

# **FIRST LEGO LEAGUE TOURNAMENT**

The FIRST (For Inspiration and Recognition of Science and Technology) Organization, founded by inventor Dean Kamen, has teamed up with the LEGO Company to create the FIRST LEGO League.

The FIRST LEGO League Tournament, an annual event that has, over the last six years, encouraged children to use their imagination, work with LEGOs, and learn about science and technology in a fun and exciting way. Each year, there is a different internationally announced challenge for the tournament. This year's CHALLENGE is:



Over 34,500 children in North America and 5,500 children from 11 countries internationally will participate in the FLL program, blasting off on an adventure to explore the Red Planet with visions of colonization.

After 8 weeks of preparation, working together and applying their creativity and imagination, the time has come for FLL teams to celebrate their accomplishments and share their experiences. In North America, 46 state/provincial tournaments plus over 120 qualifying events are scheduled from November through early February to showcase the talents of these young aspiring scientists and engineers.

Pace University's School of Computer Science and Information Systems (CSIS) will host this year's tournament on: Sunday, February 8, 9 a.m. to 4 p.m. Opening ceremonies at 12:45pm.

Teams of children, ages 9-14, from local schools, Girl Scout troops, and neighborhoods, have been presented with the task of designing a robotic device using LEGOs to explore and colonize a Martian surface simulation. In addition to the predetermined tournament missions that the robot will need to complete, the teams will be judged on robot design and programming, a research presentation, and demonstrated teamwork.

Groups competing in the tournament include a team sponsored by the Girl Scouts, teams from local schools and a number of independent/company sponsored teams like the Edgemont Mars Explorers, whose sponsor is Virtual Gold, Inc. a local data mining/software company.

The tournament is run completely by volunteers, including CSIS students, staff and faculty, and members of the Westchester community. Teams of CSIS students have created a Web site to disseminate information about the tournament, have learned the Lego Mindstorms programming package and will staff an online help desk for teams and coaches during the event. CSIS students and recent graduates will serve as referees. Judges are from major corporations in the area, including IBM TJ Watson Research, Apple Computer, and Quintel Consulting,

The tournament will be Sunday, February 8<sup>th</sup>, 2004 at the Pace University's School of Computer Science and Information Systems, Goldstein Fitness Center, 861 Bedford Rd., Pleasantville, NY For information please contact Bernice Houle (914) 773-3592