FIRST IS
THE ONLY SPORT
WHERE EVERY KID CAN
TURN PRO

Through challenges designed to ignite curiosity and encourage exploration, FIRST offers a suite of team-based robotics programs for students aged 4-18, which they can join at any level.

FIRST is the world’s leading youth-serving nonprofit advancing science, technology, engineering, and math (STEM), helping students build the skills they’ll need for the future.

It was really empowering that I had a group of friends and mentors who were patient with me, and willing to show me how to build. I think I had been really intimidated by engineering, up until that point.

— CASSIE HUDSON, FIRST ALUM + APPLICATIONS ENGINEER

FIRST IS
COMMUNITY
BUILDING GLOBAL CITIZENS

First is backed by a global community of mentors, educators, volunteers, sponsors, families, alumni, and program delivery partners. Anyone can be a part of this movement...

- Join or start a team in your area.
- Bring the FIRST experience to a classroom, school, or school district.
- Sponsor a team, event, or local FIRST program.
- Become a team mentor or coach.
- Volunteer at a local event.
- Donate to support the mission.

Visit firstinspires.org to learn more.

FIRST IS COMMITTED TO CREATING
A DIVERSE, INCLUSIVE AND
EQUITABLE COMMUNITY

First has given me life skills and tools to work well with others and be a team player and always do my personal best with Gracious Professionalism. These are skills I will use in my daily life and beyond!

— FIRST LONGBRIDGE STUDY PARTICIPANT

FIRST IS
EQUITY AND ACCESS
Everyone deserves the opportunity to participate in a future-focused learning environment, building capacity and confidence to reach their full potential.

FIRST IS
SUSTAINABILITY
We are stronger when we work together.

FIRST IS
RESPECT
We respect each other and embrace our differences.

FIRST IS
INNOVATION
We apply what we learn to improve our world.

FIRST IS
TEAMWORK
We are stronger when we work together.

FIRST IS
ENGAGEMENT
We are engaged in our growth and open doors to building confidence in young people and opens doors to future leaders through engaging, multi-disciplinary, team-centered experiences.

FIRST IS
EDUCATION
We prioritize education and prepare our students for future success.

A GLOBAL ROBOTICS COMMUNITY
PREPARING YOUNG PEOPLE FOR
THE FUTURE

In 1989, inventor Dean Kamen founded FIRST—The Future Is Us®. The goal was to reach students who were not currently interested in STEM and inspire them to give it a try.

FIRST IS
INCLUSION
We embrace diversity among the students who participate in our programs.

“FIRST IS MORE THAN ROBOTS”

FIRST IS
COMMUNITY
First is built on teamwork and support.

FIRST IS
SPEAKERS
In 1999, Inventor Dean Kamen founded FIRST...
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**FIRST LEGO League Divisions**

<table>
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<tr>
<th>Grades PreK-8 · Ages 4-16</th>
<th>Grades 7-12 · Ages 12-18</th>
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**FIRST LEGO League DISCOVER**

This playful introductory STEM program ignites children's natural curiosity and builds their habits of learning with hands-on activities in the classroom and at home using LEGO® DUPLO® bricks.

**THE CHALLENGE**

Through a guided, global robotics program, students are introduced to STEM learning and exploration at an early age. Children can begin with Discover (ages 4-6) and progress through Explore (ages 6-10) and Challenge (ages 9-16), or join at any division based on their age or grade level.

**THE JOURNEY**

Young children are introduced to STEM concepts and develop habits of learning through engaging, fun challenges and competitions using LEGO® Education materials.

**THE OUTCOME**

Students gain real-world problem-solving experiences that inspire them to experiment and grow their critical thinking, coding, and design skills while building confidence, growing their knowledge, and developing habits of learning.

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**FIRST LEGO League EXPLORE**

Teams of students 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 SPIKE™ Essential.

**THE CHALLENGE**

Robots are built from a reusable platform, powered by Android technology, and programmed using Java-based programming languages to compete head-to-head in an alliance format. Students are encouraged to create team brands and be an ambassador for FIRST and STEM in their communities.

**THE JOURNEY**

Teams compete at local and regional events, qualifying up to the FIRST Championship. They earn awards based on their teamwork, creativity, innovation, and the engineering design process.

**THE OUTCOME**

While developing their STEM skills and mastering engineering principles, students learn the value of persistence, innovation, teamwork, and the engineering design process. High school students have access to education and career discovery opportunities, connections to scholarships and employers, and a place in the FIRST community for life.

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**FIRST LEGO League CHALLENGE**

Teams of students engage in research, problem solving, coding, and engineering—building and programming a LEGO® Education SPIKE™ Prime robot that navigates the missions of a robot game. They also participate in a research project to identify and solve a relevant real-world problem.

**THE CHALLENGE**

Under strict rules, with limited time and resources, high school teams use sophisticated technology to build and program industrial-size robots for a challenging field game. Each team creates a team identity, raises funds to meet its goals, and works to promote STEM in the local community.

**THE JOURNEY**

At district and regional events, cheering crowds root for qualifying teams as students compete with their robots for prestigious awards and a coveted spot at the FIRST Championship.

**THE OUTCOME**

As students learn real-world engineering concepts, they build their confidence and workforce skills, and connect with professional team mentors and sponsors who can help them succeed. Plus participants and alumni have access to education and career discovery opportunities, connections to scholarships and employers, and a place in the FIRST community for life.

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**An Exciting Sport Built Around the World of STEM**

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**Grades PreK-1**

**Grades 2-4**

**Grades 4-8**

**Grades PreK-1**

**Grades 2-4**

**Grades 4-8**

Children can join any of our three programs based on age or grade level. Ages may vary by region.