



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

FIRST® LEGO® League introduces science, technology, engineering, and math (STEM) to children ages 4-16 (ages vary by country) 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

AGES  
4-6

**FIRST  
LEGO  
LEAGUE**

EXPLORE

AGES  
6-10

**FIRST  
LEGO  
LEAGUE**

CHALLENGE

AGES  
9-16\*



FIRST® LEGO® League Discover

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.

### BENEFITS:

- Build habits of learning
- Hands-on activities



FIRST® LEGO® League Explore

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 or WeDo 2.0.

### BENEFITS:

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



FIRST® LEGO® League Challenge

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 or LEGO MINDSTORMS® 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:

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

Visit [firstlegoleague.org](http://firstlegoleague.org) for more information.

\*Ages vary by country

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