



# FIRST TECH CHALLENGE



## ACCESSIBILITY

*“The real-world experiences of FIRST® Tech Challenge teach students science, engineering, and technology skills that will help them become tomorrow’s innovation leaders.”*

» NAN MATAI, SENIOR VICE PRESIDENT, ENGINEERING AND INFORMATION TECHNOLOGY, ROCKWELL COLLINS

FIRST Tech Challenge presents schools with an opportunity to tailor a hands-on curriculum in industrial design and technology involving the entire community

- » Cedar Rapids (Iowa) High School has scaled up two classes in industrial technology with FIRST Tech Challenge at its core
- » Rapid growth of FIRST Tech Challenge teams has resulted in Westside High School (Anderson, S.C.) integrating the program into the classroom curriculum

FIRST® Tech Challenge builds on community resources to promote exciting, project-based learning in an exciting, team-oriented, and fun environment.

The widely-accessible robotics program competition is designed to inspire students, ages 12-18 (Grades 7-12), to explore and pursue science, technology, engineering, and math (STEM). With about 10 students and two to three Mentors per team, the program ensures that each student can actively participate and benefit from the FIRST experience.

- Easily adapted to fit various practice and playing spaces, venues, and competitive settings
- Integrates easily within the classroom setting
- Support of local communities plays a pivotal role in the success of FIRST Tech Challenge
- Teams learn to engage business, engineering, and science professionals in the community
- Becomes a focal point for the local/school activity

### Scalable and portable

- Scalability of the program makes it accessible
- Small amount of space required for instruction, build, and practice of the robot
- Project-based learning means greater potential for team and individual success



### Benefits to the community

- Students apply math, science, and engineering principles to solve real-world problems
- Provides for a future, local workforce
- Promotes tactical thinking (i.e. “On the fly”)
- Expanded opportunities for design engineering (e.g. Rapid prototyping)
- Builds confidence and collaboration skills among students
- Business and civic support improves community image; promotes goodwill in the community

## **GET INVOLVED!**

Join or start a team in your area



Sponsor a team, event, or local *FIRST*<sup>®</sup> program



Become a team Mentor or Coach



Volunteer to fill over 100 roles

FOR INFORMATION ABOUT *FIRST* IN YOUR AREA:

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