

# *FIRST* LEGO LEAGUE

## 2016-2017

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# Welcome to the Kick-Off!



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# Agenda



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- What is the *FIRST* LEGO League (FLL)?



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- What is the *FIRST* LEGO League (FLL)?
- Season Timeline



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- Team Requirements



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- Competitions



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- Season Timeline
- Team Requirements
- Competitions
- Coaches and Mentors



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- What is the *FIRST* LEGO League (FLL)?
- Season Timeline
- Team Requirements
- Competitions
- Coaches and Mentors
- Resources



What is the *FIRST* LEGO League (FLL)?



# What is the *FIRST* LEGO League (FLL)?

- *FIRST*, LEGO, & the Perot Museum of Nature and Science



# What is the *FIRST* LEGO League (FLL)?

- *FIRST*, LEGO, & the Perot Museum of Nature and Science
- Who can participate?



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- Who can participate?
  - Children aged 9-14



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- *FIRST*, LEGO, & the Perot Museum of Nature and Science
- Who can participate?
  - Children aged 9-14
  - 2-10 team members



# What is the *FIRST* LEGO League (FLL)?

- *FIRST*, LEGO, & the Perot Museum of Nature and Science
- Who can participate?
  - Children aged 9-14
  - 2-10 team members
  - Working with 2 Coaches & Mentors



# What is the *FIRST* LEGO League (FLL)?

- Goals for participants



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  - Promote engineering, problem solving, teamwork and Gracious Professionalism.



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- Goals for participants
  - Promote engineering, problem solving, teamwork and Gracious Professionalism.
  - Competition experience.

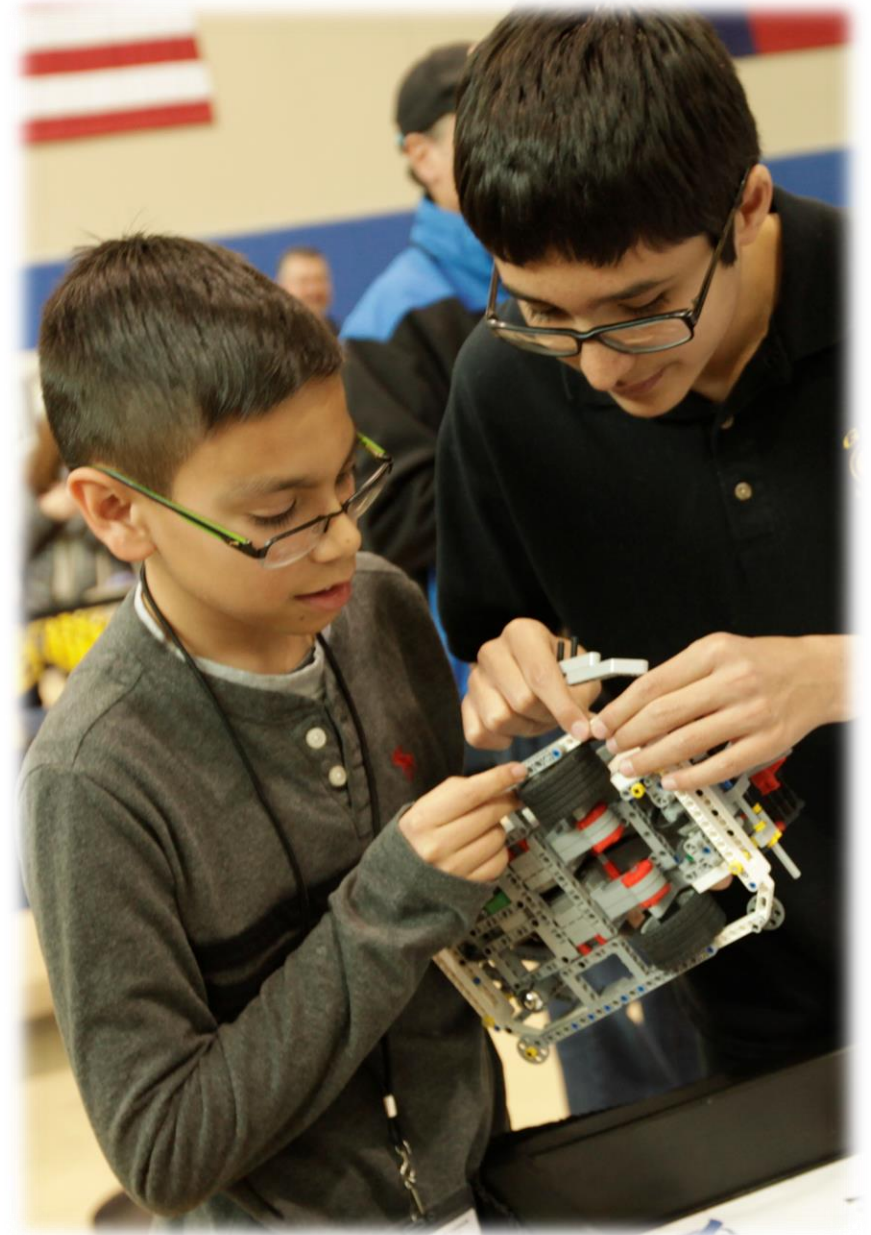


# What is the *FIRST* LEGO League (FLL)?

- Goals for participants
  - Promotes engineering, problem solving, teamwork and Gracious Professionalism.
  - Competition experience.
  - Extend classroom knowledge through hands-on, real-world engineering and science challenges.

