**FIRST® Tech Challenge**
(Ages 12-18, Grades 7-12)

- Provides affordable, accessible opportunities to compete head to head using an exciting sports model
- Offers students a chance to develop strategy and build robots based on sound engineering principles

**How it works**
- Up to 15 students per team
- 2 to 3 adult mentors per team
- Teams use a modular robotics platform – powered by Android technology – to design, build, and compete in a FIRST-designed game
- Includes schools, home schools, after-school groups, churches, civic organizations, and neighborhood groups
- Exciting sports-like events with judges and awards
- Up to 48 teams per regular season event
- Adaptable program that can be used in and out of the classroom

**What it offers**
- Explore the creative, problem-solving process within an intense, fun sports competition model
- Be part of an engaged and supportive community
- Design, build, and program robots
- Gain hands-on programming and rapid-prototyping experience
- Apply real-world math and science concepts
- Document the engineering process
- Develop problem-solving, organizational, and team-building skills
- Learn about Gracious Professionalism®
- Compete and cooperate in alliances at tournaments
- Build life skills while building robots and work towards participating in tournaments and FIRST Championship
- Qualify for more than $80 million in college scholarships
- Have fun!

**Season overview**

- May – Registration Opens
- September – Kickoff
- October – February – Meets and League Events
- November – March – State and Regional Tournaments
- April – FIRST Championship and FIRST Tech Challenge World Championship

*Visit [http://www.firstinspires.org/robotics/ftc](http://www.firstinspires.org/robotics/ftc) for the most up-to-date details.

“Programs and initiatives aimed at capturing students’ creativity and hunger for knowledge will help our students prepare for college and life in the professional world. The FIRST® Tech Challenge has quickly become an integral part of our efforts in encouraging students to take an interest in math and science.”

— HON. DONALD L. CARCIERI, FORMER GOVERNOR OF RHODE ISLAND
Proven, verifiable impact for participants in FIRST Tech Challenge

<table>
<thead>
<tr>
<th>Skill</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Improved Problem Solving Skills</td>
<td>98%</td>
</tr>
<tr>
<td>Increased Time Management Skills</td>
<td>95%</td>
</tr>
<tr>
<td>Increased Conflict Resolution Skills</td>
<td>93%</td>
</tr>
<tr>
<td>Strengthened Communication Skills</td>
<td>Over 76%</td>
</tr>
</tbody>
</table>