**FIRST® LEGO® League:**
A Hands-On Approach to STEM Learning

**FIRST® LEGO® League** introduces science, technology, engineering, and math (STEM) to children ages 4-16 (ages vary by country) through fun, exciting hands-on learning. Participants gain real-world problem-solving experiences through a guided, global robotics program, helping today’s students and teachers build a better future together. **FIRST® LEGO® League**’s three divisions inspire youth to experiment and grow their critical thinking, coding, and design skills through hands-on STEM learning and robotics.

Engaging Youth in STEM Exploration with **FIRST® LEGO® League**

**FIRST® LEGO® League** guides youth through STEM learning and exploration at an early age. From Discover, to Explore, and then to Challenge, students will understand the basics of STEM and apply their skills in an exciting competition while building habits of learning, confidence, and teamwork skills along the way.

**Students can begin their **FIRST® LEGO® League** journey with Discover and progress through Explore and Challenge. Children can also join at any division based on their age or grade level.**

### **FIRST® LEGO® League Discover**
**AGES** 4–6

For children ages 4-6, this playful introductory STEM program ignites their natural curiosity and builds their habits of learning with hands-on activities in the classroom and at home using LEGO® DUPLO® bricks.

**BENEFITS:**
- Learn STEM fundamentals
- Hands-on learning

### **FIRST® LEGO® League Explore**
**AGES** 6–10

In Explore, teams of students ages 6-10 focus on the fundamentals of engineering as they explore real-world problems, learn to design and code, and create unique solutions made with LEGO bricks and powered by LEGO® Education WeDo 2.0.

**BENEFITS:**
- Understand concepts & building
- STEM skills
- Develop habits of learning

### **FIRST® LEGO® League Challenge**
**AGES** 9–16*

Friendly competition is at the heart of Challenge, as teams of students ages 9-16* engage in research, problem-solving, coding, and engineering – building and programming a LEGO® Education SPIKE™ Prime or LEGO MINDSTORMS® robot that navigates the missions of a robot game. As part of Challenge, teams also participate in a research project to identify and solve a relevant real-world problem.

**BENEFITS:**
- Understand real-world uses of STEM
- Apply critical thinking skills

* *Ages vary by country

Visit firstlegoleague.org for more information.

**FIRST®** is a registered trademark of For Inspiration and Recognition of Science and Technology (FIRST). LEGO®, MINDSTORMS®, and DUPLO® are registered trademarks of the LEGO Group. SPIKE™ Prime is a trademark of LEGO® Education. **FIRST® LEGO® League** is a jointly held trademark of FIRST and the LEGO Group. ©2020 FIRST and the LEGO Group. All rights reserved. FL064