

FIRST Impact Award - Team 6989

2023 - Team 6989
Team Number
6989
Team Nickname
KAISER
Team Location
ISTANBUL, 34 - Turkey
Describe the impact of the <i>FIRST</i> program on team participants within the last 3 years. This can include but is not limited to percentages of those graduating high school, attending college, in STEM careers, and in <i>FIRST</i> programs as mentors/sponsors.
FIRST and its equal,innovative&gracious professional environment enrich us with core values such as leadership,teamwork&creativity and enabled 98.2% of our alumni to get involved in STEM universities in Turkey,USA,Netherlands,Germany,Austria,Switzerland&Italy.Each of them is equipped with 21st-century skills,has the courage to take risks&stand against prejudices,while mentoring&sponsoring us.70% of our members are FLL-experienced&volunteer in FLL competitions at BilimKahramanlarıAssociation.
Describe your community along with how your team addresses its unique opportunities and circumstances.
Through the wide network of our alumni&school's history of 155 years we build our community on diversity&equality with people from all over the world.We are enriching our community by cooperating with more than 11 foundations such as Yanındayız, GIZ,WTECH,UNGlobaCompact TR,Ministry of Youth Sports. Due to our school's location,we have donated 100.000TL to more than 30 schools.Through our trilingualism,we started the FIRSTLibrary&Linguistics Mentor-Mentee Program,to inspire disadvantaged groups.
Describe the team's methods, with emphasis on the past 3 years, for spreading the <i>FIRST</i> message in ways that are effective, scalable, sustainable, and creative. How does your team measure results?
One of the most effective way to spread FIRST's message is to let people experience, so we provided 186 hours of lessons via our LEARNTECH project internationally in more than 67 schools and shared the records on our social media.In order to ensure sustainability&measure the results, every month we send challenges to our students ,determine their common deficiencies and prepare new curriculum for them.Through clear lesson distribution among our members,we ensure scalability.
Please provide specific examples of how your team members act as role models within the <i>FIRST</i> community with emphasis on the past 3 years.
By establishing the KAISER Support Line with more than 230 people from all over the world,we aim to bring fast&innovative solutions and to be a role model by sharing our experience.We translated WPILib

resources into Turkish so that students can benefit from it. Via our visits to Community Houses & online lessons we've reached more than 500 underprivileged children, gave coding & steam courses. While aiming to shape their future full of science, we introduced famous scientists with our "WHO AM I?" game.

Describe your team's initiatives to Assist, Mentor, and/or Start other *FIRST* teams with emphasis on activities within the past 3 years.

Our family consists of 21 FRC, 17 FLL and 8 FLL Jr. Teams, who we raised based on FIRST Principles. Through this initiative we started and are mentoring the first FRC team in Mersin, Anemurium and our school's 2nd team Meister. Besides we are mentoring TNTRobotics and Kahraman Robots which consists of refugee students within the collaboration of GlobalMind Association, GIZ and Turkey's Ministry of Youth & Sports. We further assisted 7565, 8159, 7458, 8058, 6415, 8861, 8599, 7439, 8759, 9041, 9160 and OASIS FLL teams.

Beyond starting teams, what initiatives have you done to help inspire young people to be science and technology leaders and innovators? What results have you seen from your efforts in the past 3 years?

Our main purpose in Learntech is inspiring children & provide them with skills to change lives. So far we have provided steam courses of 186 hours to more than 500 children. In collaboration with LOSEV we inspire to aspire kids with leukemia with our regular visits & courses. In Teknofest, we won the 3rd place among 16000 teams in "Technology for the Benefit of Humanity". Beside workshops we hold conferences, such as Kaiser Talks & WIS, with the purpose of acquiring younger generation 21st century skills.

Describe the partnerships you've created with other organizations (teams, sponsors, educational institutions, philanthropic entities, etc.) and what you have accomplished together with emphasis on the past 3 years

With our Learntech Project we reached 67 schools, including Botschaftschule & Yeşilköy Armenian School, and with the inspiration from this year's theme collaborated with the carrying company İsteGelsin and delivered STEAM kits; through WomenInSociety we conducted conferences with people from ewmd, WTech, Yanındayız, BORUSAN, BASF, UN Global Compact TR, Egon Zehnder and as a part of the Lösev's "Canım Kardeşim" project, we give regularly robotics and coding education to Children.

Describe your team's efforts in the past 3 years to promote equity, diversity, and inclusion within your team, *FIRST*, and your communities.