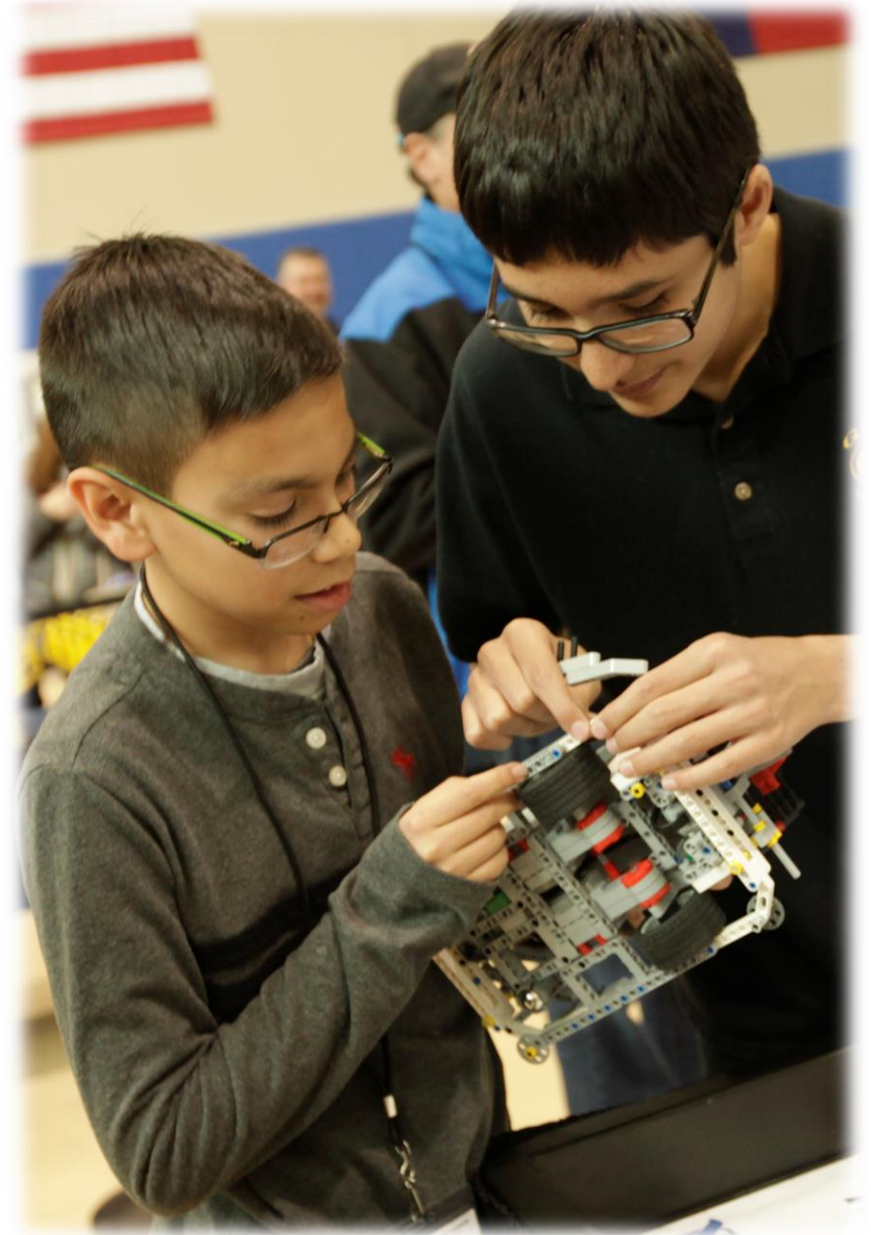


# Team Requirements



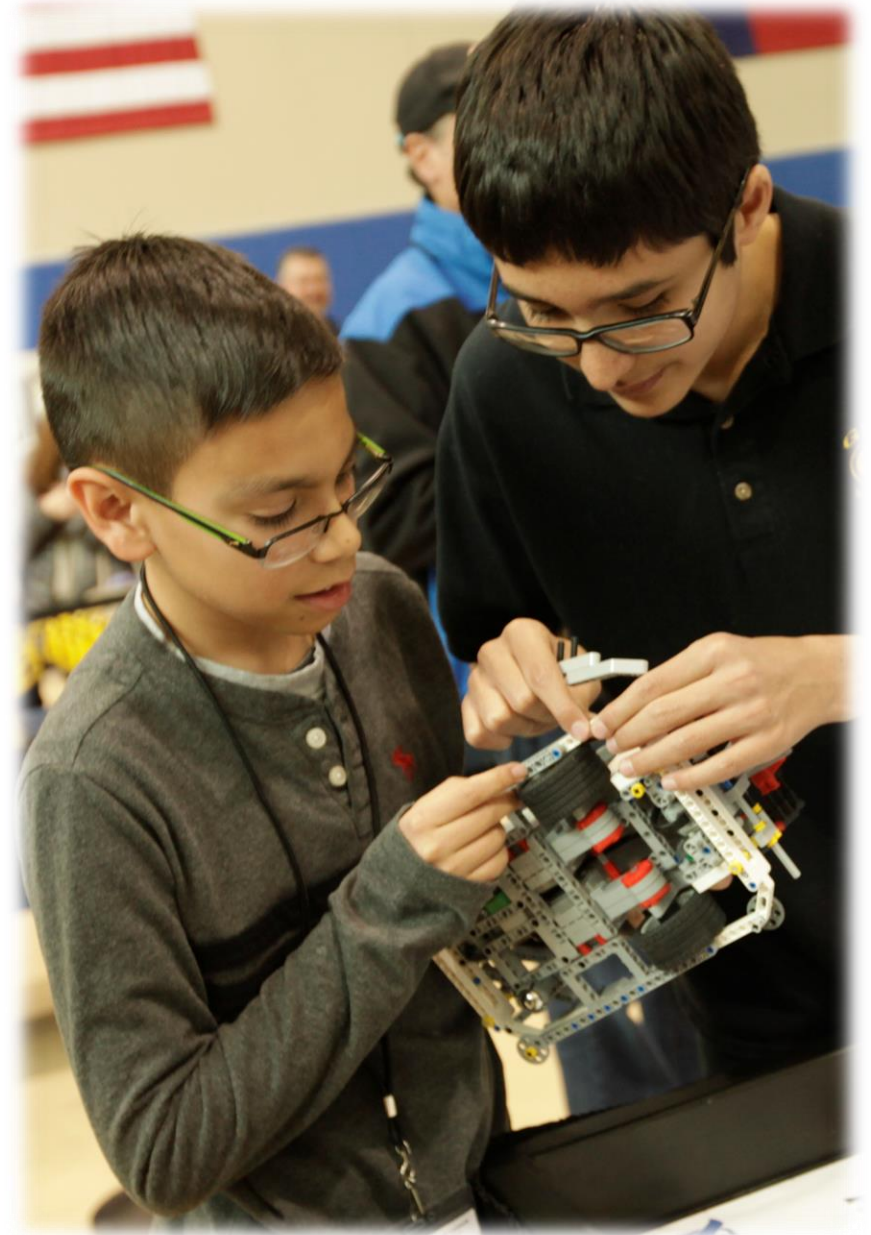
# Team Requirements

- Robotics kit



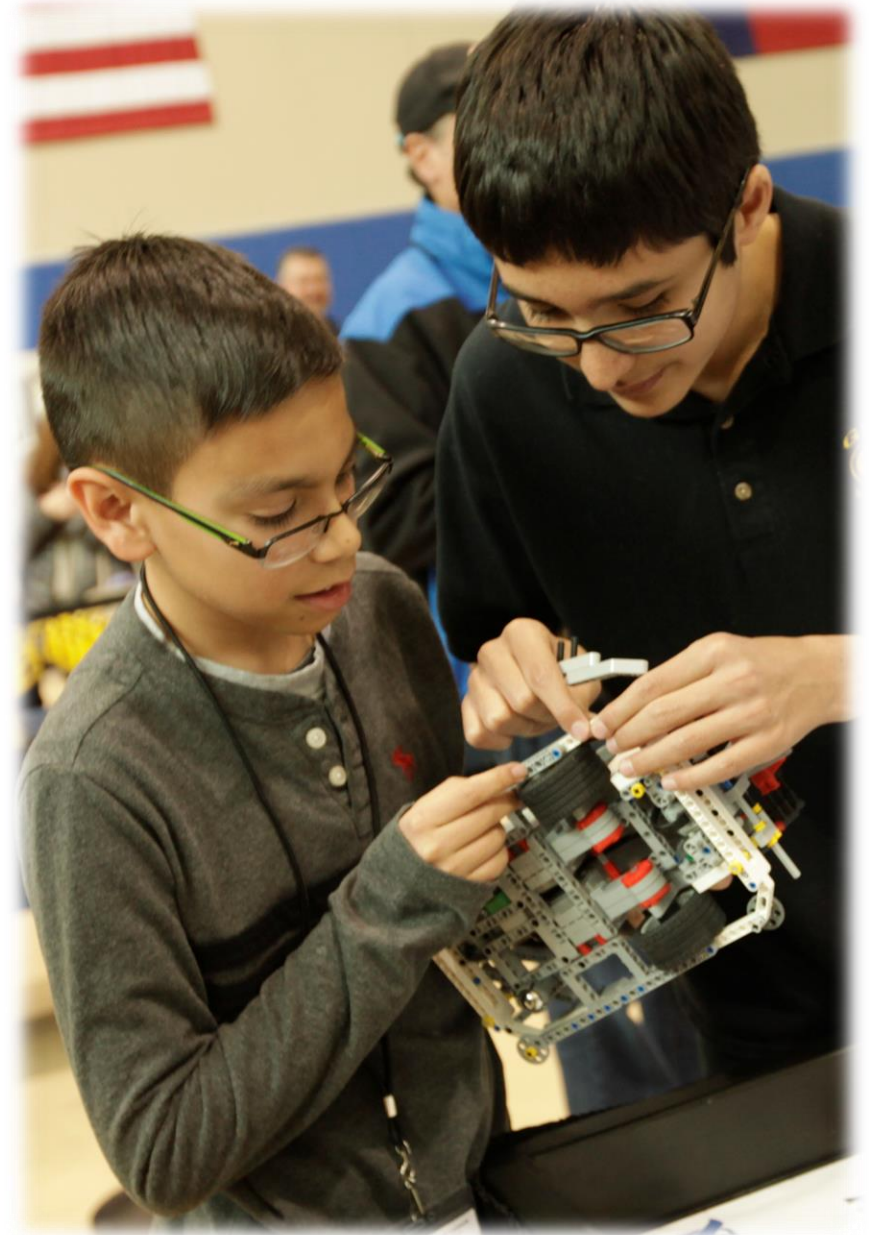
# Team Requirements

- Robotics kit
