



FIRST Progression of Programs



Overview	Guided by adult Coaches and Core Values, teams design and build a Team Model based on the Challenge, using LEGO® Education WeDo 2.0 to program it to move. They illustrate their research and journey in a <i>Show Me Poster</i> , sharing what they learned.	Teams design their own solution to a real world problem and build autonomous LEGO® MINDSTORMS® or LEGO Education SPIKE™ Prime robots that perform a series of missions using exclusive LEGO models. The theme changes annually.	Teams design, build, and program their robots to compete in an Alliance format against other teams. Robots are built from a reusable platform, powered by Android technology, and programmed using Java or Blocks.	Teams design and build a robot starting with a standard kit of parts and common set of rules to play a sophisticated field game that changes each season. Teams also define a “brand,” hone teamwork skills, and develop community partnerships for support.
Grades & Ages	Grades K – 4; Ages 6 – 10	Grades 4 – 8; Ages 9 – 14 <i>(Ages vary by country)</i>	Grades 7 – 12; Ages 12 – 18	Grades 9 – 12; Ages 14 – 18
Season Information	Registration Open: May – April Challenge Release: August Event Season: August – April	Registration Open: May – Oct. Challenge Release: August Event/Tournament Season: November – March	Registration Open: May – April Game Release: September Event/Tournament Season: October – April	Registration Open: May – Dec. Game Release: January Event/Tournament Season: February – April
Team Composition	Teams of 2-6 children formed by schools, after school programs, home schools, community groups.	Teams of up to 10 students formed by schools, after school programs, home schools, community groups.	Teams of up to 15 students formed by schools, after school programs, home schools, community groups.	Teams of students formed by schools, after school programs, home schools, community groups.
Team Commitment	One to two-hour meetings, generally held for 12 sessions	One to three-hour meetings, generally held for 12 sessions	90-minute to three-hour meetings, generally held twice a week for 9 – 12 weeks	Teams typically meet several times a week January through April.
Estimated Program Costs	<ul style="list-style-type: none"> • Team Registration (includes engineering notebooks and team meeting guides) – \$99 • LEGO Education WeDo 2.0 – \$189 • Classroom implementation options available on our website 	<ul style="list-style-type: none"> • Team Registration (includes engineering notebooks and team meeting guides) – \$225 • Challenge Set – \$75 • SPIKE Prime – \$410 • EV3 Robot Set – \$496 • Classroom implementation options available on our website 	<ul style="list-style-type: none"> • Team Registration – \$275 • Reusable robot kit of parts start at \$792 (multiple kit options available) • Classroom implementation options available on our website 	Team Registration & Materials <ul style="list-style-type: none"> • \$6,000 (new teams) • \$5,000 (existing teams)
Scholarships & Grants	Grants may be available. Check our website for offerings.	Grants may be available. Check our website for offerings.	Grants may be available. Check our website for offerings. \$80 million in scholarships from 200 Providers.	Grants may be available. Check our website for offerings. \$80 million in scholarships from 200 Providers.

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