FIRST® LEGO® League:
A Hands-On Approach to STEM Learning

FIRST ® LEGO® League introduces science, technology, engineering, and math (STEM) to children ages 4-14 through fun, exciting hands-on learning. Participants gain real-world problem-solving experiences through a guided, global robotics program, helping today's students and teachers build a better future together. *FIRST* LEGO League's three divisions inspire youth to experiment and grow their critical thinking, coding, and design skills through hands-on STEM learning and robotics.

Engaging Youth in STEM Exploration with *FIRST* LEGO League

FIRST LEGO League guides youth through STEM learning and exploration at an early age. From Discover, to Explore, and then to Challenge, students will understand the basics of STEM and apply their skills in an exciting competition while building habits of learning, confidence, and teamwork skills along the way.

Students can begin their *FIRST* LEGO League journey with Discover and progress through Explore and Challenge. Children can also join at any division based on their age or grade level.

| **FIRST LEGO LEAGUE DISCOVER** | GRADES PreK–1 | **FIRST LEGO LEAGUE EXPLORE** | GRADES 2–4 | **FIRST LEGO LEAGUE CHALLENGE** | GRADES 4–8 |

FIRST® LEGO® League Discover

FIRST® LEGO® League Explore

FIRST® LEGO® League Challenge

For children ages 4-6, this playful introductory STEM program ignites their natural curiosity and builds their habits of learning with hands-on activities in the classroom and at home using LEGO® DUPLO® bricks.

In Explore, teams of students ages 6-10 focus on the fundamentals of engineering as they explore real-world problems, learn to design and code, and create unique solutions made with LEGO bricks and powered by LEGO® Education SPIKE™ Essential.

Friendly competition is at the heart of Challenge, as teams of students ages 9-14 engage in research, problem-solving, coding, and engineering – building and programming a LEGO® Education SPIKE™ Prime robot that navigates the missions of a robot game. As part of Challenge, teams also design an innovative solution to a real-world problem relevant to the theme.

BENEFITS:
- Build habits of learning
- Hands-on activities

BENEFITS:
- Understand concepts & building STEM skills
- Develop habits of learning

BENEFITS:
- Understand real-world uses of STEM
- Apply critical thinking skills

Visit **firstinspires.org/robotics/fll** for more information.