- Computer



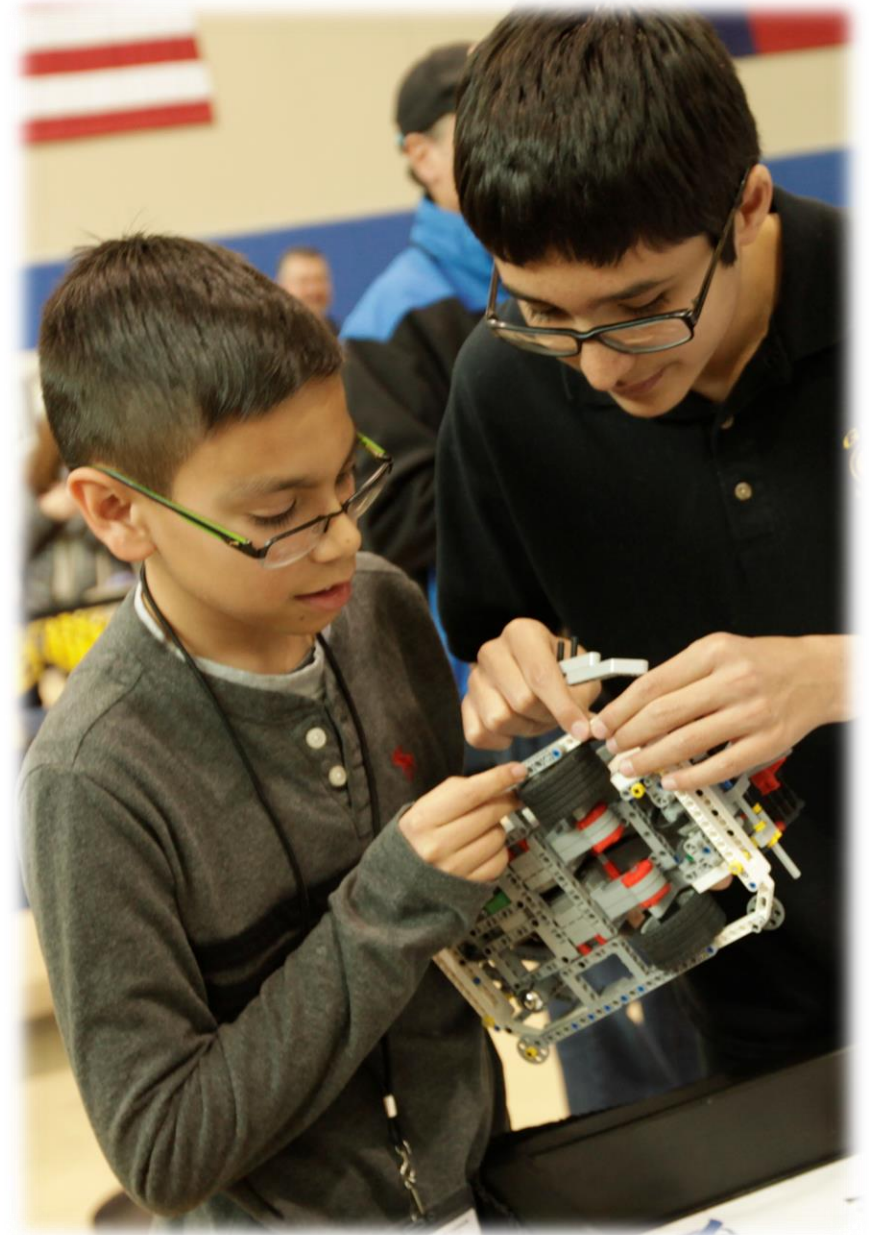
# Team Requirements

- Robotics kit
- Computer
- Meeting place



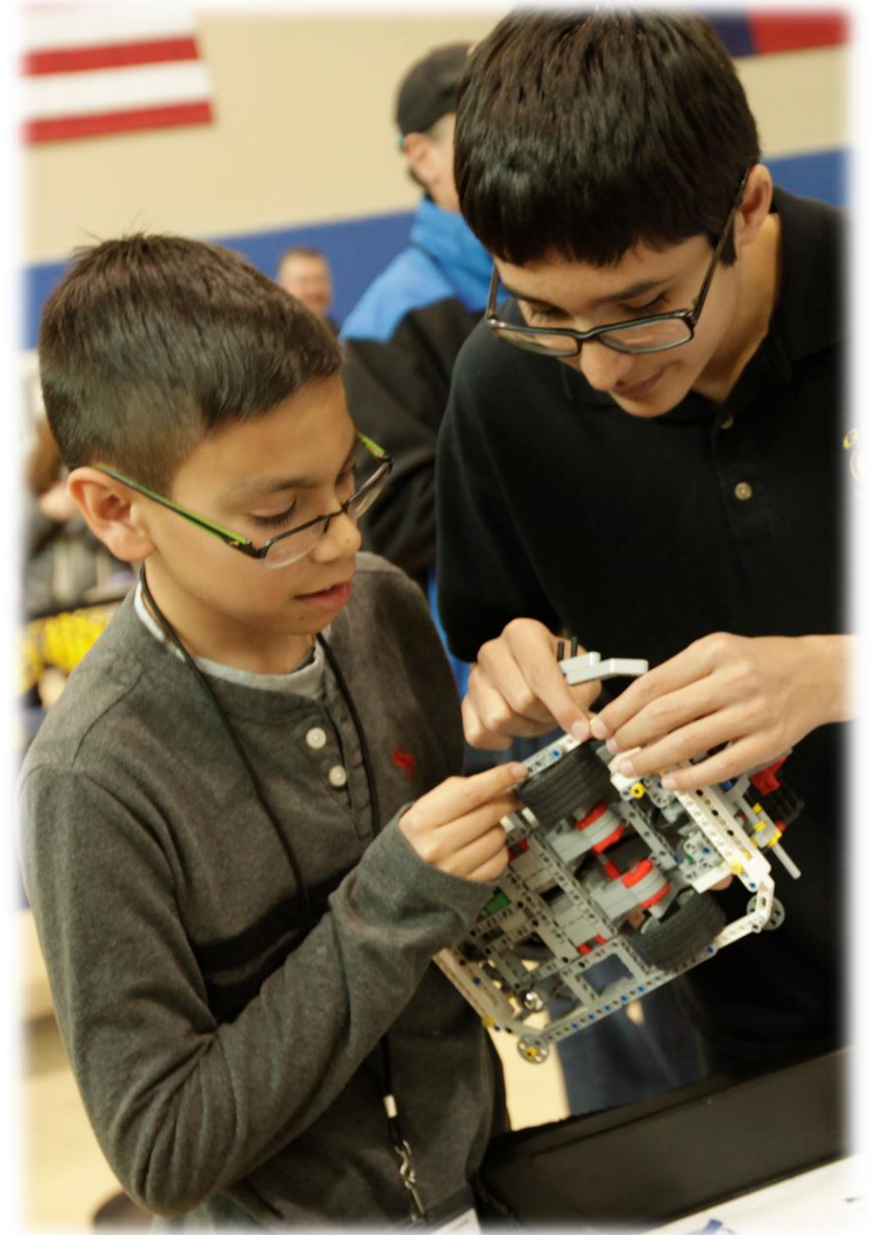
# Team Requirements

- Robotics kit
- Computer
- Meeting place
