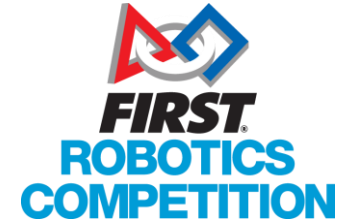




## Progression of Programs Overview



2018-07 D

<b>Overview</b>	Guided by adult Coaches, and Core Values, students use LEGO® elements and motorized parts to build a model that moves. They also develop a <i>Show Me</i> Poster to illustrate their journey.	Teams design their own solution to a real-world problem and build autonomous LEGO MINDSTORMS® robots that perform a series of missions based on an annual theme.	Teams design, build, and program their robots to compete in an Alliance format against other teams. Robots are built from a reusable platform, powered by Android technology, and programmed using Java.	Teams of students build and program a robot to perform prescribed tasks against a field of competitors, and are challenged to design a team “brand,” and hone teamwork skills.
<b>Season Information</b> Registration is Open for All Programs	Challenge Release: August 1 <sup>st</sup> MISSION MOON <sup>SM</sup> Challenge Event/Tournament Season: August – April	Challenge Release: August 1 <sup>st</sup> INTO ORBIT <sup>SM</sup> Challenge Event/Tournament Season: November – April	Game Release: September 8 <sup>th</sup> FIRST ROVER RUCKUS Game Presented by Qualcomm® Event/Tournament Season: November – April	Game Release: January 5 <sup>th</sup> DESTINATION: DEEP SPACE <sup>SM</sup> Presented By Boeing Event/Tournament Season: February – April
<b>Grades &amp; Ages</b>	Grades K-4; Ages 6-10	Grades 4-8; Ages 9-14	Grades 7-12; Ages 12-18	Grades 9-12; Ages 14-18
<b>Team Composition</b>	Teams of 2-6 children formed by schools, after school programs, home schools, community groups	Teams of up to 10 students formed by schools, after school programs, home schools, community groups	Teams of up to 15 students formed by schools, after school programs, home schools, community groups	Teams of 10 or more students formed by schools, after school programs, home schools, community groups
<b>Time Commitment</b>	One-hour meetings generally held for 8-12 weeks	One-to-three-hour meetings generally held for 8-12 weeks	Two-to-four hour meetings generally held twice a week for 8-12 weeks	Six week build season from January-February
<b>Estimated FIRST Program Costs</b>	Individual team fees – \$300 (includes Inspire set, Meeting Guide, Engineering Notebooks & Registration Fee) Multi-Team Season Pass Options	Team Registration – \$299 (includes Challenge Set) Robot Kit – \$490 (reusable) Multi-Team Season Pass Options	Team Registration – \$275 Robot Kit of Parts – \$900 (reusable)	Team Registration (1 <sup>st</sup> Event) Includes Competition Kickoff Kit, associated materials and support \$6,000 (new teams) \$5,000 (existing teams)
<b>FIRST Nevada Season Fees and Support</b> (www.firstnevada.org)	\$50 / Team / Expo Participation at (1) Expo event and all Workshop(s)	\$150 / Team Participation at (1) Qualifier event, all Workshop(s)/Scrimmage(s) and participation in a Nevada FLL Championship for teams that qualify.	\$200 / Team Participation in Nevada League play, Workshop(s)/Scrimmage(s) and participation in the Nevada FTC Championship for teams that qualify.	None
<b>Scholarships&amp; Grants</b> (Contact info@firstnevada.org for new team grant opportunities)	Team grants via FIRST Nevada	Team grants via FIRST Nevada	\$80 million in scholarships From nearly 200 Providers	\$80 million in scholarships From nearly 200 Providers