STARTING AN FLL TEAM

Starting Your Team

- Go to www.usfirst.org to see FLL info and register your team(s). There is a limit of 10 kids/team. Once you have registered, download and install the Mindstorms software.
- Coaches can be older teens, parents, and/or engineers. Coaches don’t need experience - they DO need to be willing to learn. Give them your robot kit and let them practice!
- Be sure kids know what they are getting into. Everyone loves to build with LEGO, but that is not primarily what FLL teams do. Have a programming workshop with sample tasks so kids can see if they like to program.
- Hold an info session for kids and parents. Be sure they understand that this is a commitment. If one child drops out during the season, FLL rules say you can’t let another take his/her place.
- Start regular meetings as soon as possible, but don’t jump into the challenge right away. Be sure everyone on the team can program the robot to drive straight, turn, and other basics so no one is left out.
- Don’t forget the project! Spend about half your time researching your solution to the project and creating a presentation to explain it to the judges.

The FLL Season

Registration for the 2014-2015 season opens May 5. You can register before you know who will be on your team.

Next, your field setup kit will be mailed to you. Use the LEGO in the kit to build your playing field! The challenge video and documents are released August 26th. They show the tasks your robot has to do on the field.

Your regional partner has info on qualifier tournaments in your region, typically Nov-Jan, and the regional championship, typically in March. Remember, you must register and pay separately for these events.

Use your robot for building/programming camps or events in the off season too!

Costs:

- Mindstorms EV-3 Robot Kit (reusable) $420
- Registering a Team $225
- Field Setup Kit (multiple teams can share) $75
- Qualifier Tournament Registration $50-$75
- Championship Tournament Registration $50-$85
- Total Under $900

Why Start a Team?

- Bring tweens to the library
- Provide in-demand STEM programming
- Intrigue your local business/professional community
- Kids who do FIRST are 50% more likely to attend college than their matched peers