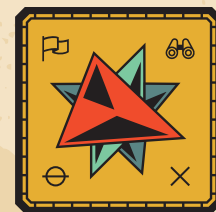


FIRST® LEGO® League Challenge UNEARTHED™ Season Overview



UNEARTHED™

About FIRST® LEGO® League Challenge

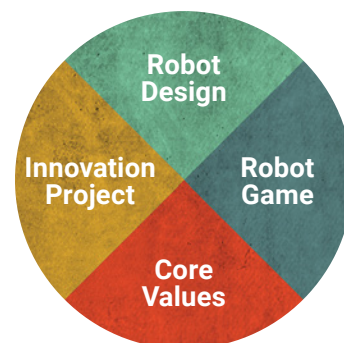
Friendly competition is at the heart of FIRST® LEGO® League Challenge, as teams of up to 10 children engage in research, problem-solving, coding, and engineering as they build and code a LEGO® robot that navigates the missions of the robot game. Teams also participate in an innovation project to identify and propose a solution to a relevant real-world problem. FIRST LEGO League Challenge is one of three divisions by age group of the FIRST® LEGO® League program.



Dig into UNEARTHED™!

During this archaeology-inspired season, teams use STEM and collaboration skills to unearth new findings about themselves and their collective communities to help build a better world.

There are four equally weighted parts of FIRST LEGO League Challenge: Core Values, Innovation Project, Robot Design, and Robot Game.



FIRST Core Values

The FIRST Core Values emphasize friendly sportsmanship, respect for the contributions of others, teamwork, learning, and community involvement and are part of our commitment to fostering, cultivating, and preserving a culture of unity.

Teamwork

We are stronger when we work together.



Inclusion

We respect each other and embrace our differences.



Impact

We apply what we learn to improve our world.



Fun

We enjoy and celebrate what we do!



Discovery

We explore new skills and ideas.



Innovation

We use creativity and persistence to solve problems.



Innovation Project

During UNEARTHED, teams were challenged to identify and research a problem faced by archaeologists and propose a solution. At tournaments, judges evaluate how the team used the engineering design process and Core Values in their work.



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SEASON RESOURCES

Robot Design

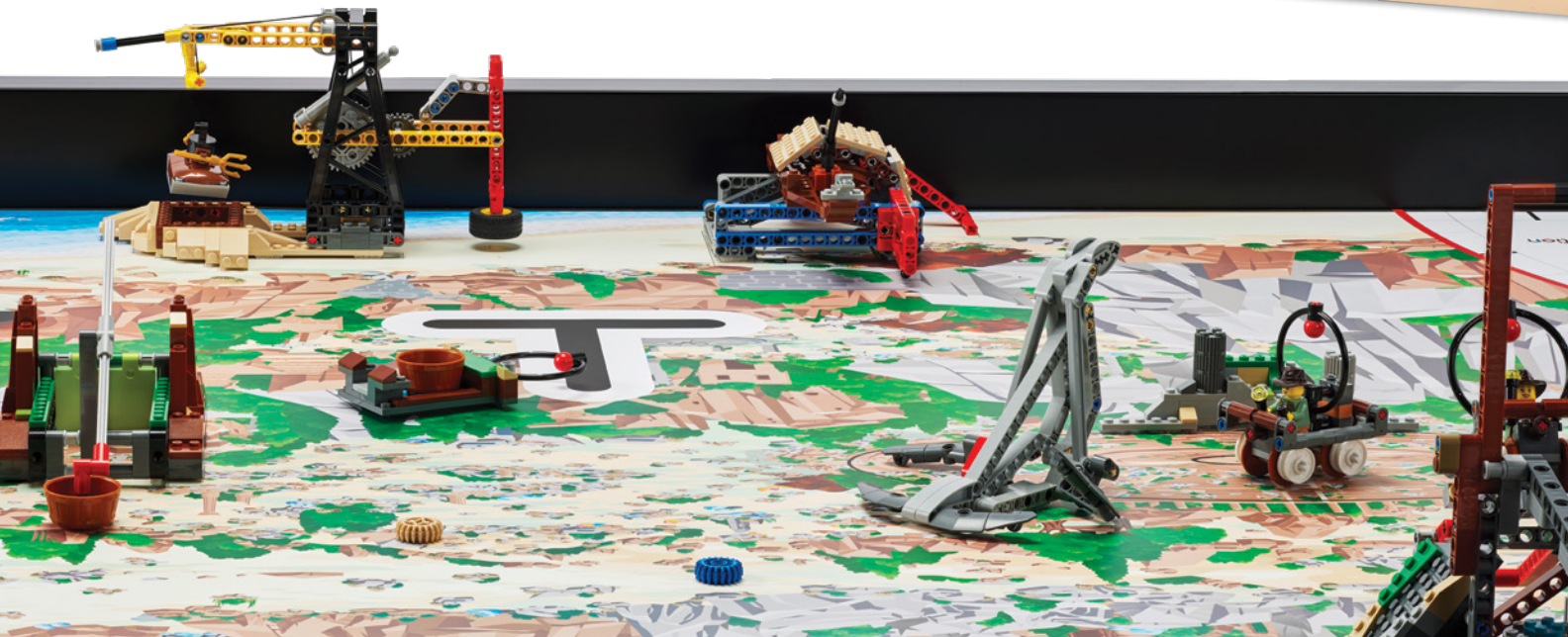
Teams work together to design, build, and program a LEGO robot with unique attachments and code that will complete missions in the robot game. They test and iterate on their design to successfully complete missions in the robot game, developing their building and coding skills along the way.

Robot Game

Using the robot they designed, teams race against the clock to complete as many missions as they can in each 2.5-minute match. The UNEARTHED game consists of 15 archaeology-inspired missions that test the team's engineering skills.

Tournaments

At *FIRST* LEGO League Challenge tournaments, judges use rubrics to assess teams' work and provide feedback. Teams also participate in matches at the Robot Game table, where they race against the clock for a personal best score. Champion's Award winners are determined by the scores across all four areas of *FIRST* LEGO League Challenge



Learn more about *FIRST* LEGO League and other *FIRST* programs at www.firstinspires.org.

FIRST LEGO League was created through an alliance between *FIRST*® and LEGO® Education.

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