



## Progression of Programs Overview

<b>Overview</b>	Guided by adult Coaches and Core Values, teams design and build a Team Model based on the Challenge, using LEGO® Education WeDo 2.0 to program it to move. They illustrate their research and journey in a <i>Show Me</i> Poster, sharing what they learned.	Teams design their own solution to a real-world problem and build autonomous LEGO® MINDSTORMS® robots that perform a series of missions using exclusive LEGO models. The theme changes annually.	Teams design, build, and program their robots to compete in an Alliance format against other teams. Robots are built from a reusable platform, powered by Android technology, and programmed using Java or Blocks.	Teams design and build a robot starting with a standard "kit of parts" and common set of rules to play a sophisticated field game that changes each season. Teams also define a "brand," hone teamwork skills, and develop community partnerships for support.
<b>Season Information</b>	<b>Registration Open:</b> May – April <b>Challenge Release:</b> August <b>Event/Tournament Season:</b> August – April	<b>Registration Open:</b> May – Oct. <b>Challenge Release:</b> August <b>Event/Tournament Season:</b> October – March	<b>Registration Open:</b> May – March <b>Game Release:</b> September <b>Event/Tournament Season:</b> October – April	<b>Registration Open:</b> May – Dec. <b>Game Release:</b> January <b>Event/Tournament Season:</b> February – April
<b>Grades &amp; Ages</b>	Grades K-4; Ages 6-10	Grades 4-8; Ages 9-14 <i>(Ages vary by country)</i>	Grades 7-12; Ages 12-18	Grades 9-12; Ages 14-18
<b>Team Composition</b>	<b>Teams of 2-6 children</b> formed by schools, after school programs, home schools, community groups.	<b>Teams of up to 10 students</b> formed by schools, after school programs, home schools, community groups.	<b>Teams of up to 15 students</b> formed by schools, after school programs, home schools, community groups.	Teams of students formed by schools, after school programs, home schools, community groups work alongside mentors and coaches.
<b>Time Commitment</b>	One-to-two hour meetings, generally held for 8-12 weeks	One-to-three-hour meetings, generally held for 8-12 weeks	Two-to-four hour meetings, generally held twice a week for 8-12 weeks	Teams typically meet several times a week during the build and competition season, January through April.
<b>Estimated Program Costs</b>	<b>Single Team Registration</b> – \$99 (includes Engineering Notebook & Team Guide) <b>WeDo 2.0</b> - \$167.95 (reusable) <b>Season Pass, Small</b> –\$955 <b>Season Pass, Large</b> –\$1,895	<b>Single Team Registration</b> – \$299 (includes 1 season-specific Challenge Set) <b>Robot Kit</b> – \$489.95 (reusable) <b>Season Pass options available</b> – check website for details	<b>Team Registration</b> – \$275 <b>Reusable robot Kit of Parts</b> – start at <b>\$725</b> (multiple kit options available)	<b>Team Registration &amp; Materials</b> – \$6,000 (new teams) \$5,000 (existing teams)
<b>Scholarships &amp; Grants</b>	Grants may be available. Check our website for offerings.	Grants may be available. Check our website for offerings.	\$80+ million in scholarships from nearly 200 Providers.	\$80+ million in scholarships from nearly 200 Providers.