- Challenge kit/Field set kit



# Team Requirements

- Robotics kit
- Computer
- Meeting place
- Challenge kit/Field set kit
- Practice Table



# Season Timeline



# Season Timeline

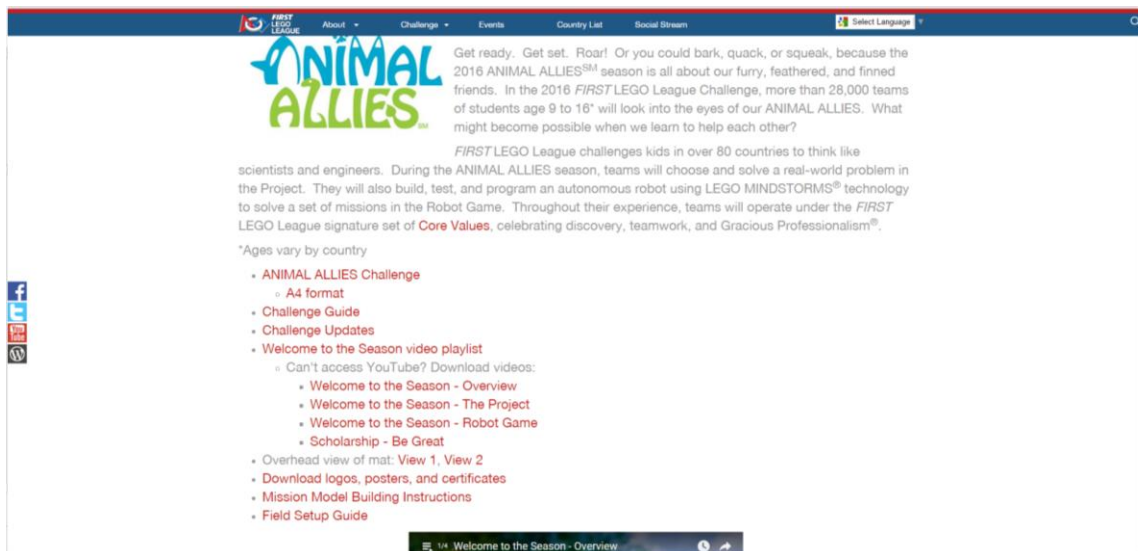
