

FIRST Impact Award - Team 5614

2025 - Team 5614
Team Number
5614
Team Nickname
Team Sycamore
Team Location
HOLON, M - Israel
Describe the impact of the <i>FIRST</i> program on team participants within the last 3 years. Think about percentages of those graduating high school, attending college, in STEM careers, leadership skills, and serving as mentors/sponsors in <i>FIRST</i> programs.
By embracing FIRST values, 100% of our team members study technological classes and 94% studying 5-unit Math. Additionally, 85% of our alumni return to FIRST as mentors, while pursuing STEAM careers, serving in IDF tech units and getting academic STEAM degrees. Through FIRST, 100% of our team members and alumni develop leadership skills by leading sub-teams and mentoring other teams, volunteering in key roles at FIRST events and gaining skills like confidence, responsibility and collaboration.
Describe your community along with its unique opportunities and circumstances. Think about your geographic region, diversity of town/school, language barriers, socioeconomic barriers, and cultural expectations.
Just as a mosaic, Holon is composed of 187k citizens in diverse communities. We INSPIRE people from CHILDHOOD to ELDERLY, partnering with 21 kindergartens, 24 schools and 5 senior-clubs. We RAN activities in 16 low-socioeconomic centers aiming to BRIDGE gaps between varied communities. We identified a lack of STEAM education for people with special needs so we REACHED 6 “Krembo Wings” branches, 84 kindergartens, 4 schools, 3 festivals, STARTED and MENTORED 5 FLL Explore and 10 FLL Discover teams
Describe the team's methods, with emphasis on the past 3 years, for spreading the <i>FIRST</i> Mission in ways that are effective, scalable, sustainable, and creative.
FIRST mission includes empowering youth through life changing robotics programs. The past 3 years, we fulfilled that by STARTING and MENTORING 135 teams from all FIRST programs, including launching the FLL Discover in Israel. We ASSIST 79 FIRST teams and represent FIRST Israel worldwide. We reached schools, kindergartens, libraries, daycares and hospitals exposing MORE than 20K children to STEAM via our innovative outreach activities, focusing on providing them important skills for their FUTURE.
Describe your team's goals and the progress you have made towards them to fulfill <i>FIRST's</i> Vision.
Our team embraces FIRST's vision by empowering individuals with STEAM and expanding the FIRST community globally. We initiate festivals and the “STEAM LEADERS” program to teach and foster future skills for youth. We collaborated with schools, Tel-Aviv University, IDF, the Scouts and Israel Aviation conference to recruit volunteers to FIRST, PAVING A WAY for students to develop STEAM skills and STEAM-based careers. Together we are BUILDING a future generation of science and technology LEADERS.

