



HANDS ON
TECHNOLOGY

LIVING IN AND TRAVELING THROUGH SPACE FROM AN ENGINEERS' AND RESEARCHERS' PERSPECTIVE

Children and youngsters research, build and program within *FIRST*[®] LEGO[®] League under this year's topic INTO ORBITSM – explore living in and traveling through space.

Leipzig, (D), July 2018. Overcoming earthly constraints has always motivated and fascinated humans. Astronauts, aerospace engineers, mission controller, astrologists and physicists are just a few professional groups involved in space missions.

Students aged between 9 and 16 deal with such professional groups and their activities while participating in *FIRST*[®] LEGO[®] League. In this way, children and young adults learn engineering and researcher driven aspects of the living in and the traveling through space.

August 1, the tasks for this year's season INTO ORBITSM will be published. The starting point of the joint learning journey for the *FIRST*[®] LEGO[®] League teams is both, the research project and the seasonal playing field with 15 galactic missions. These missions must be solved by the teams with a self-built and programmed robot. The robot, which is based on LEGO[®] Mindstorms, must be programmed in a way that it acts autonomously on the field.

As part of the research project, the children and youngsters choose a topic that interests and motivates them. The only condition is that the self-chosen research question fits to the topic of the season.

FIRST[®] LEGO[®] League is an extensive learning environment. In addition to the so-called Robot Game and the research project, there are two other categories in which the teams present themselves in front of a jury of experts: robot design and teamwork.

The highlight of the season is the participation in one of the 82 regional tournaments. There, the teams meet their regional competitors and can see how other children and students have solved the tasks. The best teams qualify for a semi-final and have the chance to qualify for the central European final (the final of the seven countries Austria, the Czech Republic, Germany, Hungary, Poland, Slovakia, and Switzerland).

Everyone aged between 9 and 16 years can participate – deadline for age limit is January 1, 2018. A team consists of at least 2 and not more than 10 members as well as an adult coach. Registration is possible at www.first-lego-league.org/login.html and is open until October 21, 2018.

Around 32,000 teams in 88 different countries worldwide participate in *FIRST*[®] LEGO[®] League.

The educational program *FIRST*[®] LEGO[®] League is supported by the following partners:





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Organizer

With *FIRST*[®] LEGO[®] League, the organizer of educational programs, HANDS on TECHNOLOGY e.V., encourages young people on the one hand to get in contact with complex technologies in a playful way. On the other hand, students are motivated to act as researchers of the future by developing innovative solutions. The aim of HANDS on TECHNOLOGY e.V. and *FIRST*[®] LEGO[®] League is the promotion of 21st century skills.

The non-profit organization HANDS on TECHNOLOGY e.V. is the exclusive organizer of *FIRST*[®] LEGO[®] League in Austria, the Czech Republic, Germany, Hungary, Poland, Slovakia and Switzerland, with more than 1,000 teams per year.

Contact

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Program details

www.first-lego-league.org/en/general/what-is-fll.html

Tournament regions

www.first-lego-league.org/en/season/tournaments.html

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