

TEAM MEETING GUIDE







Introduction

Welcome to FIRST® LEGO® League Explore!

In FIRST® LEGO® League Explore, teams 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.

FIRST LEGO League Explore is one of three divisions by age group of the FIRST LEGO League program. This program inspires young people to experiment and grow their confidence, critical thinking, and design skills through hands-on learning. FIRST LEGO League was created through an alliance between FIRST® and LEGO® Education.









FIRST® ENERGIZESM presented by Qualcomm and SUPERPOWEREDSM

Welcome to the FIRST® ENERGIZE™ season presented by Qualcomm. This year's FIRST LEGO League challenge is called SUPERPOWERED™. Children will learn about different types of energy sources, storage, distribution methods, and ways in which energy is consumed.

During each session, they will experience the engineering design process. There is no set order for this process, and they may go

through each part several times in a single session. This means that during a session, children will be exploring the theme and ideas,



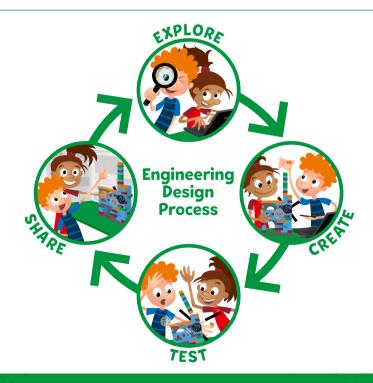
creating solutions, testing them, iterating and changing them, and then sharing what they've learned with others.



Working in Teams

Children work together in teams of up to six members using pieces from the LEGO Education SPIKE™ Essential or WeDo 2.0 set, and an Explore set. They will collaborate and communicate to build, learn, and play together.

Children should be encouraged in every session to work with their teammates, listen to each other, take turns, and share ideas and pieces.



Playful Learning in Action

FIRST® Core Values

The FIRST® Core Values are the cornerstones of the program. They are among the fundamental elements of FIRST® LEGO® League.

By embracing the Core Values, children use discovery and exploration of the theme in each session and learn that helping one another is the foundation

of teamwork. It is important that the children have fun. The more playful the sessions are, the more motivated the children will be.



We are stronger when we work together.



We enjoy and celebrate what we do!



We respect each other and embrace our differences.



We apply what we learn to improve our world.



We explore new skills and ideas.



We use creativity and persistence to solve problems.

Team Roles

Here are sample team roles to use during the sessions. Everyone could experience each role multiple times throughout their *FIRST* LEGO League Explore experience.

Using roles helps the team function more efficiently and ensures that everyone on the team is engaged. Some roles, like the builder and coder, could be filled by multiple

children during a session when the experience is designed for a pair of children.

Builder Team Captain Assembles the LEGO Shares team progress with builds following the facilitator. Ensures session Reporter **LEGO Element Adult Facilitator** building instructions. tasks are completed. **Finder** Captures the team's Guides the team journey by taking through the sessions Locates the specific pictures or video. This and their learning LEGO elements needed media can be used for to achieve session for each build step. the team poster. outcomes. **Material Manager** Coder Gathers materials Operates the device needed for session and and creates the returns materials at end programs in of session. the app.

What Does the Team Need?

LEGO® Education Set



Electronic Device



Your team will need a compatible Bluetooth-enabled device like a laptop, tablet, or computer.



Scan the QR code to view system requirements and download software.

Team Poster Supplies

Each team will need a large poster board and various art supplies and materials in Sessions <u>10-11</u>.



SUPERPOWEREDSM Explore Set

Each team will get one SUPERPOWEREDSM Explore Set. Leave the LEGO® elements in their plastic bags until the sessions in which they are needed.

Three printed books contain the building instructions for the Explore model.

	Wind Turbine	Energy Storage Model	Carousel	Motor and Hub Build Pieces	Prototyping Pieces
Bag	1	2	3	4	5
Book	1	2	3	3	-



Tips

• The prototyping pieces and baseplates are used throughout the sessions to build solutions to the design challenges.

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Session Layout

Every session starts with an introduction and ends with a share activity. Details for these activities are given in the session pages that follow, along with notes and tips to help you run the session.

	Introduction (5-10 minutes)	Task 1 (15-20 minutes)	Task 2 (15-20 minutes)	Wrap Up (10-15 minutes)		
Session 1 Energy Journeys	Let's Discover	Explore Energy Theme	Explore Energy Journeys	Share and Clean-Up		
Session 2 Energy Sources	Go Team	Build Wind Turbine	Explore Energy Sources	Share and Clean-Up		
Session 3 Energy Connections	Let's Have Fun	Build Energy Storage	Explore Storage and Distribution	Share and Clean-Up		
Session 4 Energy Consumption	Let's Innovate	Build Carousel	Explore Energy Consumption	Share and Clean-Up		
Session 5 Energy Capture	Be Inclusive	Do Coding Lesson 1	Capture Wind Energy	Share and Clean-Up		
Session 6 Motorize Model	Have An Impact	Do Coding Lesson 2	Build Motor and Hub Base	Share and Clean-Up		
Session 7 Electric Car	Discovery Build	Do Coding Lesson 3	Make Electric Car	Share and Clean-Up		
Sessions 8-9 Team Model	Teamwork and Fun Builds	Design Team Model	Create and Code Team Model	Share and Clean-Up		
Sessions 10-11 Team Poster	Innovation and Inclusion Builds	Design Team Poster	Create Team Poster	Share and Clean-Up		
Session 12 Prepare for Event	Impact Build	Prepare for Event	Determine What to Share	Share and Clean-Up		
	Celebrate at a Festival!					