What impact has your team seen from your efforts described in the above question? How does your team measure impact?
We measure our efforts via feedback from our associates and by extending FIRST community. We created special activities to INSPIRE youth to join FIRST. Thanks to our method we increase the interest for MORE FIRST teams, enabling us to START 125% teams each year. Via our collaborations we manage to recruit new volunteers and mentors to FIRST. After partnering with kindergartens and schools, some started teaching robotics classes on a daily basis, thanks to our donations of EV3 kits and guidance.
Please provide specific examples of how your team and team members act as role models within the <i>FIRST</i> community with emphasis on the past 3 years. How do you share these best practices with other teams?
The past 3 years we STARTED, MENTORED and ASSISTED 214 FIRST teams, striving to act and be seen as role models. We INSPIRE our sub-teams to MENTOR teams and join our activities. We donate budget, tools and share our knowledge via meetings and organizing conferences such as MAC, Aspire4Impact world-seminars and the IMPACT Forum Global conference. Moreover, our team members volunteer in FIRST events, hosting the FIRST's Service-Year and initiate events like FLL Challenge unofficial competitions.
Describe your team's initiatives to Assist, Mentor, and/or Start other <i>FIRST</i> teams with emphasis on activities within the past 3 years.
The past 3 years we STARTED and MENTORED teams from ALL programs:2 FRC, 4 FTC, 3 FLL Challenge, 61 FLL Explore and 59 FLL Discover teams for kids with and without special needs. We launched the FLL Discover program in Israel, working with FIRST to adjust the program in our country. Moreover we ASSISTED 79 teams in all fields, RUNNING conferences, giving lectures, donating tools and parts. We partnered with FIRST teams abroad in order to IMPACT globally and to help them adopt our outreach system.
What other initiatives have you created, grown, sustained, or participated in (<i>FIRST</i> or otherwise) to help inspire young people to be science and technology leaders and innovators? What outcomes have you seen from your efforts in the past 3 years?
We have RAN festivals in libraries, schools, daycares, clubs, kindergartens and MORE. We hosted the “SycaPlay” fundraising festival, in which we exposed people to STEAM and collected 15K₪ for people in need. We initiated the “SycaClass” and “SycaSketch” projects, to teach hundreds of STEAM lessons. In every outreach activity, we give others the opportunity to discover the STEAM world. We often keep in touch with people and organizations that were INSPIRED and willing to pursue learning STEAM.
Describe the partnerships and relationships that you've created with other organizations (teams, sponsors, educational institutions, government, philanthropic entities, etc.) and what you have accomplished together, with emphasis on the past 3 years.
For IMPACT, collaboration is NEEDED! We maintain sponsor relationships with invitations to our events and sending monthly updates. We ADVOCATE FIRST in the IDF, Tel Aviv University and different conferences. Partnering with “Azrieli”, we RAN 2 festivals and fundraising fairs to collect donations of education equipment. Moreover, we partnered with 3 hospitals and “Saves a Child's Heart” association, initiating robotics festivals and new projects: STEAM room and SycaBox, full of STEAM activities.
Describe your team's efforts in the past 3 years to promote equity, diversity, and inclusion within your team, <i>FIRST</i>, and your communities.
Our team promotes GENDER EQUALITY with 45% female team members. We partnered with AliceCode and the “She Did It” project to INSPIRE females to be STEAM LEADERS. We Reached low socio-economic areas including 11 welfare daycares and “Vitzu” youth village for kids from striking families. We work with 3 “Orek” shelters to assist people without family support. For involving people with special needs in the community, we RAN 108 activities for MORE than 2K people with ASD and motorical disabilities.

Explain how you ensure your team and the initiatives you have created will be sustainable.

We ensure our team's sustainability with an annual business plan that includes a dedicated sustainability section, focused on our long-term growth and stability. With a forward-thinking approach, we set short and long-time goals, prioritize detailed documentation and focus on time management to achieve all of our goals. In addition, our alumni remain engaged, offering valuable experience and guidance. We learn from each of our activities and preserve Sycamore's values and spirit for the FUTURE.

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

Time races forward, making it essential to handle it wisely. As students with limited availability, we often feel like we are racing the clock. Moreover, the recent situation in Israel further restricted when and where we can work, intensifying our need for careful planning. To stay organized, we scheduled MARCOM & Community days, dedicated to planning and promoting our activities. Additionally, we share “Google Calendar” and “Jira” ensuring everyone remains aligned, and informed at every stage.

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, particularly noteworthy, or had a large impact.

In 2023 Israel faced a heart wrenching reality, leading us to initiate 8 projects. For students who had to stay safe at home we created educational booklets and RAN the “Virtual Hug” project, teaching 2730 kids STEAM online. We collected books and games donations for evacuated civilians and RAN activities in 6 centers to uplift their mood. To SUPPORT soldiers we collected donations of 16K€ and 3D printed knee protector. For soldiers' kids, we taught private lessons and HOSTED STEAM workshops.

Judge Feedback

Dear Judges, we were wondering which outreach activity you find we described most effectively?

An area the team has an opportunity to improve.

Something that really impressed the judges.

Essay

Each wave in the ocean tells a story, traveling great distances to shape the shore. In the same way we strive to REACH far new places and INSPIRE new communities to FIRST, STEAM and MORE.

We are Team Sycamore 5614 from Holon, Israel. Our team aims to INSPIRE others via bringing FIRST into their lives. Since our foundation in 2015, we have grown into a huge family, achieving our goals through implementing our main values: MORE Inspiration, MORE Technology and MORE Commitment. Following our motto “Learn by doing, Lead by teaching”, we BUILD, CREATE and SUSTAIN a generation of LEADERS. Our vision is to IMPACT by spreading STEAM and FIRST’s values in a fun and engaging way, sparking curiosity and innovation wherever we go.

