



2020-2021 NC FIRST LEGO LEAGUE KICK-OFF AGENDA

Saturday, September 26, 2020

SCHEDULE

GROUP SESSION – ROOM 1

10:00am Opening Session

BREAKOUT SESSIONS – ROOMS 1 - 7

10:45am Workshops - Session 1

11:30am *Break 1 (15 minutes)*

11:45am Workshops - Session 2

12:30pm *Break 2 (15 minutes)*

12:45am Workshops - Session 3

1:30pm *Break 3 (15 minutes)*

1:45pm Workshops – Session 4

2:30pm *Break 4 (30 minutes)*

GROUP SESSIONS – ROOM 1

3:00pm Rules Q&A (30 minutes)

3:30pm Online Resources & Closing Session

4:00pm End of Kick-off event



10:45 AM WORKSHOP

Gyro Straights and Gyro Turns	Room 3
Creating Strong Innovative Solutions	Room 4
How to wow the Judges from your computer	Room 5
Creative Project Presentations	Room 6

11:45 AM WORKSHOP

Kicking off the Project on the Right Foot	Room 3
Mastering the Robot Design Room	Room 4
Next Steps in Programming	Room 5
D.I.I.I.T.F. - Where does your team focus?	Room 6

12:45 PM WORKSHOP

Documenting your Season	Room 3
Dealing with Variability	Room 4
Using Python and Programming Strategies	Room 5
Chassis Considerations	Room 6

1:45 PM WORKSHOP

The new Judging Process	Room 3
Time Management	Room 4
Building a Strong Robot	Room 5
Master Programs	Room 6

SPECIALTY TRACKS

Rookie Team Track	Room 1
Session 1 – Core Values Basics	
Session 2 – Learning to Love the Project	
Session 3 – Basic Programming for Rookies	
Session 4 – The Heart of FIRST LEGO League Challenge	
Coach Track	Room 2
Session 1 - How to have a winning FLL season	
Session 2 – 2020 Season Structure	
Session 3 – Tips for a Virtual Season	



WORKSHOPS & PRESENTERS

Which Workshops Should I Attend?

Each workshop is listed below with a description and the presenter(s).

SESSION 1 10:45AM - 11:30AM

Room 3

Gyro Straights and Gyro Turns

Presenter – Arjun Rao, FTC Team 16072, Quantum Quacks

In this session you will learn about how to effectively use your gyro sensor for better navigation.

Room 4

Creating Strong Innovative Solutions

Presenter – Philip Smith, FTC Team 16072, Quantum Quacks

In this session you will learn the processes needed for your innovative solution to be effective.

Room 5

How to Wow the Judges from your Computer

Presenters – Robyn Stephens, Angela Ireland and Patty Bauroth

Experienced FLL Judges will hold a discussion session on what it is they are looking for during interviews. How can a team make a lasting impression on the Judges this year given the remote format?

Room 6

Creative Project Presentations

Presenter – Preeti Thirukonda, FTC Team 16072, Quantum Quacks

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



SESSION 2

11:45AM – 12:30PM

Room 3

Kicking off the Project on the Right Foot

Presenter – Pavan Thakkar & Brook Ephrem, FTC Team 16461, Infinite Turtles

Are you wondering how to come up with the right topic for a project? Or how to get in touch with experts? Or how to make a presentation that will keep the judges entertained and interested? This presentation will answer all those questions, as well as many other topics related to the project.

Room 4

Mastering the Robot Design Room

Presenter – Bob Brown, Experienced FLL Coach and Robot Design Judge

Let's talk about some examples of intentional design processes. Strategic, tactical, and testing strategies. I will show you some non-specific examples of what other teams have done before. Examples that are designed to hit the Robot Design Rubric, while helping you tremendously on the table.

Room 5

Next Steps in Programming

Presenters – FTC Team 7083 TundraBots & 18190 TaigaBots

This kick-off session is going to cover EV3G using my blocks and data wires and a brief introduction to proportional control.

