**FIRST® LEGO® League Explore Remote Professional Development**

**Remote Course Description**

The **FIRST® LEGO® League Explore** professional development course is designed for new and experienced teachers, facilitators, coaches, and mentors to enhance their overall **FIRST®** program knowledge, giving participants a strong understanding of how to implement all aspects of the program and how to achieve STEM learning objectives. In Explore, teams of students in grades 2-4 focus on the fundamentals of engineering as they investigate real-world problems, learn to design and code, and create innovative solutions made with LEGO® bricks and powered by LEGO® Education SPIKE™ Essential set. Participants in this course will walk in the footsteps of the students as they engage in the Explore program, gaining technical, engineering, and coding skills through hands-on experience. The course is customized to meet the unique needs of participants in a remote setting while modeling how to inspire their students to become confident and creative innovators and collaborate.

**Remote Course Requirements**

- Computer with Internet Access (Required second screen or device to allow programming and video communication at the same time)
- **FIRST** LEGO League Explore Set
- **Team Meeting Guide** – can be accessed digitally
- **Engineering Notebook** – can be accessed digitally
- Unbuilt LEGO Education SPIKE Essential Set
- LEGO® Education software downloaded prior to the first session.
  - OR web-based SPIKE Essential app: [https://spike.legoeducation.com](https://spike.legoeducation.com) (use a Chrome browser)

*You can use a current or prior season Explore Set, Team Meeting Guide, and Engineering Notebooks.

**Explore materials are included with a Class Pack or Individual Team Registration and can be purchased through the [FIRST Dashboard](https://first.global.dashboard.lego.com), as well as the LEGO SPIKE Essential.

**Remote Course Objectives**

By the end of this course, you will:

- Participate in the **FIRST** experience from a student’s point of view.
- Identify the essential components of the **FIRST** LEGO League Explore program and be familiar with how to use the Explore kit, LEGO Education SPIKE Essential materials, and software.
- Build a robot and learn introductory icon-based programming concepts using the LEGO Education SPIKE App.
- Be able to foster computational thinking, collaboration, coding, and problem-solving skills in students.
- Know how to engage students in explore, build, and challenge activities.
- Collaborate with other participants and share best practices while building a team model.
- Create unique solutions made with LEGO bricks and powered by a LEGO Education robot.
- Create and present a team project.
- Implement Diversity and Inclusion practices.
- Utilize, model, and reinforce the **FIRST** Core Values!