To ACHIEVE our VISION we use 3 Methods: 1-In FIRST: We START, MENTOR and ASSIST teams in ALL 5 FIRST programs from FRC to launch the FLL Discover in Israel for the 1st time! We engage the FLL Explore and FLL Discover to kids with special needs. We dedicate resources to recognition of FIRST in official organizations, recruiting volunteers and paving a way for FIRST students to develop STEAM based careers. 2-STEAM Education: We developed outreach activities, based on EV3 kits, to introduce STEAM in a fun and educational way. In combination with our SycaBus, we REACH people all over Israel. The SycaBus is MORE than a bus! Thanks to this method we can REACH farther communities and hundreds of people ALL in ONE activity! Our activities suit kids to

elderly, with and without special needs, in both one-day events and long-term activities, allowing EVERYONE to taste the world of STEAM and discover FIRST. 3-Global Field: Beyond Israel we teach others to implement our OUTREACH SYSTEM abroad. We initiate global projects and RAN conferences, sharing our knowledge and ASSIST teams worldwide. This year we took upon ourself to represent FIRST and Israel abroad, trying to explain the rough reality we have been living for the past 1.5 years.

SycaFIRST We are committed to expanding the FIRST community, exposing diverse audiences and INSPIRING MORE people to join FIRST. The past 3 years we STARTED 132, MENTORED 124 and ASSISTED 79 FIRST teams worldwide, along launching a new FIRST program in Israel-the FLL Discover! We HOST, RUN and lecture at conferences: MAC, Refresh, FIRST Seminar, Mentors' Seminar and FIRST Service Year program, sharing our knowledge and experiences. Our team volunteers at official and unofficial FIRST events, like setting up FLL Challenge competitions. We SUPPORT FIRST projects such as translating the Robot Game Video. To get FIRST's recognition outside its community, we collaborated with the IDF, TLV University and the Israel Aviation Conference, helping recruit new volunteers and integrate FIRST students in STEAM careers.

SycaSTEAM We aspire to BUILD a new generation of STEAM-LEADERS. Thus we REACHED 24 schools, 105 kindergartens, 11 welfare daycares and 6 libraries, to teach the core values of FIRST and IMPACT the young minds. We donated EV3 kits and guided 7 kindergartens to weekly teach STEAM. We partnered with Atchala Center to encourage book reading using technology, to students from 13 schools. With Azrieli Holon we RAN a festival REACHING MORE than 500 people. We initiated the STEAM Leaders workshop, a 3 meetings program in which we taught kids programming and science experiments while empowering their leadership skills. We HOSTED the Scientists' Night event for 80 students, RUNNING an educational evening filled with science experiments. Also HOSTED 6 Opening-Evenings to 1500 6th, 9th graders, encouraging them to learn STEAM in middle and high school. We launched the SycaClass project to teach 437 private lessons, helping students succeed in STEAM subjects. To promote engineering studies in middle schools, we initiated the Bridge's Force project REACHING 90 students, teaching about the mechanics of bridges. Our team identified a gap in tutorials for electronics and CAD softwares, especially for FTC, FRC and engineering students. Thus we launched SycaSketch for SolidWorks&OnShape and SycaCircuit for Altium electrical design.

SycaUnique We took upon ourselves to access robotics to people with special needs. Thus we made special adjustments, coming up with innovative STEAM activities! We also guided other FIRST teams abroad to self-build our activities via kits we precreated. One of our MAIN projects targets STEAM learning in 84 kindergartens to kids with ASD and motorical disabilities. Moreover we REACHED 6 Krembo Wings branches, a youth movement to kids with and without special needs, REACHING MORE than 200 members. We cooperated with AKIM, the national organization for people with intellectual disability and 4 schools for kids with ASD. We partnered with Zamid association to initiate an activity for people with disabilities, regardless of their religion-Christians, Muslims and Jews. Annually we RUN STEAM festivals in holidays and the summer vacation for kids with special needs. This year we STARTED and MENTORED 5 FLL Explore and 10 FLL Discover teams for kids with disabilities. In 3 years we uncovered the fascinating world of STEAM for 2955 people with special needs!

