



**HANDS ON
TECHNOLOGY**

MAKING CHILDREN FUTURE-PROOF FOR THE DIGITAL AGE WITH *FIRST*[®] LEGO[®] LEAGUE

The research and robotics tournament *FIRST*[®] LEGO[®] League is a platform for children and young people to gain 21st century skills while having lots of fun.

The world's largest research and robotics tournament started with the new season. Everyone who is between 9 and 16 years old and enjoys research, experimentation and technology is warmly welcome to join. *FIRST*[®] LEGO[®] League basically consists of two parts: In the practical part, teams build a robot out of LEGO[®] Mindstorms which acts autonomously. Together with the robot, teams cope with tricky missions on a playing field with specific construction models. In the theoretical part, teams propose an individual research question and develop innovative solutions. Both parts are related to an annually changing topic.

This year, teams are researching and experimenting on the topic "INTO ORBITSM - Explore living in and traveling through space". So to all interested: Gather your crew and get ready to explore, challenge and innovate in the demanding and inspiring expanse we call space! The *FIRST*[®] LEGO[®] League Season 2018/19 requires you to work together to break out of your earthly constraints.

Each team consists of two to ten members and is supervised by an adult coach during both, the preparation phase and the tournament time. After a minimum of 10 weeks of preparation, the teams compete in one of the 79 *FIRST*[®] LEGO[®] League Regional Tournaments which take place between November 2018 and January 2019. The online registration is open from April to 21st October 2018: www.first-lego-league.org/en/season/topic.html.

The impact of the program is not only evident on the tournament day, when the students enthusiastically present their self-made robots and their own research results, but also in the long term, when *FIRST*[®] LEGO[®] League Alumni decide to choose a career in the area of STEM (science, technology, engineering, mathematics) as 40% of respondents do (source: www.hands-on-technology.org/en/vision/impact.html#2). Participating in *FIRST*[®] LEGO[®] League also strengthens digital skills and trains social skills (source: www.firstinspires.org/resource-library/first-impact).

Organizer

With *FIRST*[®] LEGO[®] League, the organizer of educational programs, HANDS on TECHNOLOGY e.V., encourages young people on the one hand to get in contact with complex

The Educational Program *FIRST*[®] LEGO[®] League is supported by the following partners:



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technologies in a playful way. On the other hand, students are motivated to act as researchers of the future by developing innovative solutions. The aim of HANDS on TECHNOLOGY e.V. and *FIRST*[®] LEGO[®] League is the promotion of 21st century skills.

The non-profit organization HANDS on TECHNOLOGY e.V. is the exclusive organizer of *FIRST*[®] LEGO[®] League in Austria, the Czech Republic, Germany, Hungary, Poland, Slovakia and Switzerland, with more than 1,000 teams per year.

Contact

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Program details

www.first-lego-league.org/en/general/what-is-fll.html

Tournament regions

www.first-lego-league.org/en/season/tournaments.html

Visit us online www.hands-on-technology.org or connect yourself with us:



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