



## FIRST® LEGO® League Jr. FAQ

### What is **FIRST • LEGO• League Jr.**?

**FIRST**® **LEGO**® League Jr. for Grades K-4 (ages 6 to 10) is designed to introduce younger children to the fun and excitement of solving problems with science and technology. **FIRST** LEGO League Jr. teams are given a Challenge based on a real-world theme, requiring them to build models and create a *Show Me* Poster depicting their research journey. Teams are encouraged to gather together to share their projects and experiences with family and friends or at a locally organized expo. In 2017/2018, more than 65,000 children are expected to participate in 43 countries.

**FIRST** LEGO League Jr. teams receive the Inspire Set – a special LEGO Education kit that will be used by teams to inspire creativity within the Challenge theme – and the Engineering Notebook, which provides a structured experience for teams.

### What is the **LEGO Group's** role?

The LEGO Group is the Founding Partner of **FIRST** LEGO League Jr. Since its inception, the LEGO Group has supported the growth and success of the program by contributing each year to the development, management, and funding of customized Inspired Sets, marketing communications resources, Volunteers, and more. During the 2015/2016 season, LEGO Education became a **FIRST** Strategic Partner.

### What is the role of **FIRST**?

**FIRST** is responsible to provide:

- The overall vision and mission to inspire young people's interest and participation in science and technology. This vision guides all **FIRST** decisions and led to the development of the **FIRST** LEGO League Jr. program.
- The **FIRST** LEGO League program includes developing the annual Challenge, the standards for the program and expos, and supporting program documents.

### Why did you select **AQUA ADVENTURE**<sup>SM</sup> as the 2017/2018 Challenge theme and why is it important?

**FIRST** LEGO League Jr. is the starting point to exploring the world of science and technology. Every **FIRST** LEGO League Jr. Challenge reflects an important real-world theme to not only bring visibility to it among young children, but also to show students how science and technology can impact the world around them by engaging them in a real-world theme to which they can relate. In **AQUA ADVENTURE**, participants will learn all about the water they use in their daily lives. Teams will learn the fundamentals of design and programming, and how science, technology, engineering, and math impact our everyday lives, while they get excited about future innovations.

**What do the students win?**

*FIRST* LEGO League Jr. offers a non-competitive introduction into the world of science, technology, and innovation. Teams are not judged but are encouraged to present their research findings to family and friends or at a *FIRST* LEGO League Jr. expo. Volunteers often organize expos where each child may receive a participation medal or other optional team recognition awards.

**How is the *FIRST* LEGO League Jr. experience administered?**

*FIRST* LEGO League Jr. relies on volunteers to run the program at many levels. *FIRST* and LEGO partner with and manage organizations with similar missions to deliver the program in specified regions. Parents, educators, community program administrators, can start and coach or mentor a team in their area. The program also has partners who facilitate the *FIRST* LEGO League Jr. program in their region. These partners help fundraise, run expos, market the program locally, handle public relations, and recruit volunteers and teams.