

Still waiting on your challenge set?
Still waiting on your Engineering Notebooks?

Here are some ideas for what to do while you wait.

CORE VALUES:

- 1) **Learn the Core Values.** Talk to the team about how they might apply them this year. Sample Resource: <http://flttutorials.com/translations/en-us/Worksheets/LearnCoreValuesWorksheet.pdf>
- 2) **Do some Core Value activities to get to know each other and to learn to work together.** You can search online for "teamwork activities" or make up one on your own. Sample Activities: <http://flttutorials.com/CoreValues.html>
- 3) **Decide on a team identity** - Team Name, Team colors, Team Logo, Team T-shirt, Team Cheer, etc.
- 4) **If your team wants to do some outreach in the community, start planning.** It can take a few weeks to set up.
- 5) **Talk to the team about what their goals will be.** Use the rubrics as your guide. (<https://firstinspiresst01.blob.core.windows.net/fll/2020/first-lego-league-rubrics.pdf>)
- 6) **Set up some organization tools for the team** - binders? Google Docs? Email lists?
- 7) **Discuss team dynamics** - who will work on what, how will decisions be made, what to do if someone is not getting along, team expectations, coach expectations, etc. How will this team run

INNOVATION PROJECT:

- 1) **Read the Challenge document** (<https://firstinspiresst01.blob.core.windows.net/fll/2020/city-shaper-challenge.pdf>) Read the FLL Blog Post (<https://fllblog.wordpress.com/2019/08/09/resources-to-build-your-innovation-project/>)
- 2) **Start your Innovation Project.** The basic requirements for the project are already posted. Have your students look at the mission model descriptions and see if they SPARK project ideas. I think Bat posted a Spark in this group too!
- 3) **Think of experts you can talk to and field trips you can go on.** These can take several weeks to set up, so why wait?

ROBOT GAME:

- 1) **Read the Rules and learn the missions** (<https://firstinspiresst01.blob.core.windows.net/fll/2020/city-shaper-game-guide-pdf.pdf>)
- 2) **Read the Updates** (<https://firstinspiresst01.blob.core.windows.net/fll/2020/city-shaper-challenge-updates.pdf>)
- 3) **The twitch video shows you how the models move.** Consider this movement, the rules, the points and the location of the missions to come up with a strategy. (<http://firstinspires.me/QzQg50vyBeo>) . Some worksheets: <http://flttutorials.com/Worksheets.html>
- 4) **Build the EV3 Core Robot if you have not before.** If you have participated in FLL before, start thinking about what this year's robot might look like. Will you follow the lines? Will you climb up the ramp? Do you need to deliver something high? Do you need to lift anything? etc. You can start thinking and talking about these design decision even without the Challenge set in front of you.
- 5) **Start going through the basic programming lessons Robot Lessons 1-6 in the Overview.** (<https://firstinspiresst01.blob.core.windows.net/fll/2020/fll-ev3-overview.pdf>) These are in the EV3 Education Software only (not the the App versions). Other resources: EV3Lessons, CMU EV3 Programming Lessons, etc.
- 6) **If your students already know how to program, consider going through the Crane Mission** closely to make sure the students understand the blocks. (link in no. 4). Some additional tips here: <http://flttutorials.com/translations/en-us/Worksheets/CraneMissionTips.pdf>