

Chairman's Award - Team 1885

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2018 - Team 1885

Team Number

1885

Team Name, Corporate/University Sponsors

US STEM Foundation/Lockheed Martin/Macedon Technologies/DataSync Technologies/ASCO/Prince William County Schools/A-1 Flood Tech & Battlefield High

Briefly describe the impact of the *FIRST* program on team participants with special emphasis on the 2017/2018 year and the preceding two to five years

The FIRST progression of programs has deeply impacted all members of ILITE, influencing them to pursue careers in STEM. Our students have had an average GPA increase of 0.8% and 100% of our alumni have been accepted to college. FIRST opened several doors for these students, allowing them to network with major companies such as Microsoft, Lockheed Martin, Google, and FIRST. ILITE's current students work together to ensure that everyone understands all aspects of FIRST and STEM.

Describe the impact of the *FIRST* program on your community with special emphasis on the 2017/2018 year and the preceding two to five years

ILITE's goal is to reach the unreached and working with the community is a large part of that. In our community, we bring FIRST robots to the town festival and host a STEAM Expo, inviting over 2000 people to learn about FIRST and STEAM. ILITE hosts Jr. FLL, FTC, FRC, and an offseason event(IROC), while inviting the community and surrounding teams to attend. All of this would not be possible if ILITE did not foster the growth of FIRST in their community by establishing FLL, FTC, and FRC teams.

Team's innovative or creative method to spread the *FIRST* message

Team 1885 diligently works to spread the message of FIRST through their school, community, and their world at large. ILITE initiated a FIRST campaign where we spoke to 9000 individuals and 150 businesses to share the ideals of FIRST. Our team also hosts 10 robotics summer camps, where we aim to inspire elementary school students in science and technology. Through these camps we are able to teach young minds not only STEM skills, but also leadership and communication.

Describe examples of how your team members act as role models and inspire other *FIRST* team members to emulate

Team 1885, ILITE Robotics' members are role models to other FIRST teams through there consistent actions. For the past 2 years ILITE has hosted an Effective Student Leadership in FRC at the World Championships to aid other FIRST teams; each conference brought in over 300 people. ILITE aspires to be a model FIRST team, practicing gracious professionalism and coopertition during the regular season and the off-season. We encourage teams to spread the message of FIRST as far and wide as possible.

Describe the team's initiatives to help start or form other FRC teams

Team 1885 works with its local community to inspire the formation of FRC teams. ILITE gives instruction to those who need and aid rookie teams that attend our off-season event. Those teams that participate in IROC have the opportunity to ask all ILITE members for tips and skills. Our team also worked with the "RoboHamsters" and invites local FRC teams to do demonstrations at our STEAM Expo; at the expo, all teams collaborate about the FRC season.

Describe the team's initiatives to help start or form other *FIRST* teams (including Jr.FLL, FLL, & FTC)

ILITE Robotics actively supports the creation of FLL and FTC teams. When ILITE first arose, their surrounding community lacked *FIRST* teams. Since then, the team has been successful in assisting in the creation of 60 FLL teams; teaching the teachers who mentor the teams how to start and run an FLL team. ILITE also has implemented FTC into the school, involving new students on 6 different FTC teams each year. ILITE's FRC students mentor these FTC teams after school and teach them about STEM.

Describe the team's initiatives on assisting other *FIRST* teams (including Jr.FLL, FLL, FTC, & FRC) with progressing through the *FIRST* program

ILITE strives to utilize the staircase *FIRST* has given them by encouraging growth within *FIRST*. Starting with hosting Jr. FLL competitions and assisting 15 local FLL teams. After graduating from FLL we give students the opportunity join FTC with an afterschool program that ILITE students mentor. FRC students mentoring FTC students encourages them to join ILITE's FRC team after FTC. Familiarity truly inspires the students to continue to pursue *FIRST* and STEM even after high school graduation.

Describe how your team works with other *FIRST* teams to serve as mentors to younger or less experienced *FIRST* teams (includes Jr.FLL, FLL, FTC, & FRC teams)

ILITE is continuously introducing new students to *FIRST*; moreover, our students mentor rookie FTC teams each year. Our FTC students progress to FRC and become the mentors, coaching the rookie FTC teams. In our community, we assist rookie and veteran FLL teams through a 4 week FLL workshop program. We teach FLL students programming, teamwork, and presentation skills, all of which are necessary for their competition. In addition to the workshops, we assist the FLL team at Alvey Elementary.

Describe your Corporate/University Sponsors

ILITE Robotics is incredibly thankful to its gracious sponsors, both corporate and alumni. ILITE receives funding from AFCEA, Engility, Able Moving and Storage, Lockheed Martin, Macedon Technologies, Bell Pump and Well, Cathy's Home Team, Comcast, Evolution Environment Group, Incadence, Khouri Orthodontist, Micron, NOVEC, A-1 Floodtech, and AZOS. We also receive financial support from our families and alumni, including the Garland Family, George Burgess IV, Patrick Boyd, and the Welch Family.