WomenInSociety webinars raise awareness on gender & LGBTQ+ equality & diversity. Also, we received social cohesion courses from the SupportToLife Foundation to ensure the continuity of healthy communication with the Syrian-Afghan refugee students in the FLL teams under our mentorship. With Learntech, we gave courses to 523 students from 3 continents & different cultures. We aim to advocate equity on media by launching the hashtag #genderequalitywins. Moreover we won the Equity Grant Access from FIRST.

Explain how you ensure your team and the initiatives you have created will continue to run effectively for the foreseeable future

Sustainability can only be achieved through teamwork, so we are expanding our family day by day with our initiatives. We recognize how important it is to learn from past experiences, therefore we stay connected with our alumni through Alumni Chats & Kaiser Talks where they share their

experiences. Motivation is a crucial factor in our journey, so we leave no one behind in 3 years. Thus we have trained 157 unaccepted candidates to motivate them, introduce FRC to them and get them ready for the next season.

Describe your team's innovative strategies to recruit, retain, and engage your sponsors within the past 3 years

Via our wide network, we regularly update our possible sponsor list-including our connections&acquaintances-our social media&documents we present relevant info to obtain strong sponsorships. To ensure engagement, we arrange meetings&tours to our school-workshop&send our e-bulletins, to inform about our work. Also, we give lessons to our sponsors' workers children, to introduce them FIRST. Plus we donate 10% of our sponsorships to symbolize inclusion of our community to TEGV, KORUNCUK, TEMA&LÖSEV.

Highlight one area in which your team needs to improve and describe the steps actively being taken to make those improvements.

25% of our team consists of busy 11th graders&many of our members graduated, which left our team inexperienced but motivated. We assign different members to each project, let them take responsibility&initiative, and make them leaders. This year, we received a high demand, 138 applications. We offer coding&design lessons every week to those who couldn't enter this year, so we train more prepared students for the upcoming seasons. Via our AlumniChats webinars our alumni share their experience with us.

Describe your team's goals to fulfill the mission of *FIRST* and the progress you have made towards those goals.

With our projects like KaiserTalks, LearnTech&RootsOfSteam videos, we aim to&did reach children from different ethnicities(German, Armenian)-who are eager to discover STEAM-, eradicate the term "disadvantaged"&help our community to gain innovative 21st century skills. Our impact is based on how many underprivileged children saw their power to shape the future when given the chance to discover the world of STEAM. We have made progress because FRC is "More Than Robots" as Kaiser is "More Than a Team".

Briefly describe other matters of interest to the *FIRST* Judges, including items that may not fit into the above topics. The judges are interested in learning about aspects of your team that may be unique or particularly noteworthy.

We are one of the most active teams, working to popularize FRC not only in Germany, where FRC isn't commonly known yet, but also throughout the world. For instance, we were able to give STEM education to 3 schools from Essen&Stuttgart with LearnTech. We have also translated STEM&FRC resources in Turkish, German, French&Japanese with FIRSTLibrary, which we have started¤tly collaborating with other teams. We are dedicated to spreading FIRST values all around the world&inspiring the next generations.

