



FIRST TECH CHALLENGE: HOW IT WORKS

90% or more of team leaders reported that FTC increased participants' problem-solving and teamwork skills and their understanding of the engineering design process, basic science principles, and how science and technology could be used to solve real-world problems.

90% of participants reported increases in teamwork, planning, and problem-solving skills and increased interest in doing well in school.

85% of participants reported increased interest in science and technology careers.

99% of team leaders said they would recommend FTC to other schools or organizations like theirs.

Source: Brandeis University Evaluation, 2007

FIRST
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The FIRST Tech Challenge (FTC) intermediate robotics competition:

- » Provides an affordable, accessible opportunity to participate in FIRST
- » Creates a bridge between the FIRST LEGO® League and the FIRST Robotics Competition

How FTC Works

- » High-school-aged young people
- » Up to 10 students per team
- » Adult coaches and mentors
- » Teams use Vex® Robotics Design System to design and build robots to compete in FIRST-designed game
- » Schools, home schools, after-school groups, churches, civic groups, neighborhood groups
- » Parents, teachers, community volunteers
- » Corporate sponsors
- » Sports-like events with judges and awards
- » Up to 50 teams per event



What FTC Offers

- » Discovery of the fun and excitement in science and technology
- » Real-world application of science and math concepts
- » Hands-on problem solving
- » Working alongside engineers and other professionals
- » Programming experience
- » Teamwork skills
- » Self-esteem and confidence
- » Qualification for college scholarship funds

2007 Season Overview

- July 27** On-line Registration Opens
- September 19** Kickoff
- October – February** Tournaments
- April 17-19, 2008** FIRST Championship