



Start a *FIRST* LEGO League Team

See your students grow and shine through *FIRST*® LEGO® League. Starting with Discover, children ages 4-6 are introduced to the fundamentals of STEM while working together to solve fun challenges and building models using LEGO® bricks.

As participants progress into Explore (ages 6-10), children will take their background knowledge of STEM and put it into practice as they work in teams to design and build robots using LEGO Education WeDo 2.0.

Once they are ready to move into a competitive setting, they join Challenge (ages 9-16*) and apply their STEM skills combined with critical thinking to work with a team, build a robot and compete in an exciting, mission-based Robot Game.

From Discover, to Explore, and then to Challenge, students will understand the basics of STEM and apply their skills in an exciting competition while gaining productive learning habits, confidence and teamwork skills along the way.

***FIRST*® LEGO® League Discover**

FIRST LEGO League Discover is a playful introductory STEM program for teams of children ages 4-6, that ignites their natural curiosity and builds their habits of learning. By the end of the program, children emerge more confident, better equipped to face future challenges, and discover the joy of learning.

A new and exciting Challenge is presented every year, and each team of four children begins their exploration of this real-world theme with an exclusive LEGO Education Discovery Set. With this set as a starting point, they build a solution to the Challenge with LEGO® DUPLO® elements. Teams share their journey, ideas, models, and STEM skills at a celebration event. Throughout their experience, teams operate under the *FIRST*® Core Values, celebrating discovery and teamwork, all the while having fun!

Discover is designed for larger implementations that serve 30 or more students.

FIRST® LEGO® League Explore

Each year in early August, *FIRST* LEGO League Explore releases a new Challenge for teams that focuses on a scientific topic. Teams are sent on a journey of discovery to learn all they can about the topic, then present their findings in the form of a team poster and a LEGO model that moves.

You may recruit 2 to 6 interested team members ages 6 to 10. A coach is allowed to coach multiple teams. Each team must have at least 2 adult coaches. Once you have a team (you do not need all team member names yet), you may register via the *FIRST* Australia dashboard.

FIRST® LEGO® League Challenge

Each Challenge season has three parts: the Robot Game, the Innovation Project, and the *FIRST* Core Values.

Recruit up to 10 interested team members ages 9 to 16. Team members must not exceed the maximum age on January 1 of the year the Challenge is released. A coach is allowed to coach multiple teams. Once you have a team (you do not need all team member names yet), you may register via the *FIRST* Australia dashboard.

Please note FIRST does not match children to existing teams due our privacy policy. We encourage those looking for a team to contact their local schools, libraries, or youth organizations that may have a team in place or interest in starting one.

Please reach out to first.australia@mq.edu.au for more information.