Essay

As Kaiser we had the dream of creating a community based on equity&diversity.After searching for a name,we found KAISER,which means emperor in German.We wanted to create an empire,as it had the meaning of different nations living together.Our projects are based on FIRST&STEAM principles&create the basis of our empire.Now you will learn the story of an invariably developing&egalitarian empire,known all over the globe,with the emperor's handbook! In 2013 KAISER was founded in IstanbulGermanHigh as a tech-club,in which our curious founders made experiments&met STEAM.2018 was our milestone,we met FIRST via FLL.With the motivation FIRST provided,we started our journey of becoming STEAM leaders.This season,our team consists out of 20 member.Keeping the same motivation we had 4 years ago,we improve ourselves with enthusiasm,to inspire,discover,change&enrich the future. Rule no.1:REACH&EMBRACE EVERYONE!GIVE THEM A CHANCE TO DISCOVER STEAM!AN UNIQUE EMPIRE IS BASED ON DIVERSITY. Our team is home for Turkish&German cultures.Even though the number of teams in TR Region increases every year,we realized that FRC wasn't known in EU.We knew we were the best fit for the mission:introducing FRC to EU.We contacted with GIZ,a German International Cooperation Organization.They helped us to find"HandsOnTechnology",a mentorship institution for FLL&FLL Jr teams.After online meetings we discovered why FRC is unknown in EU:lack of resources.We took immediate action with our multilingualism&started"FIRST Library",an e-library where students access to STEAM&FIRST resources in German,French,Turkish&Japanese.Translations are made under our leadership&with help of 8754,8159,8755.Including FRC&FIRST Wiki pages,safety manuel&FAQs,123 resources were translated. Having a hardworking translation team as 6989,our works didn't go unnoticed by FYV.We helped to translate WPILib 2438 strings&still go on.Thus,we were able to reach ca.130 Turkish FRC teams.Using fun for education was impactful for spreading STEAM to children.As result we developed RootsOfSteam;a serie of games&experiment videos to introduce STEAM figures.In"WhoAmI?"game students try to guess the STEAM figure via recordings,which is accessible through QRs.With"Speaking Toys"we give toys a 2.life via technology&let kids learn about STEAM.Everyone deserves a ticket to the world of STEAM.To fulfill the 4.goal of UNDP,we founded the first&only education platform that is powered by a FRC team:LEARNTECH.With LEARNTECH SEMESTER,we gave courses to 7-15 aged 227 students from 18 cities,3 continents&56+ schools in total of 108 hours in a week.With LEARNTECH SUMMER we gave in total of 72 hours of online courses,hosted 7-15 aged students in our workshops in total of 36 hours,thus reaching 93 students.We did not stop there,to make the impossible possible we collaborated with LÖSEV(foundation for children with Leukaemia) and DARÜŞŞAFAKA(an organization that gives educational support to orphans). Through our regular visits we provided STEAM education as well as motivation to believe in a brighter future and discover every aspect of engineering.Besides all of our team members became registered volunteers in LÖSEV to help these children separately from our own projects.Moreover,we created an archive of our lessons' recordings&curriculums and shared with teams,such as 7565 from Brazil,on meetings&our socials. Rule no.2:MAKE YOUR PROJECTS SUSTAINABLE TO HAVE AN IMPACT&ALLOW THE CONTINUATION OF THE IMPROVEMENT! From our experiences we know that one can't learn without pushing their own limits.In LEARNTECH CHALLENGE,we aim to advance every student we reach via LEARNTECH SEMESTER&socials.Every 2 week we publish challenges,via which we determine the common needs of our students&create

curriculums based on TINKERCAD. Also we published a magazine in which we put our students' designs. We can't improve the STEAM world alone. We need the help of "little agents". FRC is more than robots & we know that. In our LEARNTECH MISSION program we delivered in collaboration with ISTE GELS IN STEAM kits to community houses (which are centers with programmes directed to the scope of psycho-social and socio-economic support are implemented to meet the needs of women, youth, elderly, disabled, migrants, refugees or LGBTI+ individuals and the society) all over Istanbul and gave 116 children basic coding lessons.

Rule no.3: IN OUR EMPIRE EQUALITY MUST BE ENSURED! To put emphasis on equality, we started within our team. Everyone is equal in our family. The fact that our co-captain, coding & safety captains are females, motivates female students. We believe STEAM is for everyone! In order to fulfill the 5 & 10 goals of UNDP, we started Women IN Society webinar series in collaboration with 8159 & reached 5000+ people to ensure Gender Equality & overcome gender stereotypes. In these series we discuss gender & LGBTQ+ equality in business & social life and how to contribute to an equal world for everyone. Some of our latest guests were: head of FYV and FIRST TR representer Alex Burchard, Elçin Şimşek from Raytheon Tech. EWMD TR President TANJU CEPHELİ & Vice President YASEMİN İLHAN; Marketing Manager CANAN GÜLEÇ from BORUSAN; FÜGEN TOKSÜ from UN GLOBAL COMPACT TR & WTECH; MURAT YEŞİLDERE from YANINDAYIZ & EGON ZEHNDER, which earned the top mark in HUMAN RIGHTS CAMPAIGN'S 2022 CORPORATE EQUALITY INDEX.

