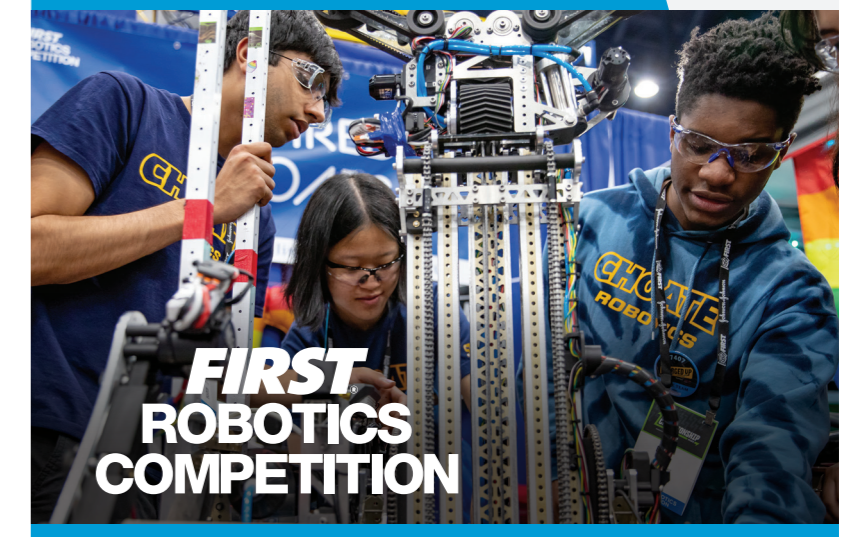
Teams compete at local and regional events, qualifying up to the FIRST Championship. They earn awards based on their teamwork, creativity, innovation, and the engineering design process.

THE OUTCOME

While developing their STEM skills and mastering engineering principles, students learn the value of persistence, innovation, teamwork, and the engineering design process. High school students have access to education and career discovery opportunities, connections to scholarships and employers, and a place in the FIRST community for life.



Grades 9-12 · Ages 14-18



An Exciting Sport Built Around the World of STEM

THE CHALLENGE

Under strict rules, with limited time and resources, high school teams use sophisticated technology to build and program industrial-size robots for a challenging field game. Each team creates a team identity, raises funds to meet its goals, and works to promote STEM in the local community.

THE JOURNEY

At district and regional events, cheering crowds root for qualifying teams as students compete with their robots for prestigious awards and a coveted spot at the FIRST Championship.

THE OUTCOME

As students learn real-world engineering concepts, they build their confidence and workforce skills, and connect with professional team mentors and sponsors who can help them succeed. Plus participants and alumni have access to education and career discovery opportunities, connections to scholarships and employers, and a place in the FIRST community for life.



**FIRST
LEGO
LEAGUE**

EXPLORE

GRADES
2-4

FIRST LEGO LEAGUE EXPLORE

Teams of students focus on the fundamentals of engineering as they explore real-world problems, learn to design and code, and create unique solutions made with LEGO bricks and powered by LEGO® Education SPIKE™ Essential.

**FIRST
LEGO
LEAGUE**

CHALLENGE

GRADES
4-8

FIRST LEGO LEAGUE CHALLENGE

Teams of students engage in research, problem solving, coding, and engineering – building and programming a LEGO® Education SPIKE™ Prime robot that navigates the missions of a robot game. They also participate in a research project to identify and solve a relevant real-world problem.