FIRST LEGO League
2015-2016 Season Kickoff

Getting Started and Team Dynamics

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OMG… Where do I start?!?
Key materials

Team registration (TIMS)

Field setup kit (mat and mission model LEGO

Challenge document

Mindstorms EV3 kit

Robot game updates
Join the North Texas FLL Google Group
http://groups.google.com/group/northtexasfll

Attend kickoff events and clinics
http://roboplex.org/fll/
Getting started: Early season team activities

Review the challenge documents

Build the mission models

Learn about building with LEGO Mindstorms

Learn about Mindstorms programming

Begin project research, identify resources and contact experts

Analyze the missions and scoring
Being a FLL Coach or Mentor

**Kids come first;**
**Kids do the work**

**Coaches:**
- Inspire and guide
- Teach new skills
- Handle logistics
- Ask questions
- Remind team of rules

**Team members:**
- Decide on strategy
- Build and program
- Research
- Choose problem/solution
- Present
2015 Challenge: Trash Trek

Challenge document released August 25

Sections:

Project
Field Setup
Robot Game Rules
Robot Game Missions
LEGO Mindstorms EV3 Education Kit

LEGO Mindstorms EV3 “brick”

Rechargeable battery, charger

Technic LEGO components
  - Beams, axles, wheels, pegs, gears, etc.

EV3 electronics
  - Motors, color sensor, gyro sensor, ultrasonic sensor, cables
Recommended first build

EV3 Education Kits come with instructions for building a simple “educator vehicle” robot.

This robot is a good start for learning about LEGO parts, sensors, and programming.
Organizing the team

Teams may have up to 10 members

Pm prefers mid-sized teams

Designate “role leaders” / “responsible parties”

   Captain

   Rules / strategy   Programming
   Project / research Communication / sharing
   Robot construction Marketing

Every team has different dynamics; try to find what works best for the team

“Team” means “specialists”
Things to do/remember

Have the team set a goal for the season

Commit to attending a qualifier, don't back out even if the team seems “not ready”

Participate in a scrimmage

Don't feel like you have to know everything beforehand

   The team members will figure things out
   It's really a partnership

Be a “coach”
Team meeting dynamics

Every team is different

Recommended: Meet once or twice per week, 90 minutes (depends on your goals)

Okay to have smaller sub-group meetings

Programmers often need dedicated time with robot

Again: “Team” means “specialists”
Pm's FLL Season timeline

September:
Getting started, team activities, project selection, game analysis

October:
Skill building, project research and contacts, robot chassis and experiments, solve a mission or two

November:
Project finalization, sharing, scrimmages, solve more missions

December:
Final tournament preparation, Qualifier events
Other coaching tips

FLL events take place beyond the North Texas region; including Oklahoma, Central Texas, etc.

“Espionage”:
Visit events you aren't competing at
Visit veteran team meetings and events

“Peek behind the curtains”:
Volunteer at an event
Become a judge or referee
Resources

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Roboplex.org
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http://roboplex.org/fll/
http://roboplex.org/fll/resources/
Questions and Discussion