

FIRST®

is a global robotics community that prepares young people for the future.

Children can join any of our three programs based on age or grade level. Ages may vary by region.



Ages 4-16 | Grades PreK-8

Students engage in fun, themed challenges using LEGO® Education materials, building habits of learning, confidence, and teamwork skills along the way.



Ages 12-18 | Grades 7-12

Teams practice engineering innovation as they design, build, and program classroom-sized robot to compete in a thrilling, two-on-two game.



Ages 14-18 | Grades 9-12

Students learn workforce skills alongside professional mentors as they build industrial-sized robots and play an action-packed game in three-team alliances.

ABOUT FIRST®

FIRST® prepares young people for the future through a suite of life-changing youth robotics programs that build skills, confidence, and resilience. Because our programs are *More Than Robots*®, students build self-confidence and collaborative problem-solving skills as they conduct research, fundraise, design, build, and showcase their achievements. Founded as a nonprofit organization in 1989 by inventor Dean Kamen, FIRST is backed by a global network of mentors, educators, volunteers, sponsors, families, alumni, and program delivery partners.



FIRST®

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WWW.FIRSTINSPIRES.ORG

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**FIRST®
TECH
CHALLENGE**

AGES
12-18

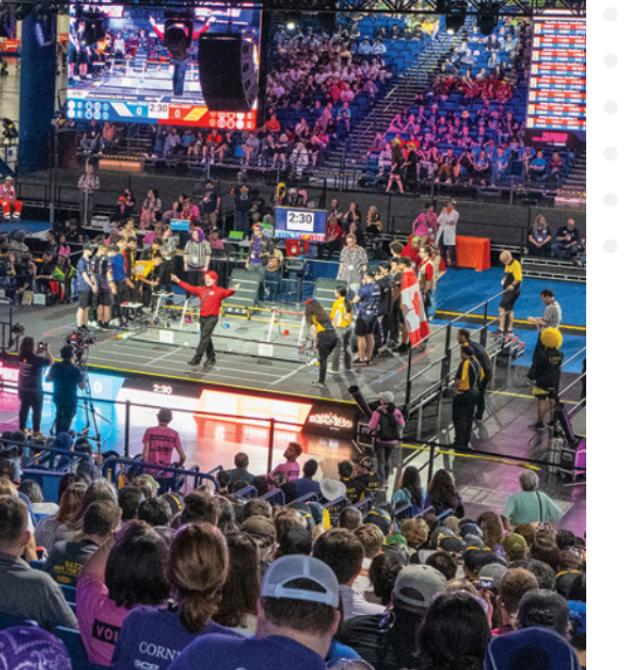
GRADES
7-12

ABOUT FIRST® TECH CHALLENGE

FIRST® Tech Challenge students work together with their mentors to design and build robots to compete in a dynamic and exciting challenge released every September. Teams program classroom-scale robots to follow autonomous commands before student drivers take control in two-on-two matches. They earn awards based on their teamwork, creativity, innovation, and the engineering design process. On and off the field, students develop STEM skills, engage in community outreach, practice engineering innovation, and build confidence to help them succeed.

“FIRST Tech Challenge has allowed me to experience things I wouldn’t have been able to elsewhere. Thank you so much for this program. It has rocked my world!”

— JOHN CHAPPELL, FIRST TECH CHALLENGE TEAM 4147



FIRST Tech Challenge brings science, technology, engineering, and math (STEM) alive through a dynamic, hands-on approach to robotics. The program challenges students to apply STEM concepts in real-world situations and prepares them for the world of tomorrow.

“Everybody has to be able to participate in a future that they want to live for. That’s what technology can do.”
— DEAN KAMEN, FOUNDER, FIRST

STUDENTS GET TO

- Design, build, and program robots using blocks-based or text-based coding and custom fabrication with 3D printing.
- Model a real-world engineering process.
- Apply math and science concepts.
- Develop strategic problem-solving, organizational, and team-building skills.
- Develop life skills, confidence, and resilience to build a better world.
- Compete at local and regional events, qualifying up to the FIRST Championship.
- Participants and alumni have access to education and career discovery opportunities, connections to scholarships and employers, and a place in the FIRST community for life.

HOW TO START A TEAM

1. **BUILD YOUR TEAM** – Recruit up to 15 students and at least two adult mentors/coaches who have completed FIRST Youth Protection screening and training.

www.firstinspires.org/youth-protection

2. **REGISTER** – Visit our website to view cost, budgeting resources, and instruction on how to register your team and purchase materials.

www.firstinspires.org/ftc

3. **GET STARTED** – Establish a meeting/build space and review the team resources and season game materials on our website to start building your robot.

4. **ATTEND AN EVENT** – Compete at official FIRST events to earn awards and build community. You can also attend kickoffs, workshops, and scrimmages.

Learn more at
www.firstinspires.org/ftc-start-a-team



GET INVOLVED!

There are many ways you can get involved and volunteer to support a FIRST Tech Challenge team. Here are some examples of volunteer roles:

- Coach
- Referee
- Mentor
- Judge
- Event host/organizer
- Inspector
- Field Manager
- Scorekeeper

WWW.FIRSTINSPIRES.ORG/FTC