Room 6

D. I. I. T. F. Where does your team focus?

Presenters – FTC Team 8569, RoboKnights

Do you know the FLL Core Values? How often do you spot members of your team exhibiting them? How about other teams? Do you have a favorite one that you exhibit continuously? This session will help you learn how to recognize and demonstrate the FLL Core Values.



SESSION 3 **12:45PM – 1:30PM**

Room 3

Documenting your Season

Presenter – Rishi Maraju, FTC Team 16072, Quantum Quacks

This kick-off session is going to cover the various ways one can keep an engineering notebook in FLL. How to use photos and video. Blogs and websites and how to share it all.

Room 4

Dealing with Variability

Presenter – Davy Hallihan, FTC Team 16461, Infinite Turtles

The Infinite Turtles qualified for and attended FLL Invitationals in 2018 and 2019

This session will cover various ways to deal with variability in FLL through both programming and physical means.

Room 5

Using Python and Programming Strategies

Presenters – Ben Goldberg and Yash Gupta Team 42

Believe it or not you can code your EV3 using Python! In this session you will learn how to use Python to make a basic program for your robot and some strategies to program your robot more effectively.

Room 6

Chassis Considerations

Presenter – Ansh Aggarwal

There are many considerations when designing an FLL chassis. Which trade off will you make? Speed, power, size, footprint or all of the above?



SESSION 4 **1:45PM – 2:30PM**

Room 3

The New Judging Process

Presenters – Robyn Stephens, Angela Ireland, Patty Bauroth

This year the FLL judging process has changed. There will be one interview and new rubrics and new awards. Come learn about it all from these experienced judges.

Room 4

Time Management

Presenter – Joshua Smith & James Jones From team 42,

A session on how to manage your team's time. This session will go in depth with time management tools and tips, and along the way Wabbit be watching over us. We will cover strategy for time management and taking effective breaks.

Room 5

Building a Strong Robot

Presenter – FTC Team 7083, TundraBots & FTC Team 18190, TaigaBots

Learn how to use mechanical principles to create robust and efficient chassis and attachments.

Room 6

Master Programs

Presenter – Snehil Mathur

Learn how to reduce time spent in base and avoid human error by creating custom menu systems to select and run your programs during a match.



SPECIALTY TRACK ROOKIE TRACK – Room 1**Session 1
10:45AM****Core Values Basics**

Presenter – Ryan Bauroth FTC Team 16072 Quantum Quacks

In this session you will learn about team builders and the importance of them.

**Session 2
11:45AM****Learning to Love the Project**

Presenter – Alan Smith, FTC Team 16072, Quantum Quacks

In this session we will talk about how to make the FLL project not another school report but something that excites and motivates the team and helps to change the world.

**Session 3
12:45PM****Basic Programming for Rookies**

Presenter – Philip Smith, FTC Team 16072, Quantum Quacks

This season rookie teams can choose the EV3 or the Spike Prime robot platforms. Then there are also programming choices based on the brick and the computer you use. This session will establish what programming you are using and then go through the basics.

**Session 4
1:45PM****The Heart of FIRST LEGO League Challenge**

Presenter – Amy Brown Experienced Core Values Coach and Judge

No matter what else you learn, the key to succeeding in FIRST LEGO League Challenge is developing your Core Values and learning how to communicate them.



SPECIALTY TRACK COACH TRACK – Room 2

Session 1

10:45AM

How to have a Winning FLL C Season

Presenter – Alan Smith, FTC Team 16072, Quantum Quacks

This kick-off session will be about setting goals with your team, so you are aiming for more than a plastic trophy.

Session 2

11:45AM

Season Overview and Competition Schedule

Presenter – Shayla Sharpe, Sharpe Pursuits, Inc. - NC LL Event Planner

In this session, we will provide an overview of the virtual season tournament structure. Due to COVID-19, registration, team communication and tournament week procedures have changed to conform to an online environment.

Session 3

12:45PM

Tips for a Virtual Season

Presenters – Alan Smith, Rick Hallihan, Yelena McManaman

A season with virtual meetings is new for almost all of us. Come hear from a panel of coaches that have been doing off-season virtual meetings for things that have worked (and things that have not.)