- Challenge Announced



# Season Timeline

- Challenge Announced

<http://firstlegoleague.org/challenge#animal-allies>



# Season Timeline

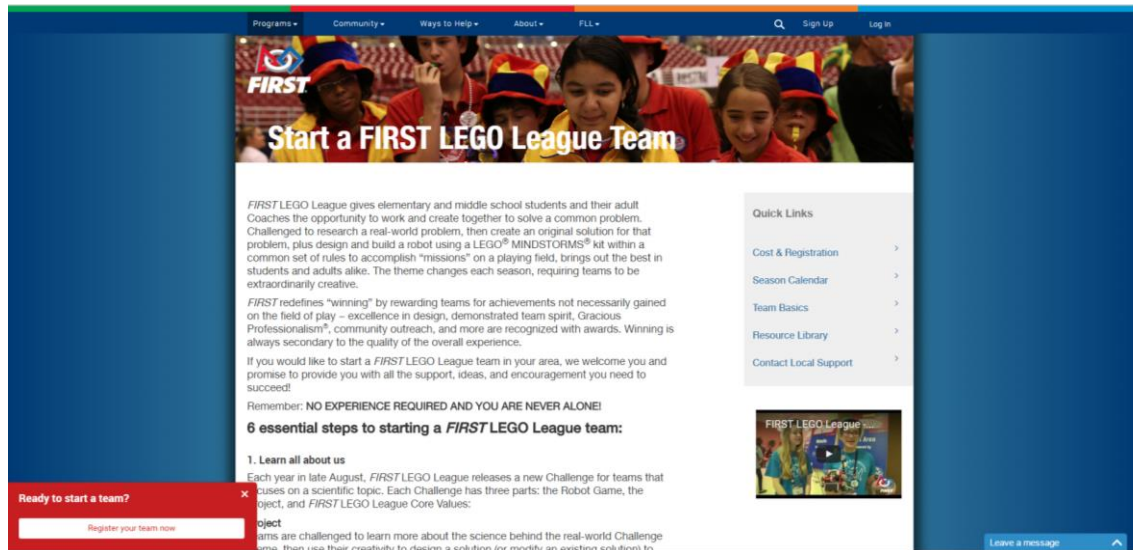
- Challenge Announced
- Team Registration



