



FIRST® LEGO® League Ignites STEM Engagement

Hands-On Classroom and After-School Programs

For nearly three decades, *FIRST*® and LEGO® Education have partnered to deliver *FIRST*® LEGO® League and introduce millions of young people to STEM through hands-on learning, teamwork, creativity, and problem-solving. **FIRST® LEGO® League** introduces STEM to children through fun, hands-on challenges using LEGO® Education technology. Participants gain real-world problem-solving experiences through a guided, global robotics program.

FIRST LEGO League Studies

From 2018-2021, *FIRST* worked with WestEd¹ to evaluate the *FIRST* LEGO League Discover program. Goals of the evaluation included understanding the impact the program had on students and teachers. This evaluation was funded by the LEGO® Foundation.

From 2019-2022, *FIRST* worked with the Lawrence Hall of Science, UC Berkeley² to evaluate the *FIRST* LEGO League Explore and Challenge programs. Goals of the evaluation included understanding impact the programs had on students and teachers. This evaluation was funded by the LEGO Foundation.

From 2023-2025, *FIRST* worked with Education Development Center (EDC)³ to evaluate the *FIRST* LEGO League programs. Goals of the evaluation included gaining more in-depth knowledge of program implementation and impact in a global context. The evaluation took place in Australia, Mexico, South Africa, and the United States. This evaluation was funded by the LEGO Foundation.

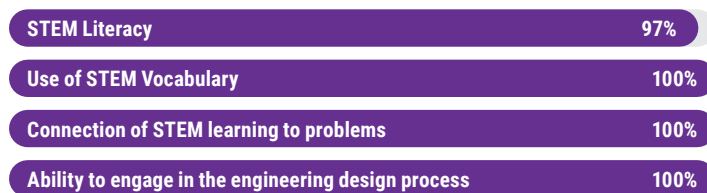


Key Findings

Teachers and facilitators noted positive youth outcomes in core *FIRST* program areas, including:

Students have gains in STEM Outcomes

FIRST LEGO LEAGUE DISCOVER



FIRST LEGO LEAGUE EXPLORE



FIRST LEGO LEAGUE CHALLENGE



"[I liked] being able to work with a team and work with friends. We all get to work as a team and we all get chances."

— Explore Student

Students have gains in teamwork and problem solving

FIRST LEGO LEAGUE EXPLORE



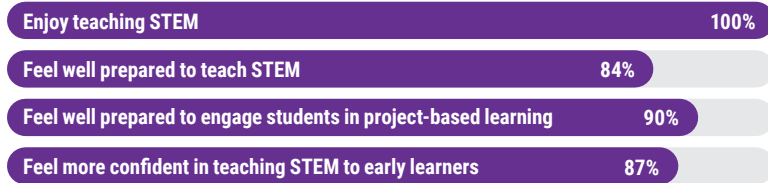
FIRST LEGO LEAGUE CHALLENGE



KEY FINDINGS CONTINUED

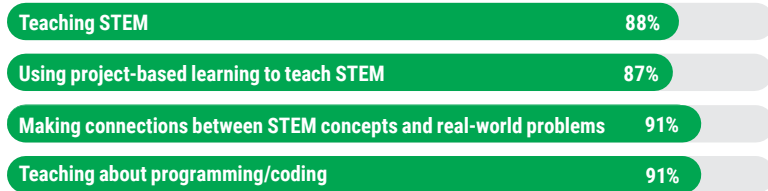
At the end of the program, teachers:

FIRST LEGO LEAGUE DISCOVER

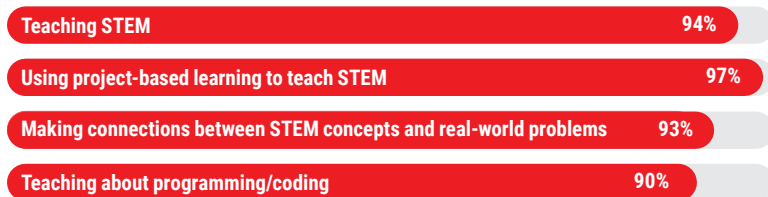


At the end of the program, teachers feel more confident in:

FIRST LEGO LEAGUE EXPLORE

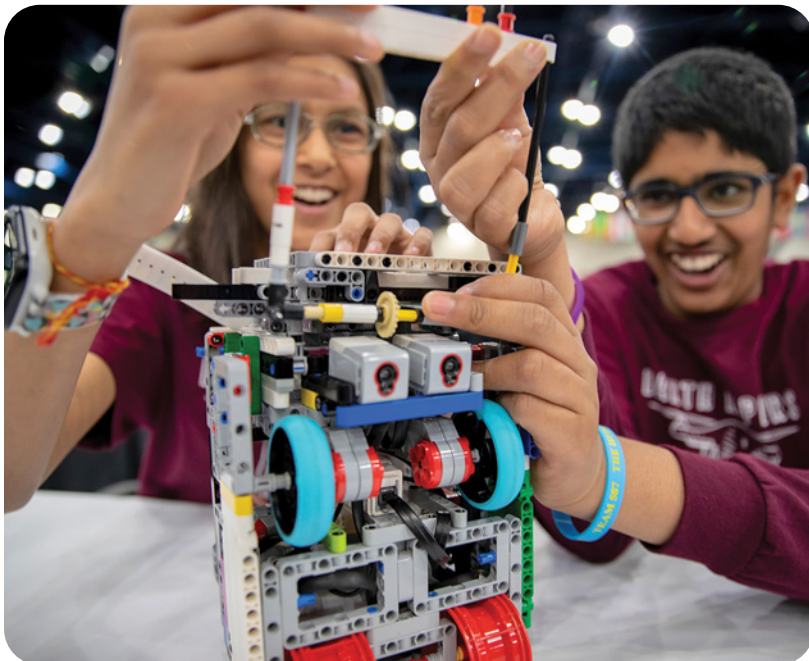


FIRST LEGO LEAGUE CHALLENGE



"Our group was made up of students with different needs and interests, but working together brought this group closer, they learned to work as a team and they made new friends. It was wonderful to see them collaborate and grow as a group."

— Challenge Teacher



Top things students said they enjoyed about FIRST LEGO League Challenge:

- ➔ Learning to code
- ➔ Working on a team
- ➔ Building robots and LEGO
- ➔ The innovation project
- ➔ Making and being with friends
- ➔ Meeting people
- ➔ Having fun
- ➔ Solving missions and competing



"Meeting new people, learning all the things about coding and working together as a team."

— Challenge Student

Learn more at firstinspires.org/impact

¹ Melchior, K., Tyler, B., Nguyen, K., Matlen, B. (2021). *FIRST LEGO League Discover – Final Evaluation Report*. San Francisco CA: WestEd.

² Collins, M., Sanchez, A., Yun, S., Grindstaff, K. (2022). *Evaluation of the FIRST LEGO League Explore and FIRST LEGO League Challenge Class Pack Model*. Berkeley, CA: The Research Group, Lawrence Hall of Science.

³ Mansori, S., Winfield, L., Huntington, A. (2025) *FIRST LEGO League Cross Division Grant Evaluation Report*. Waltham, MA: EDC.

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