Friendly competition is at the heart of FIRST® LEGO® League Challenge, as teams of students ages 9-16* engage in research, problem-solving, coding, and engineering – building and programming a LEGO® robot that navigates the missions of a Robot Game. As part of Challenge, teams also participate in an Innovation Project to identify and solve a relevant real-world problem.

CHILDREN:
- Understand real-world uses of STEM
- Apply critical thinking skills
- Build habits of learning

WHAT IT OFFERS:
- Application of science and math concepts
- Hands-on problem solving
- Programming experience
- New real-world themed Challenge each year
- Sports-like tournaments with judges and awards

GET STARTED:
- Teams of up to 10 children, ages 9 to 16*
- Adult coaches and mentors
- Meeting place (school, after-school, homeschool, or community space)
- Parents, teachers, community volunteers to help
- 12 sessions
- LEGO Education SPIKE™ PRIME or LEGO MINDSTORMS® Robot Set (reusable) and annual Challenge Set

“I want to build things nobody else has even thought of yet.”
— CHARLES PETERSON, TEAM MEMBER (10 YEARS OLD)
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. The program consists of three divisions by age group: FIRST LEGO League Discover (ages 4-6); FIRST LEGO League Explore (ages 6-10); and FIRST LEGO League Challenge (ages 9-16).

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**Brandeis University, 2013 FIRST® LEGO® League Evaluation Study**

FOR INFORMATION ABOUT FIRST IN YOUR AREA

www.firstlegoleague.org/find-first