# Season Timeline

- Challenge Announced
- Team Registration

<http://www.firstinspires.org/robotics/fll/start-a-team>



# Season Timeline

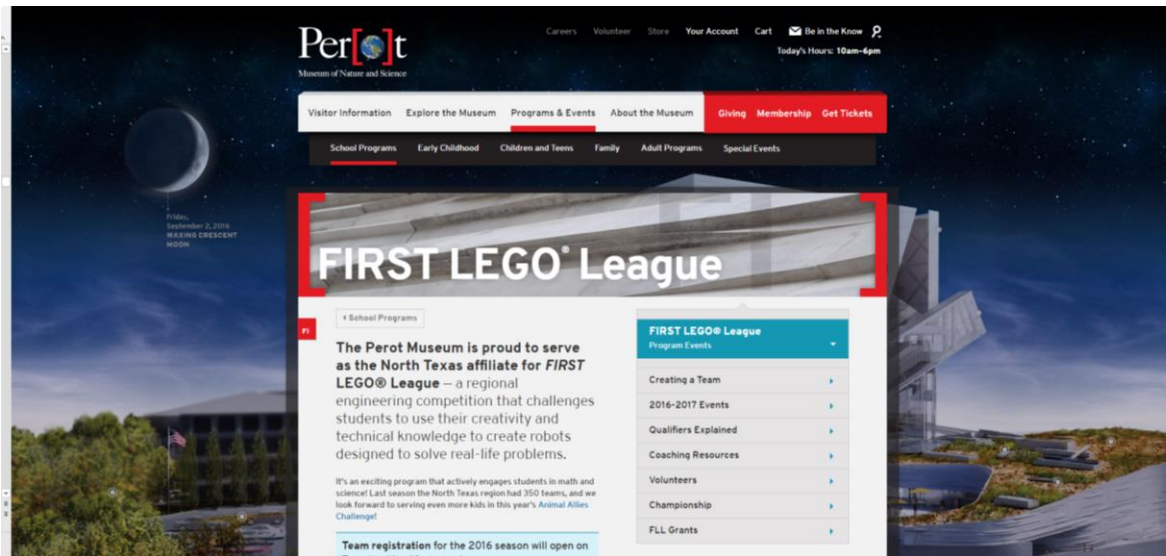
- Clinics and Scrimmages



# Season Timeline

- Clinics and Scrimmages

<http://www.perotmuseum.org/fll>



# Season Timeline

- Qualifiers



# Competitions

- Qualifiers
  - 32-45 teams



# Season Timeline

- Qualifiers
  - 32-45 teams
  - 1<sup>st</sup> Round
    - December 3<sup>rd</sup>
    - December 10<sup>th</sup>
    - December 17<sup>th</sup>



# Season Timeline

- Qualifiers
  - 32-45 teams
  - 1<sup>st</sup> Round
    - December 3<sup>rd</sup>
    - December 10<sup>th</sup>
    - December 17<sup>th</sup>
  - 2<sup>nd</sup> Round
    - January 14<sup>th</sup>
    - January 21<sup>st</sup>



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.



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- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.
    - One-time \$125 fee



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.
    - One-time \$125 fee
    - Online with credit card.



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.
    - One-time \$125 fee
    - Online with credit card.
    - Telephone with PO or check.



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.
    - Online with credit card.
    - Telephone with PO or check.
    - Closes November 18, 2016.



# Season Timeline

- Qualifiers
  - Registration
    - 1<sup>st</sup> Come, 1<sup>st</sup> Served.
    - Payment holds spot.
    - One-time \$125 fee
    - Online with credit card.
    - Telephone with PO or check.
    - Closes November 18, 2016.
    - Do not register for your home school.



# Season Timeline

- Championship



# Season Timeline

- Championship
  - February 4, 2017



# Season Timeline

- Championship
  - February 4, 2017
  - Parish Episcopal School



# Season Timeline

- Championship
- Invitationals



# Competitions



# Competitions

- 4 Categories



# Competitions

- 4 Categories
  - Robot Design



# Competitions

- 4 Categories
  - Robot Design
  - Judged presentation



# Competitions

- 4 Categories
  - Robot Design
    - Judged presentation
    - Mechanical design



# Competitions

- 4 Categories
  - Robot Design
    - Judged presentation
    - Mechanical design
    - Programming



# Competitions

- 4 Categories
  - Robot Design
    - Judged presentation
    - Mechanical design
    - Programming
    - Design process



# Competitions

- 4 Categories
  - Robot Design
  - Project



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Judged presentation



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Judged presentation
    - Project description



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Judged presentation
    - Project description
    - Identify & research a problem



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Judged presentation
    - Project description
    - Identify & research a problem
    - Innovative solution



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Judged presentation
    - Project description
    - Identify & research a problem
    - Innovative solution
    - Share with others



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Identify a problem when people and animals interact.



