Pre-Session Checkpoint

- [ ] Make sure you have at least two devices per team with Internet access and appropriate robot programming software installed.
- [ ] Unpack the robot set and sort the LEGO® elements into the trays.
- [ ] Make sure the controller is charged or has batteries in it.
- [ ] Read over the *Engineering Notebook* and this guide to gain an understanding of the materials.
- [ ] Explore the *FIRST®* Core Values. These are the essential foundation for your team.
- [ ] Watch the RePLAYᔆᴹ Season Launch video and other videos on *FIRST* LEGO League YouTube channel.

New to LEGO Education Robotics?

If the team is new to using their LEGO Education robot set, it would be beneficial to take some time for them to get acquainted with building and coding with the set. Here are suggested activities that the team could complete before starting the session.

SPIKE™ PRIME Getting Started Activities:

1. Start Here
2. Motors and Sensors
3. Make It Move

MINDSTORMS® EV3 Getting Started Activities:

1. Hello World
2. Motors and Sensors
3. Get Moving

Tips for Sessions 1-4

CORE VALUES

If the team talks over each other, try using one of these approaches:

- Appoint a leader who listens to each idea, one person at a time.
- Provide the team with one item and only the person with the item can talk.

INNOVATION PROJECT

- Designate a storage space for the mission models built with the Project Spark activities.
- Help the team to find suitable websites and resources for research on their project.

ROBOT

- Designate a storage space for the built robot and robot container.
- If you are using MINDSTORMS Education EV3 LabVIEW software, you have access to robot lessons in the Tutorials (Robot Educator) Unit that are comparable to those provided in this guide.

DEMO