Rule no.4: WE CAN ACHIEVE ANYTHING BY WORKING TOGETHER! WE HELP ANYONE WITH DIFFICULTIES & LEAD THEM TO SOLUTION! We established KaiserSupportLine, a community that consists out of 31 teams & growing constantly. We aim to solve problems in an informative atmosphere. We examine the difficulties, solve them & educate teams on crucial PR & Mechanics skills such as coding, sponsorships & submitted awards by meetings. Family & friends are the greatest facilitators of impact. We started the 1. FRC team in Mersin: 8762 & the 2. FRC team in our school: 8754, due to high demand. We also mentor 11 FRC teams: 8754, 8762, 7565, 8159, 7458, 8058, 6415, 8861, 8599, 8759, 9041, 9160, 8755 & 7439. Besides FRC, we mentor 10 FLL & 4 FLL Jr teams. Kahraman Robots, which we contacted via GIZ, consists of Syrian-Afghan refugee students. There is no door we cannot reach through initiatives like WPILib translations, FIRST Library & volunteering at FLL events, which allows us to assist more than 130 FRC, 25 FLL, 10 FLL Jr teams from 3 continents. LEARNTECH received many applications, which we weren't able to answer all by ourselves. We ensured sustainability by creating LT-CONNECTION. Through forms we collect applications of willing mentors & students. With our "mentor-mentee" at robotics & linguistics program, we connect them, follow the process and success rate via pre- & post-tests for both mentors & mentees.

Rule no.5: SHARE YOUR KNOWLEDGE & EXPAND YOUR HORIZON! WE SPREAD THE STEAM PRINCIPLES WITH THE NATIONAL & INTERNATIONAL COMPETITIONS WE JOIN! In Teknofest, we received 3. place among 16342 teams in "Technology for the Benefit of Humanity", inspired thousands of all ages & background that witnessed our success. To increase impact on FIRST & STEAM World, we took part in RIDERS. In the Riders Robotics League we competed & shared our knowledge with 17 teams from 8 cities in these categories: industrial arm, drone & line follower robot.

Rule no.6: WITHOUT CONTINUAL GROWTH IMPROVEMENT & SUCCESS HAVE NO MEANING! WE ENCOURAGE OUR COMMUNITY TO IMPROVE THEMSELVES! There is always room for improvement & it starts within us! To become leaders for our community, we get educated to present correct information. These educations include Gender Mainstreaming from SupportToLife360, for WIS webinars & Social Cohesion, for mentoring Kahraman Robots that consists out of Syrian-Afghan refugees in project (NEXUS) of GIZ, Ministry Of Youth & Sports, Global Mind Association. We lead our community with inspiration like our alumni! In Alumni Chats webinars we talk about Alteration, Leadership, Universality, Mechanics, Naturality & Innovation, preserving the German High School culture. Kaiser Talks was the solution to keep up with the 21. century in which Bosch Middle East & TR

President Steven Young; Journalist Meral Tamer & AnadoluEtap General Manager Mutlu Ocak participated. Through our webinars we reached 6200+ people. We know the importance of STEAM education. We organize electronics & mechanics workshops in "WOW" science week at our school. After a long recruitment process, we provide lessons in 3 years to the 157 applicants we couldn't accept in our team. So, we'd have experienced members for our team & the sustainability would be ensured. Rule no.7: SPONSORSHIPS & COLLABORATIONS MAKE OUR EMPIRE UNIQUE & STRONG! To fulfill our destiny we need supporters. After our search for supporters we collaborated with: KERAMIK, FESTO, PAKMAYA, MAVI, UNIBALL, ISTE GELSİN, PARAM, YAPIKREDİ, ROSMAN, PIRAMIT MENKUL, HIZ YAYINLARI & ECZACIBAŞI. To symbolize inclusion of our community we donate 10% of our sponsorships to TEGV, KORUNCUK, TEMA & LÖSEV. Rule no.8: SAVE THE ENVIRONMENT. FUTURE IS IN YOUR HANDS. Our aim is to raise awareness about current problems all around the world and make a significant change. To achieve this we created our awareness platform FARKINDALIK 101 and raised our voice in social media, shared informative posts, podcasts and interviews with activists. We also know that environmental problems are affecting not only our country but all the world and we took action about this issue too. In our monthly magazine we publish interviews with activists and introduce our solutions to various environmental problems. It is also known that batteries are risky. With our battery bags, we aim to minimize the risk by providing these to teams. We design prosthetic legs for disabled animals. First, we take pictures of the animal & turn it into a CAD design. Then we create the most suitable design with Generative Design tool in Fusion360. We have been working on this intensively & designing prototypes for a year. Our search for animals continues through municipalities by actively using our reports, designs & prototypes. This is how one builds a unique empire. Nothing is impossible, WHEN YOU WORK AS TEAM WITH WILLING HEARTS. ;