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Identify a problem when people and animals interact.
    - Design a solution that makes the interaction better for animals, people, or both.



# Competitions

- 4 Categories
  - Robot Design
  - Project
    - Identify a problem when people and animals interact.
    - Design a solution that makes the interaction better for animals, people, or both.
    - Share your problem and solution with others.



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
    - Judged activity



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
    - Judged activity
    - Teamwork and cooperation



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
    - Judged activity
    - Teamwork and cooperation
    - Doing the work



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
    - Judged activity
    - Teamwork and cooperation
    - Doing the work
    - Friendly competition



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game
    - Challenge Set



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game
    - Challenge Set
    - 3 rounds at 2.5 minutes each



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game
    - Challenge Set
    - 3 rounds at 2.5 minutes each
    - Complete Missions





# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game
- Schedules



# Competitions

- 4 Categories
  - Robot Design
  - Project
  - Core Values
  - Robot Game
- Schedules
- Pit Areas



# Competitions

- Volunteers



# Competitions


- Volunteers

[https://my.usfirst.org/FIRSTPortal/Login/VIMS\\_Login.aspx](https://my.usfirst.org/FIRSTPortal/Login/VIMS_Login.aspx)


Welcome to the *FIRST* Volunteer Portal

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Login



**VIMS 2015:**  
Volunteer Information and Matching System



VIMS helps *FIRST* match people with volunteer opportunities at *FIRST* events.

EMAIL

PASSWORD  
 [I forgot my password](#)

Login »

[Volunteer Screening Process](#)  
[VIMS User Guide](#)  
[Frequently Asked Questions](#)

*FIRST* extends our greatest thanks to the thousands of volunteers who make our programs successful. We thank you for supporting our mission.

New Volunteers: Start Here  
[Must be 13 or older]

[Create FIRST Account](#)



# Competitions

- Volunteers
- Awards



# Competitions

- Awards
  - Must participate in all 4 categories



# Competitions

- Awards
  - Must participate in all 4 categories
  - FIRST rubrics



# Competitions

- Awards
  - Must participate in all 4 categories
  - FIRST rubrics
  - Robot Performance is based solely on score



# Competitions

- Awards

- Must participate in all 4 categories
- FIRST rubrics
- Robot Performance is based solely on score
- No team is allowed to win 2 awards unless 1 is for performance



# Competitions

- Awards
  - Tournament hosts will not provide final rankings.



# Competitions

- Awards

- Tournament hosts will not provide final rankings.
- Full list of Robot Performance scores will be released.



# Competitions

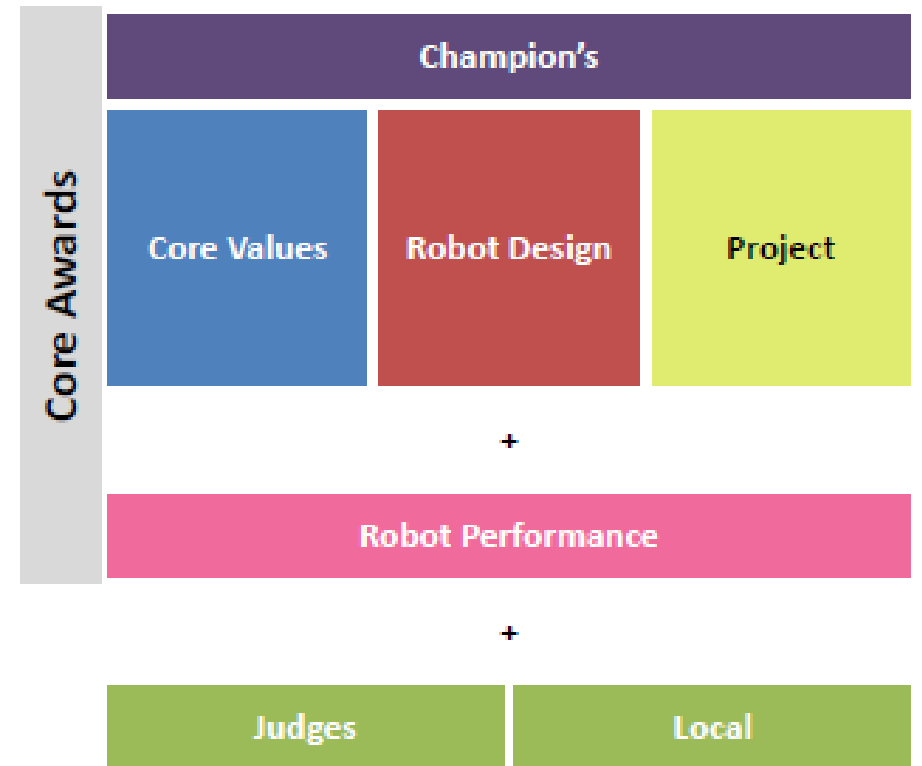
- Awards

- Tournament hosts will not provide final rankings.
- Full list of Robot Performance scores will be released.
- You can receive your team's rubrics.