SycaCure We RAN robotics festivals at Schneider, Wolfson and Shiba hospitals, bringing light to 1K patients facing health challenges. Unfortunately some could not get out of bed, hence we made and handed out 350 SycaBoxes: holding STEAM activities in Hebrew, English, Arabic and Russian, making STEAM accessible to any medical condition. Moreover we RAN 3 activities with Save A Child's Heart Association which gives medical treatments to children from developing countries. We launched a STEAM ROOM at Wolfson hospital, creating a space where children can explore robotics. We provided robotics kits, interactive activities and designed a wall featuring educational activities. This way we ensure that children with harsh medical conditions have equal opportunity to learn STEAM.

SycaGirls Our team is committed to promoting equal opportunities for girls in STEAM fields. 45% of our members are girls, most of them hold key-positions, showcasing leadership. We participated in the She Did It project to encourage

girls to thrive in STEAM. In addition we collaborated with AliceCode association which trains young girls for coding-careers and integrates them in high-tech. We introduced robotics to 600 girls, aiming to open new doors for them in technological fields.

SycaEquality Bridging gaps and providing tools for STEAM education is our priority. We RAN 2 festivals with Sihakta Ota, collecting 15K₪ of donations for striking families by selling old toys. Moreover we organized a donation festival at Holon Mall, collecting school supplies for 150 children. We initiated the Diving Deep project, RUNNING STEAM activities in 7 welfare daycares and teaching about the ocean. We RAN 6 festivals in libraries and REACHED Vitso Youth Center, exposing STEAM to hundreds from low socio-economic status. We cooperated with Orek, a community that supports families from difficult backgrounds. Together we RAN 3 activities, empowering kids and mothers, giving them the opportunity to discover STEAM.

SycaElderly We constantly REACH the older generation to increase their STEAM knowledge. We initiated the SycaBond project to connect grandparents with their grandkids via robotics, bridging the generational gap through technology. We collaborated with 5 senior-clubs, meeting 250 seniors, including Holocaust Survivors. In our visits we presented FIRST, our robot, RAN our outreach activities and provided technical support. Moreover we partnered with the Honorary Citizens of Holon, who greatly IMPACTED our community. We REACHED out to these INSPIRING individuals, to hear about their stories, introduce them to FIRST and deliver holiday gifts. We REACHED out to support 60 seniors who may feel isolated due to the situation in Israel.

Swords of Iron On October 7th 2023, Israel faced harsh reality. Due to the crisis, we initiated 8 new projects! We HOSTED a donation event, providing books and games to MORE than 1K evacuated citizens. Moreover we visited 6 evacuation centers with our activities to uplift their mood. We initiated the Virtual Hug project and RAN 10 interactive Zoom activities to schools who forced for remote learning, REACHING 2730 pupils. We also created STEAM activities notebooks which got MORE than 300 downloads. To SUPPORT soldiers we collected 16K₪ for Brigade 80 and 3D printed 100 knee protectors to ease doctors who treat wounded in the field. We RAN Zoom workshops to MORE than 600 kids of Division 5 military reserved soldiers. We also provided private lessons to 30 military reserved children who were affected by the situation.

SycaGlobal We RAN 2 conferences: Aspire4Impact seminar and FIRST Forum, partnering with FIRST teams worldwide. Both focused on sharing strategies for making an IMPACT, the Aspire4Impact seminar included 8 sessions. Represented Israel in OMG Robots Magazine to share our community's uniqueness and REACHED 4465 people via our social media. To globally engage people with special needs in robotics, we REACHED out to 10 FIRST teams abroad, sent them a manual we created to guide self-building our STEAM activities and ASSISTED them to RUN the activities. We created a STEAM educational notebook and shared it with Jewish communities in the USA. Aiming to explain the harsh reality we live, we work with communities and FIRST teams worldwide, EVEN IN CONFLICT COUNTRIES. Our mission is to create a lasting GLOBAL IMPACT, driven by love and brotherhood even in challenging times.

When a wave REACHES the seashore, its IMPACT leaves a long-lasting mark. Similarly Team Sycamore has managed to REACH far MORE destinations, INSPIRING others to join FIRST and learn STEAM! Through 287 outreach activities, we REACHED 34517 people and successfully STARTED, MENTORED and ASSISTED 214 FIRST teams, realizing and demonstrating our powerful IMPACT.;

