

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

83% of FIRST alumni declare majors in STEM by their fourth year in college compared to 61% of their peers.

For more on FIRST impact data, visit [www.firstinspires.org/impact](http://www.firstinspires.org/impact)

“ FIRST changed who I was. Made me passionate about something for the first time in my life. Made me develop my work ethic. Gave me extremely valuable leadership experience. — FIRST LONGITUDINAL STUDY PARTICIPANT ”

SOURCE: FIRST Longitudinal Study: Findings at 120-Month Follow-Up, Brandeis University, March, 2024. 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

FIRST has been bringing competitive youth robotics challenges to life since 1989. Founded by inventor Dean Kamen, FIRST is the world’s leading youth-serving nonprofit advancing science, technology, engineering, and math (STEM).

FIRST prepares young people for the future through a suite of life-changing K-12 (ages 5-18) robotics programs that build skills, confidence, and resilience. Programs are suitable for schools or structured afterschool activities.

“ 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. — DEAN KAMEN, FIRST FOUNDER ”

“ 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 ”

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

FIRST IS  
BUILDING GLOBAL CITIZENS

ARE YOU READY TO  
INSPIRE THE FUTURE?

FIRST is backed by a global community of mentors, educators, volunteers, sponsors, families, alumni, and program delivery partners. Anyone can get involved with 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](http://firstinspires.org) to learn more.



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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®



**PURPOSE** FIRST® exists to prepare the young people of today for the world of tomorrow.

**VISION** To transform our culture by creating a world where science and technology are celebrated and where young people dream of becoming science and technology leaders.

**MISSION** The mission of FIRST is to provide life-changing robotics programs that give young people the skills, confidence, and resilience to build a better world.



A GLOBAL ROBOTICS  
COMMUNITY PREPARING  
YOUNG PEOPLE FOR  
THE FUTURE



FIRST IS  
COMMITTED TO STEM FOR  
EVERYONE™

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

Key to the mission of FIRST is to serve every student, everywhere. This commitment includes promoting and engaging in initiatives that ensure a welcoming community for all participants, including students, adult mentors, coaches, and volunteers.

For more on STEM for Everyone™ initiatives and resources, visit [www.firstinspires.org/stem-for-everyone](http://www.firstinspires.org/stem-for-everyone).



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  
K-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 with three divisions based on age or grade level, students are introduced to STEM learning and exploration at an early age as they solve fun challenges. *FIRST* LEGO League can be implemented in classrooms or structured after-school programs.

THE JOURNEY

Children build habits of learning, confidence, and teamwork skills and create unique solutions using LEGO® Education materials as they explore an engaging, themed challenge. Teams come together at events to showcase what they learned and compete.

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.



It's Way More Than Building Robots

THE CHALLENGE

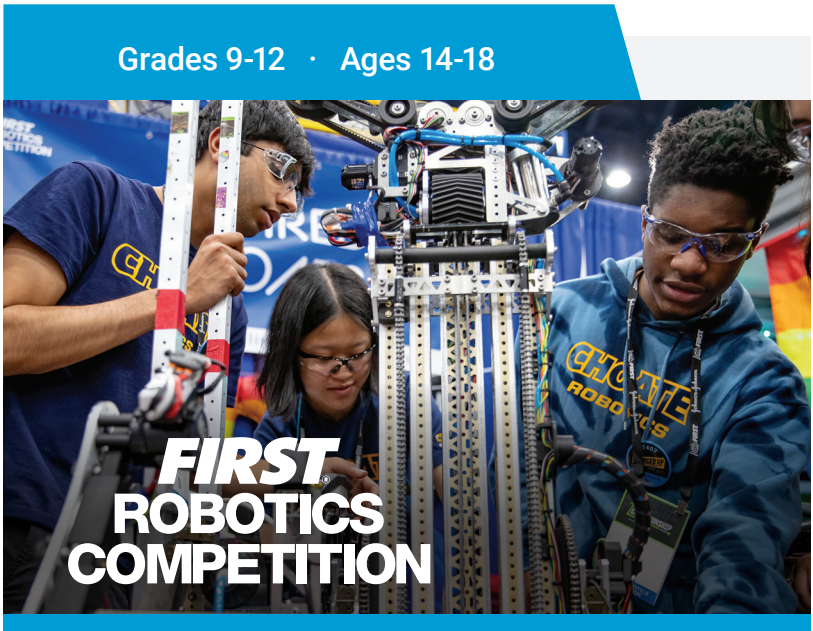
Students work together with their mentors to design and build robots to compete in a dynamic and exciting challenge released every September. Using blocks-based or text-based coding and custom fabrication with 3D printing, teams program classroom-scale robots to follow autonomous commands before student drivers take control in two-on-two matches.

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

On and off the field, students develop STEM skills, engage in community outreach, practice engineering innovation, and build confidence to help them succeed. 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.



An Exciting Sport Built Around the World of STEM

THE CHALLENGE

Starting with a Kit of Parts, teams design, program, and build industrial-sized robots to play an action-packed game, released in January. They compete on a themed field as part of a three-team alliance. In 360-degree learning, each team also creates a team identity, raises funds to meet its goals, and advances appreciation for STEM in its 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. 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.