Outcomes

Session 1

- The team will use discovery to explore the SUPERPOWEREDSM theme and explain what is an energy journey.
- The team will identify different energy examples on the mat.

Introduction (10 minutes)

Let's Discover

- Read the definition for discovery to the team. (see page 5)
- Talk about what discovery is. Have the team provide examples of this Core Value.
- Extension: Draw yourself using discovery on the Core Values page in the Engineering Notebook.

Guiding Questions

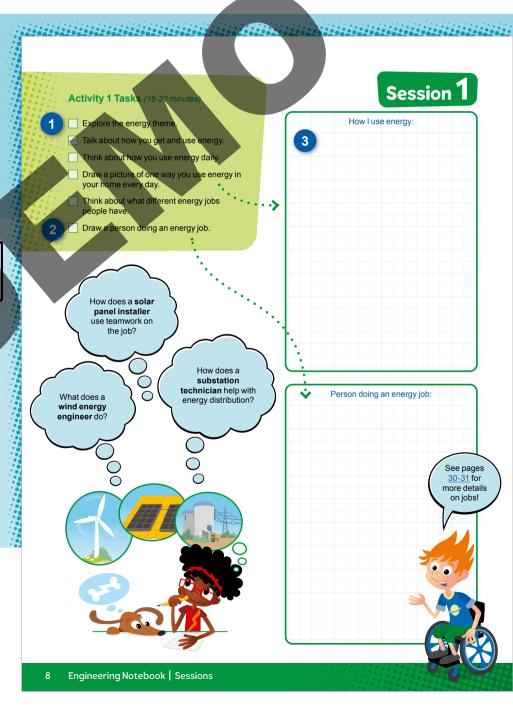
- How does energy get to where we need it?
- From where do you get energy?
- · What jobs are linked to energy?

Session Tips

- 1 Check out the Multimedia
 Resources for more resources you can use with your team
- 2 You will find various sessions reference different energy jobs. These jobs are listed on the Career Connections pages in the Engineering Notebook.
- 3 Writing and drawing space is provided throughout the notebook for each child to capture their thoughts and ideas.

Extension

- Research new innovations and emerging technologies in the energy field.
- Explore different jobs and careers related to energy.



Session 12

Outcomes

- The team will reflect on their SUPERPOWEREDSM experience.
- The team will create a plan for what to share at their final event.

Introduction (10 minutes)

Impact Build

- Have the team provide examples of how they have had an impact throughout the sessions.
- Have the team create a build from the prototyping pieces representing this Core Value or examples of how the team has had an impact.

Guiding Questions

- Can you explain the code you created for your motorized part?
- How does your team model relate to the SUPERPOWERED theme?
- Can you share about your team's journey?

Session Tips

- 1 Go over the reviewing sheet and reviewing questions with your team.
- 2 Ask the team the reviewing questions and practice the responses they would give the reviewers.
- 3 If you are not attending an official festival, you can still run your own festival or have an informal sharing event.

Extension

- Present your presentation to another team, class, or group of adults.
- Ask for feedback to make improvements before your final event.



Sample Festival Setup



Prepare for Event



Share (10 minutes)

Have the team:

- Practice their team poster presentation.
- Practice their team model presentation.

Prepare for Event

Consider what you will share at the event.

- · Can you describe your team model?
- How did you use your mat to create your model?
- · Explain the problems you solved about your community's energy journey.



- · What part of your team model is motorized?
- · How did you code your motorized part

Let's celebrate how well we all worked together! It is much more fun when everyone on the team is included.

- What did you learn about the challenge



- · What did you include in your team poster?
- · How does the poster show your team journey?



SUPERPOWEREDSM

Guiding Questions

- How will you present your poster and model at the event?
- How do we show Core Values?
- What does your team need for the event?

Session Tips

- 4 Every question on this page doesn't need to be answered. They are just to help your team feel ready for the event.
- 5 You could have the team practice their presentation by presenting to others before their event.
- 6 Your team could register for an Explore festival or you can run your own festival.

Cleanup

- · Make sure the team model and team poster are stored and ready to be transported to the event.
- · Check that you have the device, charging cord, and fully charged battery for the event.