

WHAT IS FIRST® LEGO® LEAGUE?

FIRST® LEGO® League (FLL) is the world's largest STEM competition for young people aged 9–16. The tournament events are an exciting day of idea sharing, problem-solving and robot games, supported and assessed by teams of volunteers. By getting involved in FLL, volunteers and employers are guaranteed a fantastic day, watching students put their innovation and engineering skills to the test. While competing, students work in teams to:



ON THE DAY OF THE TOURNAMENT

This year's FLL theme is **BIOGLOW**, teams will be navigating an exciting journey through the fascinating ecosystems of our world! At the tournament each team will:

- Have a pit area to display their BIOGLOW Innovation Project and prepare for their competition rounds, while being supported by room leaders.
- Compete in 3 rounds of Robot Games, supervised by referees.
- Meet with judges to give presentations on their Innovation Project and Robot Design. Judges will then score their work.
- Have access to a practice table, where they can check / make modifications to their robots design or code.

You can find more detailed information about this years' FLL Challenge [here](#).

FIRST® LEGO® LEAGUE : BIOGLOW SEASON



Bristol at GKN Aerospace, BS34 6FB

- Thursday 25th February
- Friday 26th February

Somerset at iAero, Yeovil, BA20 2EJ

- Friday 5th March

Swindon

- Friday 19th March

Each event day will follow approximately the same timetable. All volunteers will be provided with a copy of the timetable once we have fully scheduled all schools and competition rounds. The loose timings are:

- From 8am - volunteer arrival
- 8.30am - volunteer briefing
- 9.00am - schools arrival
- 9.30am - event begins, welcome message
- 10.00am - robot games and judging sessions begin
- 2.00pm - knockout rounds and award presentation
- 3.00pm - schools and volunteers depart



VOLUNTEER ROLES

JUDGES

Judges are the friendly face of FLL, they assess Innovation Project presentations (5 mins) and Robot Design presentations (5 mins). Working in teams of 3, judges will confer and come to a unanimous decision on scoring. Teams are scored from 1-4 across various categories using the FLL rubric. Training on how to use the rubric is delivered online in advance of the tournament. Judging volunteers are guaranteed to hear some interesting and unexpected ideas, be prepared for some amazing innovation! Judges are welcome from all backgrounds.

ROOM LEADER

All teams have a pit area, this is where they display their Innovation Projects. Depending on the tournament location, there will be a few pit areas per room. Room Leaders are needed to help make sure that teams within their room are in the right place at the right time, provide encouragement and help make sure it's quiet for judging. Everyone welcome. The Room Leader role is an opportunity to work alongside student teams, providing support and encouragement.

REFEREES (RESERVE ONLY)

Referees work in teams of 2 to supervise and score the robot game. Currently referee roles are allocated to our host venues - additional referees may be required (to be confirmed). Referees need to attend an in-person training so that they have an understanding of the challenge mat, the missions and scoring. The referee role is suited to LEGO enthusiasts!

THE BASICS: SCORING AND ASSESSMENT

Student teams create their robot and innovation project in school or as part of a club activity. During the tournament teams are assessed under four categories (below). Each category is its own individual award, and 25% of the Champion's Award. All awards are made out of LEGO!

ROBOT GAME



Teams build and program their robot to autonomously complete missions on a specialised challenge mat, aiming to score as many points as possible. Robot games are often loud, with lots of cheering and excitement.

(25%) Assessed by: Referees

ROBOT DESIGN



Teams explain the process of designing and programming their LEGO® robot; and any challenges they faced. Robot design is an opportunity to really show-off their engineering skills, as well as their problem-solving and teamwork.

(25%) Assessed by: Judges

INNOVATION PROJECT



Teams research the *FIRST*® LEGO® League season theme to identify a problem. Working together, teams will then propose a potential engineering solution to the problem they have identified, which is then presented to judges. Presentation can be in any format: PowerPoint, posters, models, full plays in costume....

(25%) Assessed by: Judges

CORE VALUES



Core Values are at the centre of FLL, and are what make this competition so enjoyable for everyone involved. Teams must demonstrate the *FLL* Core Values of: innovation, teamwork, discovery, fun, impact and inclusion. Being respectful to others and having a great time is an important part of getting involved.

(25%) Assessed by: Judges & Referees

UNDERSTANDING THE ROBOT GAME

Judges and Room Leaders don't need to interact with the robot games, but we'd encourage you to watch and cheer them on!

During the tournament day, teams get three attempts at the Robot Games. This sees their robot try to score as many points as possible on the challenge mat in two-and-a-half minutes. Only their highest score is counted. Teams do not need to attempt every mission, instead they are encouraged to work strategically - to create a robot and gameplay plan that enables them to complete the missions they have chosen to prioritise. For 2026-2027 the challenge theme is **BIOGLOW**, the robot game missions will explore issues related to biodiversity. Teams will be participating in a Founders Edition tournament, and using mainly LEGO SPIKE Prime Kit.



**WATCH: INTRODUCTION TO
FLL BIOGLOW SEASON VIDEO**

**WATCH ROBOT GAME POINT
SUMMARY VIDEO**