

INSPIRE SET QUESTIONS

Q: Why have *FIRST*® and LEGO® Education decided to add an Inspire Set to the *FIRST*® LEGO® League Jr. Program in the 2016-17 Season?

A: Beginning in the 2016 season, all registered teams will use an Inspire Set which contains a LEGO model related to the year's challenge theme. The Inspire Set is a starting point for the teams' project and model, and will be an integral part of their program experience. The Inspire Set will give all teams across the globe a more consistent, complete, and quality *FIRST* LEGO League Jr. experience.

Q: How much will the Inspire Set cost?

A: The Inspire Set will be a part of the team's registration process. The cost will differ between countries and regions, however it will not prohibit any team from participating.

Q: How big is the Inspire Set?

A: The 2016/17 Inspire Set will come in a plastic pouch, about 10cm tall and wide. The Inspire Set contains LEGO elements to create a model to be used by the team.

Q: Won't using an Inspire Set on every *FIRST* LEGO League Jr. Challenge model hinder creativity and innovation by the teams?

A: The *FIRST* LEGO League Jr. Challenge is being written to incorporate the Inspire Set and create a consistent experience, while at the same time allowing teams to develop their own ideas. It is very important that *FIRST* LEGO League Jr. teams can be creative and innovative, and the Inspire Set will be used to spark those ideals for the team.

Q: Can more than one team use an Inspire Set? Can teams share?

A: Each team needs to use an Inspire Set as part of their model and present it at the Expo. Teams at the same Expo cannot share an Inspire Kit. This will help to create a more consistent and quality experience for all teams.

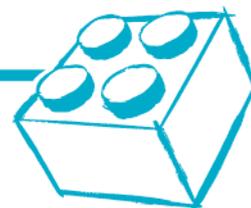
Program Questions:

Q: Why is *FIRST* and LEGO Education making these program changes?

A: These changes are being introduced in order to create a more globally consistent, quality and impactful program. Both LEGO Education and *FIRST* are putting the spotlight on the *FIRST* LEGO League Jr. program. We believe that it is essential to inspire children in the sciences at such a critical age. We are developing ways to best support Partners in growing this program.

Q: Will *FIRST* LEGO League Jr. adopt LEGO Education WeDo 2.0 for the 2016-17 season?

A: The WeDo will become required for use in *FIRST* LEGO League Jr., beginning in August 2017. We feel that the WeDo 2.0 will give the best experience for teams that are participating in the program. Both versions will be accepted, and in the 2016 season, all LEGO Education options can be used by teams.



Q: Can teams use both of the WeDo sets together in the Expos?

A: Yes, as long as they are following the guidelines of the Challenge.

Q: Now that the WeDo has more capabilities, will the *FIRST* LEGO League Jr. Challenge be adapting to these changes?

A: Yes, this is another reason that the Inspire Set was introduced to the program. The Challenges will be written to incorporate the use of the WeDo, and over the next couple of seasons we will be looking at better ways of inspiring teams to explore all of the new features.

Q: Will there be training for the WeDo 2.0 for *FIRST* LEGO League Jr. teams?

A: There is training included as part of the software in the WeDo 2.0 kit. If a team purchases the basic WeDo Core Set, they will receive the basic software program which includes training and starter projects. If a team and/or school purchases the full WeDo set, they will receive more in-depth training including a curriculum guide. A *FIRST* LEGO League Jr. team will be able to incorporate the WeDo 2.0 into their experience using only the Core Set.

Q: What if a team can't afford a WeDo when it becomes mandatory in the 2017 season? Will there be assistance from *FIRST* or LEGO Education to help purchase?

A: One of the main goals of *FIRST* and LEGO Education is to increase accessibility across the globe to the *FIRST* LEGO League Jr. program, while at the same time increasing its impact. Teams who have difficulty purchasing the WeDo should contact their local *FIRST* LEGO League Jr. Partner. *FIRST* and LEGO Education will be working with the Partners to monitor this situation and to find ways for all teams to participate, although a solution is not guaranteed. We are also working with Partners to create team and community models that will increase accessibility.

Q: How will the Coach's materials be simplified?

A: Beginning in the 2016 Challenge Season, coaches will find the Challenge and support materials to be simpler and easier to understand. More information will be available once the materials are released.

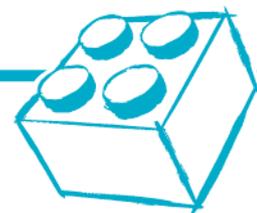
Q: Will any of these program upgrades change the rules about team size?

A: No, the *FIRST* LEGO League Jr. team size regulations are remaining the same.

WEDO QUESTIONS

Q: If I purchase only the basic WeDo 2.0 Core Set, will it be enough to participate in the *FIRST* LEGO League Jr. Challenge?

A: Yes, the WeDO 2.0 Core set contains the software and elements to build your WeDO model. Teams will, however, also need additional LEGO bricks to complete their model as in previous seasons. As an addition to the *FIRST* LEGO League Jr. program, an extended WeDo 2.0 set is also available which contains many more activities and possibilities for the classroom and/or team to use throughout the year.



Q: Why is there no backwards compatibility from WeDo 2.0 to WeDo?

A: Both the new software and hardware technology platforms are very new and different. The new WeDo 2.0 is, among other things, tablet compatible working with the Bluetooth low energy wireless connection from the hardware. With our previous hardware working with a wired USB connection, there is not a natural link between the old and new platform. In order to deliver the best possible solution going forward our focus has not been to look backwards but to deliver the best possible solution going forward to be able to support the teachers delivering impactful, differentiated and digitally enhanced Science teaching.

Q: Will WeDo sensors work with the WeDo 2.0 software or the other way around?

A: There is NO backwards compatibility other than the LEGO-based building system. This means the current WeDo sensors will not work with the new WeDo 2.0 sensors.

Q: How do the LEGO Education WeDo 2.0 sensors compare with the LEGO Education WeDo sensors?

A: The new sensors overall have increased precision. The new tilt sensor has an additional “shake” mode and the new motion sensor has increased functionality that enables it to detect objects moving closer and detect objects that are moving away.

Q: How does the LEGO Education WeDo 2.0 Medium Motor compare with the LEGO Education WeDo motor?

A: The new, medium-power motor has a 2x2 building area on the top and a snap interface on the front to allow for easy and optimized integration with the WeDo 2.0 Core Set elements.

Q: Can I use my existing LEGO Education WeDo Set with the LEGO Education WeDo 2.0 software?

A: You can reuse all the bricks from the LEGO Education WeDo Set but the previous hardware does not connect with Bluetooth low energy and thereby not to the new software.

Q: Can I use the LEGO Education WeDo 2.0 core set with my existing WeDo software?

A: No, it is not backwards compatible due to the new hardware capabilities.

Q: Can I trade in my old WeDo kit (US & Canada only) for a new WeDo 2.0?

A: No. This option is not available.

Q: Can FIRST LEGO League Jr. teams use EV3 & NXT in their competitions?

A: Yes. Teams who are capable to use those platforms are allowed to use them in place of the WeDo.

Q: Can FIRST LEGO League teams use WeDo in their competitions?

A: No. Only the LEGO Education Mindstorms is allowed to be used.