Describe the strength of your partnership with your sponsors with special emphasis on the 2017/2018 year and the preceding two to five years

ILITE's partnership with their sponsors are a leading factor in the team's accolades. At the end of each year, we invite sponsors to our school for a recap of our previous season; for those that cannot attend, a written letter is sent out. Our relationship with our sponsors have grown into mentorship. We are very fortunate in that our mentors speak highly of the team at work, creating a sponsorship. Whether it is family or corporate sponsors, every ounce of support does not go unrecognized.

Describe how your team would explain what *FIRST* is to someone who has never heard of it

FIRST is an organization centered around inspiring a better future. They are "more than robots," teaching their members about leadership, communication, innovation, and every aspect of STEAM. This program is an opportunity for growth of every person and the environment they have created has formed a domino affect. *FIRST* creates the future inventors through a thought provoking, robotic challenge. Inspiring Leaders In Technology and Engineering is the goal of *FIRST*.

Briefly describe other matters of interest to the *FIRST* judges, if any

ILITE, Inspiring Leaders In Technology and Engineering; the goal of our team. ILITE hosts an FTC double regional qualifier for the past 10 years, hosted 5 years of an FLL regional qualifier, and has hosted a week 1 District FRC Event for the 2 years. The team is dedicated to providing its' community and other *FIRST* teams with an innovative environment. ILITE is the key factor of *FIRST* being introduced in Northern Virginia, constantly engaging the community created a *FIRST* boom in our area.

Team Captain/Student Representative that has double-checked this submission.

ErinGrace Drake

Essay

Welcome to the 2018 ILITE Robotics ILITE-tron: 1885 game manual. Are you ready for the game to begin? Before proceeding, let's review the game mechanics. The game was first released in 2005 with 32 developers and 8 advisors. In the developing years of the game, ILITE-tron established FLL, FTC, and FRC teams, as well as creating a STEM based environment. ILITE-tron also was able to sustain a peak performing robot throughout these years. The objective is to sustain the saturated environment ILITE built with inspiration through FIRST while also leading through robot example. While competing, your number will appear on the screen as Team 1885 and your name will be ILITE Robotics. Your task is to reach the unreached and beyond. The high score of people reached was 64,532 and it is your job to inspire more. Every button has a different action for Team 1885, all controls allow the team to increase their score; some allow the team to work on Capitol Hill, host events or inspire internationally. Remember, events can be hosted multiple times to continue earning points. Now that you have a base for what the game is, let's dive into the different operations and their point values.

The first buttons to review are the left trigger and bumper. These two buttons are crucial to earning a high score and come from Team 1885 inspiring the community in STEM, specifically robotics. When you push down on the left bumper, Team 1885 will begin to mentor and assist FLL, FTC, and FRC teams. ILITE Robotics created foundations for you, the player, to continue to build upon. The team has started and mentored up to 11 FTC teams in one season and continues to assist teams. Holding down the bumper enables you to assist even more teams. Team 1885 has assisted 74 FLL teams through FLL workshops that teach students about programming and research, and teach mentors how to start a team. The multi-function bumper will allow your team to assist 2 FRC teams. The reason the bumper and the trigger are on the same side is because they can be combined for greater results. The bumper is meant to inspire and/or bump students into STEM and robotics, however the trigger allows the teams you assist to compete at events. When you hold down the trigger a menu will pop-up, where you have to decide which event you would like to host. The first event option is the FLL double regional qualifier embedded into the game in 2008, worth 400 points. The second option is the FTC regional qualifier established in 2007, worth 600 points. In 2016, a new update was released allowing players to elect to host an FRC district event, worth 2000 points. Finally, you may select the offseason event option where you, Team 1885, host the ILITE Robotics Offseason Challenge (IROC), worth 2,250 points; over 30 teams attend this event, impacting them and the surrounding community. Both the left trigger and bumper bring in members from the surrounding community and inspire them in STEM.

The next set of controls are some of the most powerful in the game: the right bumper and trigger. Both function as major outreach events that inspire and engage the community. The right bumper initiates hosting the Haymaker STEAM Expo, which reaches over 2,000 people and was patched into the game 4 years ago. You earn 2,000 points every time this event is hosted. The other right control is the trigger which launches one of the main fundraising events for ILITE and has inspired thousands of students to pursue STEM and FIRST. When this control is launched, students ranging from second to eleventh grade are exposed to FLL, FTC, and the basics of FRC. This individual button launches ILITE's 10 summer camps that reach a multitude of people. There are a wide variety of camps offered, all with a concentration on STEM: Girls in STEM, MatterHackers, Imagination Infusion, Intro to Java, Advanced Programming, SeaPerch Camp, CyberPatriot Camp, 3D Printing Camp, FTC Camp, and, by far the most popular, the FLL/EV3 Camp. When the right trigger is enabled, you earn 400 points. The right bumper and trigger are essential to spreading FIRST's mission of "inspir[ing] young people to be science and technology leaders and innovators."