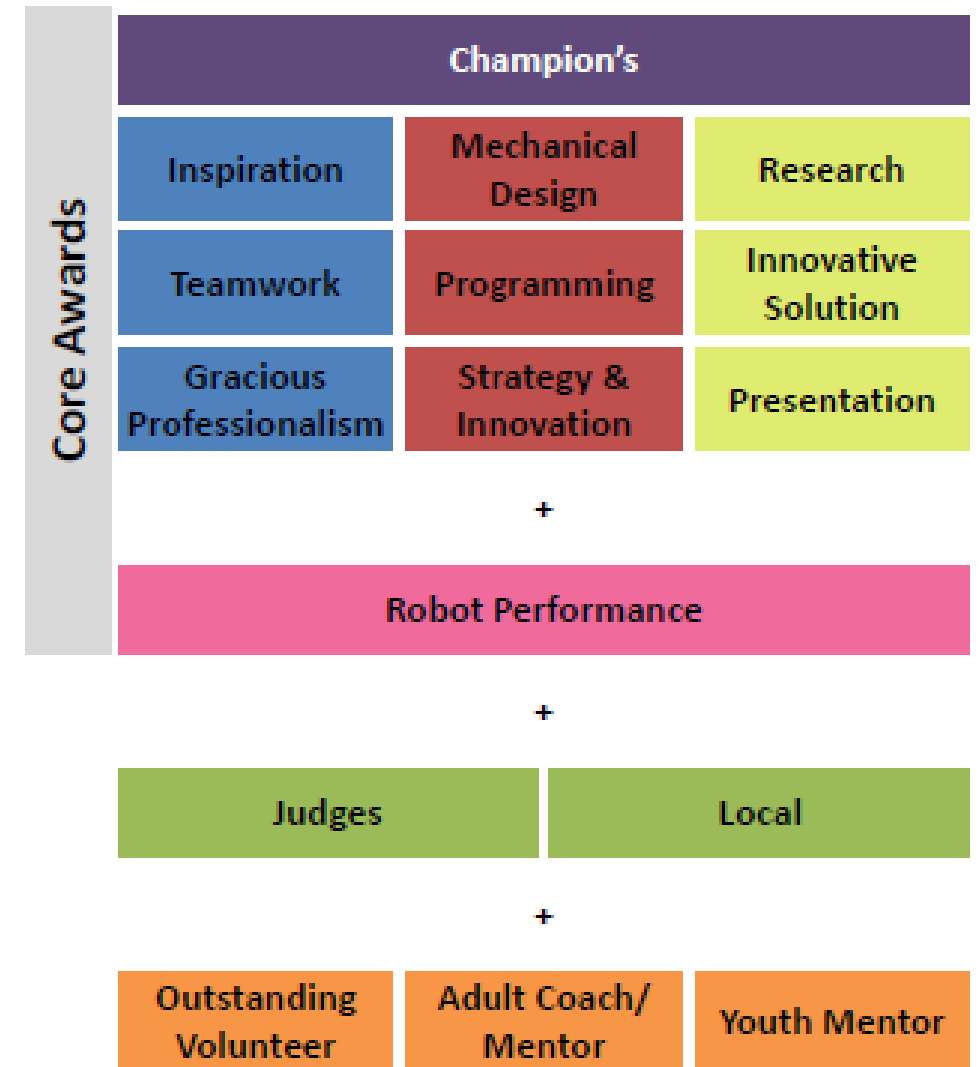
# Competitions

- Qualifier Awards
  - 1<sup>st</sup> place Champion's
  - 2<sup>nd</sup> place Champion's
  - Core Values
  - Robot Design
  - Project
- 1<sup>st</sup> place Robot Performance
- 2<sup>nd</sup> place Robot Performance
- Judges Award
- Local Award



# Competitions

- Championship Awards
  - 1<sup>st</sup> place Champion's
  - 2<sup>nd</sup> place Champion's
  - Inspiration
  - Teamwork
  - Gracious Professionalism
  - Mechanical Design
  - Programming
  - Strategy & Innovation
  - Research
  - Innovative Solution
  - Presentation
- 1<sup>st</sup> place Robot Performance
- 2<sup>nd</sup> place Robot Performance
- Judges Award Local Award
- Outstanding Volunteer



# Coaches and Mentors



# Coaches and Mentors

- Lead your team; don't do the work for them.



# Coaches and Mentors

- Lead your team; don't do the work for them.
- Coordinate the team's season.



# Coaches and Mentors

- Lead your team; don't do the work for them.
- Coordinate the team's season.
- Be a resource.



# Coaches and Mentors

- Read all communications thoroughly.
- Manage team dynamics.
- Keep track of the rules.



# Coaches and Mentors

- Keep team on time during competitions.
- Encourage kids to solve their own problems.
- Consult the Coaches' Handbook for Rules, Tips and Guidelines.



# Resources

<b>FIRST</b>	<b><a href="http://www.usfirst.org">www.usfirst.org</a></b>	<b>Official Rules for Robot Game and Project; Problems with your products.</b>
<b>Perot Museum</b>	<b><a href="http://www.perotmuseum.org/fll">http://www.perotmuseum.org/fll</a> <a href="mailto:shannon.page@perotmuseum.org">shannon.page@perotmuseum.org</a></b>	<b>Events, Qualifier Registration and other information for the North Texas FLL Region.</b>
<b>Joe Varnell</b>	<b><a href="mailto:jvarnell@usfirst.org">jvarnell@usfirst.org</a></b>	<b>FIRST Senior Mentor</b>
<b>Roboplex</b>	<b><a href="http://roboplex.org/fll/">http://roboplex.org/fll/</a></b>	<b>Schedule of events, scrimmages and trainings.</b>
<b>Community</b>	<b><a href="http://groups.google.com/group/northtexasfll">http://groups.google.com/group/northtexasfll</a></b>	<b>Scheduling scrimmages and practices, and team dynamics help.</b>