# FIRST® LEGO® League Tournament Days

The Core Values lie at the heart of *FIRST*® LEGO® League, and on a tournament day these are expressed through "coopertition", which is where teams help and cooperate with each other, alongside competing against each other. The other key elements of a tournament day are:

## Innovation Project

**Innovation Project Presentation:** teams deliver a five-minute presentation to judges in which they demonstrate how they have identified, designed and shared across their project. The Team Meeting Guide and Engineering Notebook provide guidance for this.

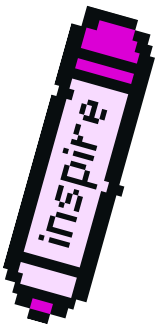
## Robot Game

**Competing on the challenge mat:** each team participates in three rounds of the robot game. Each attempt involves teams trying to score as many points as possible on the challenge mat in 2.5 minutes. Teams don't need to attempt every mission. Please see the Robot Game Rulebook for guidance on scoring.

## Robot Design

**Robot Design Presentation:** teams present their robot design to judges. They should make use of documentation (notes, photos etc) to enable them to talk about how they used an iterative process when problem solving and decision-making.

## Your tournament day may also include:




- An Opening Ceremony
- A Pit Challenge for teams to do in their pit area
- Watching other teams compete and give their presentations.
- Activities or tours put on by the host organisation.
- Practice mat time to refine robot design, programming or teamwork.
- A Grand Final and Awards Ceremony.

# Strategies for FIRST® LEGO® League Tournaments

**CORE VALUES** 

Any competition strategy should enable teams to demonstrate the Core Values and the spirit of “coopertition” in practice.

## Robot Design and Game strategy:

- Judges prefer a basic, student-led design over the template Driving Base.
- Think about how to line up the robot up on the mat at the start.
  **TOP TIP:** Creating a jig to use in the home base helps with alignment.
- Identify which missions could be completed by just driving into or pushing something on the model. Which missions are close to base, and can be reached by simply moving in a straight line?
- Only the position of the mission model at the end of the challenge round matters for scoring.
- Be aware of the ‘no equipment touching’ and ’touching the mat’ rules.
- Make sure the whole team knows which missions they’re trying, what the game plan is, and what their role is during the game.
- Errors, mistakes, accidents, mishaps, failures... all of these can and do happen! How will the team deal with these during a game?

## Presentations strategy:

- Use the judging rubrics (download here) to check that presentations mention everything the judges will be allocating marks for.
- Presentations must be no longer than 5 minutes, practice makes perfect!
- For the Innovation Project presentation, capitalise on any local links to the theme and get out into the local community to test your ideas. In your presentation describe how this went and the impact of your project.
- For the Robot Design presentation, decide how to present the game plan to the judges, e.g. how were the routes and attachments decided on? How many motors / sensors / wheels are there and what do they accomplish?
- Make sure teams can describe everyone’s role in both the robot design and innovation project.