Now that we have reviewed what each side of bumpers and triggers do, we are going to move on to the four buttons. Each button continues to help you achieve your goal of spreading FIRST and STEM. The top button begins the Kindness Campaign where you will be prompted with five kindness rules that you will spread around your game environment. These rules, similar to the FLL Core Values, include smile, spread happiness, include everyone, lift others, and show appreciation. After you have spread these rules in your community, you will be prompted to help others. The Kindness Campaign button initiates an Acts of Random Kindness Club and is where you donate over 250 toys to underprivileged students. When the top button is pushed, you will gain 3000 points. Moving on to the right button: this is where your team's alumni volunteer to work at FIRST events. Your alumni will appear on the screen and will proceed to volunteer as judges, as referees, at event setups/teardowns, and some will mentor FIRST teams. Team 1885's alumni are a crucial aspect of the team because even after they graduate, they continue to spread the love of FIRST. Enabling your alumni will award you 100 points. The bottom button is one that aids in the spreading of FIRST is ILITE's publications. When pressed, you will see a list of publications featuring the high scorer, ILITE Robotics. Some of what ILITE is featured in is their town magazine, "Haymarket Lifestyle," where the community is informed about FIRST robotics and upcoming events. The next publication will have a pop-up message from "Prince William Living" that reads "Many Prince William County schools have adopted robotics and Maker-related curriculum components, but none have produced more spectacular results than Battlefield High School," where Team 1885 is based. ILITE's most proud journalistic endeavor is our partnership with Rosen Publishing resulting in a robotics book series featuring ILITE as well as books written by ILITE alumni. The book series was aimed towards middle school students and was served to inspire enthusiasm in STEM and robotics. When distributing your publications, your team reaches a wide variety of readers making it worth 3,000 points. The last button to become familiar with is the left button, known as the US STEM Foundation. This button works with ILITE's alumni and students to help spread STEM in their community. This 501(c)(3) foundation has donated over a quarter of million dollars to FIRST teams. When this button is pushed, your team will gain 2,500 points.

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An important task in this game is working with your realm's community. You want to help the underprivileged in the community and give back to all the wonderful people that make your game environment great. To do this, you use the controls on the directional pad (D-pad): up, down, left, and right. If you press down in the center of the D-pad you will open up a prompt that will guide you towards inspiration. The up portion of the D-pad will kick off the "Toys for Tots" fundraiser at IROC; gaining you 200 points. The right portion of the D-pad will allow you to donate food to your game environment's food pantry and will raise \$10,000 to donate to food-insecure students to guarantee food for the weekend: gaining you 1,000 points. When the down portion of the D-pad is pressed, you will be transported to a Youth for Tomorrow event where you will provide local children with more confidence and intellectual knowledge: earning you 100 points. Finally, the left portion of the D-pad will enable you to help with hurricane relief in the game. When pressed, you will have to gather materials, such as laptops and LEGO Mindstorms kits and software, and send it to displace military families. This will earn your team 500 points and will boost your overall community's health.

The last two controls to learn before entering the game are the left and right joysticks. The left joystick will enable you to navigate political activism on Capitol Hill and implement STEM and robotics into the classroom. When you start your political mini-game to Capitol Hill, you will prepare to speak with Congressman Frank Wolf and U.S. Senators Warner, Kaine, Brown, and Leahy. Legacy players have set a solid foundation for ILITE, allowing you to sit on the Appropriations subcommittee for Science, Commerce, and Justice. After navigating Capitol Hill, you will be prompted to attend the Department of Commerce, the CTE Caucus, the Superintendent Breakfast, and AFCEA Naval IT day. After attending the AFCEA Naval IT Day, they will be so impressed with ILITE's work that they will provide funding for your team. The last and final control to learn is the right joystick: international outreach. When moved, you will be prompted to bring FLL to Haiti, Ethiopia, Bolivia, Liberia, and Malaysia. After shipping FLL kits, you will then Skype lecture the kids and assist them with their FLL teams. The joysticks will lead to one of your team's greatest successes, being featured on a STEM-based poster campaign featured in 294 U.S. embassies worldwide earning you 300 points.

Now that you have been given the controls to continue to inspire people in STEM fields, it is up to you to help ILITE, Team 1885, break the high score and become the team that best represents a model for other teams to emulate and best embodies the purpose and goals of FIRST. Sustaining a robotics community and the message of FIRST needs a strong foundation and you are being given the opportunity to use ILITE's.