



NC FLL Kick-Off Agenda

North Carolina A&T State University

Greensboro, NC
September 2, 2017



Check-in is at 11:00am. We recommend that you arrive to check in close to 11:00 AM having eaten something recently and bringing a snack for the break. Food needs to be consumed in the lobby area only, thank you.

Academic Classroom Building

Time	Lobby <i>Everyone</i>	Auditorium 101 <i>everyone</i>	109 <i>Rookie +1</i>	309 <i>Rookie +1</i>	211 <i>Coaches</i>	108 <i>Coaches</i>	310 <i>Veterans</i>	311 <i>Veterans</i>	107 <i>Rookies</i>	209 <i>Rookies</i>	308 <i>Rookies</i>
11:00am	Check in		(overflow)								
11:45am		Welcome - Dean Coger									
12:00pm- 12:20pm		In the Field Speaker: Dan Fuccella Engineers w/o Borders									
12:30pm- 1:10pm			Building Team Identity	Programming: Next steps	What does "the kids do the work" mean?	Coaching 101	Documenting Your Season	How to Wow FLL Judges: Advanced	Meet the Field Rules Discussion	Core Values Activities Session	Introductory Programming
1:20pm- 2:00pm			Programming the Gyro	How to Wow FLL Judges	So you think you don't have time for team builders!	Embracing the Project	Project: Going the Distance	Robot Building - the Next Level	Introductory Programming	Build a Strong Robot	Core Values Activities Session
2:10pm- 2:50pm			Creative Project Presentations	Game Strategy	Experienced coaches panel	Robots for Coaches	Expanding Outreach	Next Steps in Programming	Core Values Activities	What is a Project?	What comes In the robot box?
2:50pm	SNACK										
3:15pm		Students Present									
3:45pm		Rules Q&A									
4:15pm		Online Resources									
4:30pm- 5:30pm		Missions Discussion	Missions: One and Done			Missions: One and Done		Missions: One and Done		Missions: One and Done	

WORKSHOPS & PRESENTERS

Sessions have been prepared with specific experience levels in mind, however, anyone can attend any session that has space available. Signing up in advance for a session is helpful.

Rookie Teams! - We encourage rookie teams who are new to FLL and haven't yet started meeting, to sign up for the sessions in room 308.

Room 109 - Designed for 2nd year teams

12:30pm - *Building Team Identity* - Maria-Hunter Mackie

- Core values, games and activities that can be used by your team throughout the season to strengthen your team's identity.

1:20pm - *Programming: The Gyro* - Philip Smith

- An in-depth look at programming with the EV3 gyro sensors

2:10pm - *Creative Project Presentations* - Emma Christensen

- How to choose a memorable project presentation. What are the choices? Skit, powerpoint, song, poem, sock puppet show, etc.

Room 309 - Designed for 2nd year teams

12:30pm - *Programming: Next steps* - Sam Last

- Programming with EV3: myblocks and data wires

1:20pm - *How to Wow FLL Judges* - Robyn Stephens

- Experienced FLL Judges will hold a discussion session on what it is they are looking for during interviews. What makes you memorable?

2:10pm - *Using Strategy to Plan your Missions* - Philip Smith

- How to group missions and create zones in order to maximize points while more effectively making use of your team's time and energy.

Room 211 - Discussion sessions facilitated by veteran coaches

12:30pm - *What does "the kids do the work" mean?* - Alan Smith

- An opportunity to hear from several veterans how they interpret this core value. Ask your specific question. Develop confidence with your interpretation.

1:20pm - *So you think you don't have time for team-builders?* - Maria-Hunter Mackie

- Why intentional team builders are important and how to fit them into your season.

2:10pm - *Experienced Coaches Panel* - Alan Smith and Robyn Stephens

- Answers to common coaches questions and concerns

Room 108 - for new coaches, interested parents and guests

12:30pm - *Coaching 101* - Kim Barnett and Gabby Hester

- The basics of FLL coaching. Logistics, time management, finding your own coaching style, how to find help, etc.

1:20pm - *Embracing the Project* - Fiona Last-Powell

- How the team project can change the world. How to make this *not* your typical school report.

2:10pm - *Robots for Coaches* - Sam Last

- What does the coach need to know? What to do when the students are 'stuck?' How to ask the 'right' questions to move forward.

Room 310 - Designed for veteran teams

12:30pm - *Documenting Your Season* - Fiona Last-Powell

- What is an engineering notebook? Why would I use it? Can I use pictures and video? Who should write it? Is a blog a good way to go? Where/how should we share the information? Measure website hits with something like statcounter.

1:20pm - *Project: Going the Distance* - Abigail Smith

- How to take your world changing idea to the next level. Research - how to find existing solutions and analyze them. Choosing your innovative solution wisely. Making a prototype. Sharing and presenting your project effectively.

2:10pm - *Expanding Outreach* - Maria Hunter Mackie

- How to share your project with the world. Spreading the message of FLL/FIRST to your community. Working with other teams.

Room 311 - Designed for veteran teams

12:30pm - *How to wow the judges: Advanced* - Robyn Stephens

- Experienced FLL Judges will hold a discussion session on what it is they are looking for during interviews. What makes you memorable?

1:20pm - *Robot Building: The Next Level* - Sam Last

- Can you build a strong chassis? Is a flat back useful? Using interchangeable attachments, gearing systems, etc.

2:10pm - *Next steps in programming* - Jason Rahaim

- Programming with EV3: Experimenting with proportional control

Room 107- Designed for first year teams (rookies)

12:30pm - *Meet the FLL Field* - Emma Christensen

- What are all the pieces on the field? How does it all work? What are the rules?

1:20pm - *Introductory Programming* - Jason Rahaim

- Programming with EV3: How to save programs/projects, naming conventions, how to do basic maneuvering programs, etc.

2:10pm - *Core Values Activities Session* - Phil Salazar

- Team building activities to introduce teams to FLL core values, to get to know each other, and for plain old fun.

Room 209 - Designed for first year teams (rookies)

12:30pm - Core Values Activities Session - Phil Salazar

- Team building activities to introduce teams to FLL core values, to get to know each other, and for plain old fun.

1:20pm - Build a Strong Robot - Joe Meno

- Can you build a strong chassis? What is a flat back? Is it useful?

2:10pm - What is a project? - Abigail Smith

- What is the goal of the FLL project? How to choose a project. How to make continuous progress. Basics of presentations and project judging.

Room 308 - Designed for first year teams (rookies) with no previous experience or exposure to FLL

12:30pm - Introductory Programming - Jason Rahaim

- Programming with EV3: How to save programs/projects, naming conventions, how to do basic maneuvering programs, etc.

1:20pm - Core Values Activities Session - Phil Salazar

- Team building activities to introduce teams to FLL core values, to get to know each other, and for plain old fun.

2:10pm - What comes in the box? (Bring your own kit) - Joe Meno

- How to use technic pieces. What are the pieces called? Can I use materials not in the box? What do I do now?

AFTER THE SNACK BREAK

Students Present

Veteran students will share their experiences from previous invitational competitions.

Rules Q&A

The NC FLL Head Referee will briefly explain overall rules and answer your questions.

Online Resources

An experienced coach will share the many online resources available to teams.

Missions: One and Done (Teams will need a robot and a laptop for this activity.)

Break out sessions: Choose a mission on the table and program for that mission before leaving for the day.

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