

GET INVOLVED WITH FIRST

FIRST combines the rigor of STEM with the excitement of sports and the power of community. Whether you're a student, mentor, educator, or supporter, there's a place for you here.

- Start or join a team and build something amazing.
- Bring FIRST to more students.
- Sponsor life-changing opportunities.
- Guide students as a mentor or coach.
- Power events as a volunteer.
- Fuel the mission with a donation.



POWERED BY A GLOBAL NETWORK

FIRST brings together mentors, industry leaders, and educators in a global network that gives students direct, hands-on experience tackling real-world challenges, helping them build pathways to college and careers.

Participants and alumni have access to education and career discovery opportunities, connections to scholarships and employers, and remain part of the FIRST community for life.

- 4 million+ students have participated worldwide since 1989.
- 100+ countries have a FIRST presence.
- 200+ Fortune 500 companies support FIRST.
- Hundreds of thousands of mentors, educators, and volunteers contribute every year.



PROVEN STEM OUTCOMES & WORKFORCE READINESS

From local classrooms to international competitions, FIRST transforms education and inspires the next generation of leaders.

- 72% of alumni are working or studying in STEM fields.
- 48% Nearly half of alumni major in engineering.
- 69% currently in school say FIRST influenced their choice of study.
- 67% currently in the workforce say FIRST inspired their career path.

Learn more at firstinspires.org/impact

SOURCE: 2024 – 2025 FIRST Alumni Survey

FIRST IS MORE THAN ROBOTS®

FIRST (For Inspiration and Recognition of Science and Technology) is the world's leading youth robotics community, delivering hands-on STEM learning that inspires innovation, builds confidence, and prepares young people for life. Across the globe, students thrive in our programs — powered by mentorship, teamwork, creativity, and real-world engineering challenges.

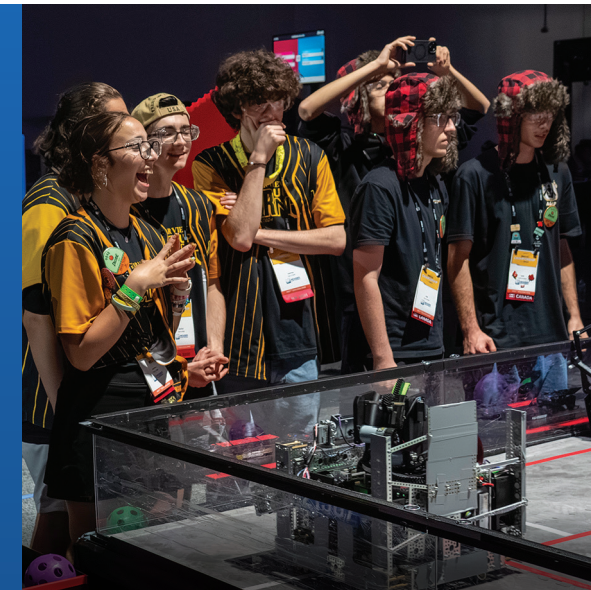
FIRST is a global 501(c)(3) nonprofit organization that prepares young people for the future through a suite of welcoming, team-based robotics programs for K-12 (ages 5-18) that build skills and resilience. Programs are suitable for schools or structured afterschool activities.



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firstinspires.org

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AGES
12-18

GRADES
7-12

ABOUT **FIRST® TECH CHALLENGE**

FIRST® Tech Challenge is a team-based robotics program where students and mentors work together each season to take on a new challenge inspired by real-world themes. Teams design, build, and program their robot, then pair up with alliance partners to compete in head-to-head match play at local, regional, and international events.

Throughout the year, participants take on a variety of roles that expose them to different aspects of STEM,* including engineering, design, programming, and other business-related roles.

Beyond the season's game, students engage through outreach, fundraising, and local initiatives that extend learning into schools and communities, reinforcing the creativity, problem-solving, and teamwork that define the *FIRST* experience.

*Science, Technology, Engineering, and Math



SEASON TIMELINE

SEPTEMBER

Season Kickoff

Teams register for the season, secure their meeting space, recruit teammates, and prepare for kickoff, where a new season challenge/game is revealed.

OCTOBER – MARCH

Build Season & Local Play

Teams test, refine, and improve their robots, and compete through local league play and tournaments while working toward advancement opportunities.

APRIL – JULY

FIRST Championship & Premier Events

Qualifying teams advance to capstone championship-style events, including *FIRST* Championship and Premier Events held around the world that bring together teams for high-level play and celebration.

Learn more about *FIRST* Tech Challenge events at firstinspires.org/programs/events

MAY – AUGUST

Off-Season Events, Outreach & Next Season Planning

Post-season, teams stay active through skill-building workshops, mentoring, outreach, and community initiatives, earning recognition from *FIRST* and industry partners through awards, sponsorships, and other support.



STUDENTS GET TO

- ➔ Design, build, and program robots using blocks-based (visual) or text-based coding and custom fabrication with 3D printing.
- ➔ Model a real-world engineering process.
- ➔ Apply math and science concepts.
- ➔ Develop strategic problem-solving, organizational, and team-building skills.
- ➔ Develop life skills such as confidence, resilience, and the *FIRST* ethos of *Gracious Professionalism®*.
- ➔ Compete at local and regional events, qualifying up to championship events.
- ➔ Access scholarship and career opportunities.

HOW TO START A TEAM

1. Build Your Team

Recruit students (ages 12-18) and at least two adult coaches who have completed the *FIRST* Youth Protection training and screening.

firstinspires.org/youth-protection

2. Get Started & Register Your Team

Create a space for your team to regularly meet and build your robot, register for the season, and review funding, budgeting, season materials, and FAQs.

firstinspires.org/ftc-get-started

3. Participate In An Event

Compete at official *FIRST* events to earn awards and build community. You can also attend kickoffs, workshops, and scrimmages.

GET STARTED WITH
FIRST TECH CHALLENGE

firstinspires.org/ftc

