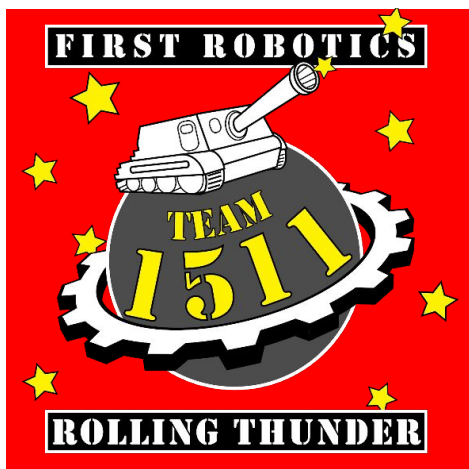


How to Start an FLL Team: Discover, Explore, Challenge

How to Attract Students

- Host Lego League camp during the summer
- Perform robotics demos at schools
- Offer grants for starting teams
- Offer to demo at museum programs and middle school camps
- Send out newsletters to the community about your FLL programs
- Advertise at your local community center



Grants

- Determine the budget
- Create an application form
- Post the form on your website and advertise its existence
- Advertise the grant form to teams and people in need
- Create a panel of adults that review that review applicants and select recipients
- Work with the team to provide payment, whether it is to pay FIRST directly or reimburse the team after they register



Starting a Team

- Have at least one, preferably two coaches (must be 18 years or older)
- Coaches do not need technical expertise
 - The coach role is to facilitate instruction and to optimize the learning experience of the students
- Mentors who assist the coaches should preferably balance the skill set of the coach
- Teams can be associated with a school, club, home group, community center, etc.
- Team size can be 2-10 students with 1-3 coaches
- Register your Team with FIRST
- Obtain workspace to work and store the 4x8 field (preferably a table)
- A border may be made out of pieces of 2x4s
- Meetings should be 2-3 times a week for a minimum of 2 hours a week
- A computer with internet access is needed to use the EV3 programming software and to keep up to date with FIRST updates