



Independent evaluations

of the FIRST LEGO League show that the FLL program provides participants with the kinds of experiences that are recommended by research on positive youth development, including:

- **Clear expectations**
- **Supported relationships**
- **Opportunities for skill building**
- **Youth decision-making and responsibility**
- **Positive identification with a group**
- **Mentorship**
- **Scheduled use of after-school time**
- **Motivating activities**
- **Integration of family, school, and community**

Source: Brandeis University FLL Program Evaluations, 2003 and 2004, available at www.usfirst.org

FLL: SPORT FOR THE MIND

FIRST LEGO® League (FLL) introduces young people, ages 9 to 14, to the fun and excitement of science and technology while building self-confidence, knowledge and life skills.

FLL challenges kids to think like scientists and engineers. Alongside adult mentors, FLL teams solve problems using engineering concepts, presentation techniques and robots.



FLL SEASON OVERVIEW

May – Mid-September On-line registration
Mid-September Challenge announcement
October – November Building season
November – January Tournament season

In 2006, over 88,000 children participated in FLL in 37 countries.

FLL Kids:

- **Solve** real-world engineering challenges
- **Discover** career possibilities
- **Learn** to make positive contributions to society

FLL Teams:

- **Apply** math and science concepts to research, design, build and program autonomous robots
- **Use** LEGO MINDSTORMS® technologies
- **Gain** hands-on experience solving real-world problems
- **Learn** from and interact with adult mentors
- **Work** as a group to overcome obstacles and meet challenges

Exciting Tournament Experience

- **Opportunity** to participate in one-day qualifying events and tournaments
- **Culmination** of 8 weeks of teamwork and mentoring
- **Teams compete** with their peers in high energy, sports-like events
- **Teams present** their challenge solutions to a panel of judges
- **Team awards** are presented for research & presentation, robot design, robot performance, and teamwork

What FLL kids accomplish is nothing short of amazing. It's fun. It's exciting. And the skills they learn will last a lifetime.



