



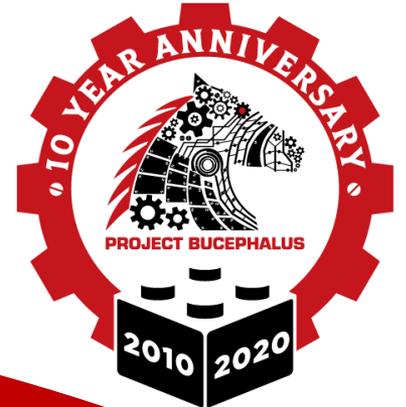
PROJECT BUCEPHALUS

5985

Learning. Sharing. Teaching.



UNIVERSITY OF WOLLONGONG AUSTRALIA



CHALLENGE



2020 FLL Kick-Off



2020 FLL Kick-Off

Introduction



Who are these people?



Credit: Google Maps



Credit: Dee Kramer (Destination Wollongong)





2020 FLL Kick-Off

Competed in 10 FLL Seasons (starting our 11th)

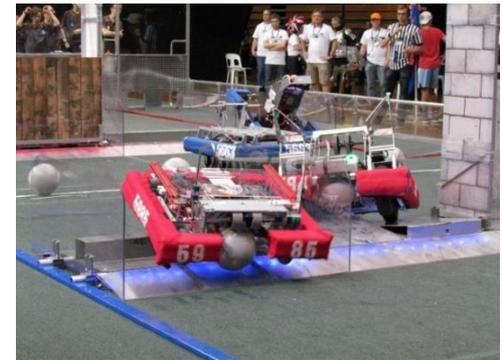
Attended 10 National FLL Tournaments

Qualified for 10 International FLL Tournaments

Run 6 FLL Regionals

Judges, Referees, Teachers...

FRC Mentors



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Event Overview



Format



Format

Warning: We are covering a **LOT** of information.

- Our normal Kick-Off covers every aspect of FLL in talks and hands-on lessons.
- ***Adapting this to a remote lesson is difficult!***
- Our goal is to provide as broad a picture as possible, with everyone learning something.
- The Engineering Notebook and Team Guide can supplement the material we provide.
- We will be releasing these slides as a PDF



Format

We're going to present a series of units on as many parts of the FLL as we can.

Post questions during each unit and we'll answer as many as possible at the end

There will be a longer question time at the end of the session (as long as we can spare!)

We're going to start with **Innovation Project** and **Core Values**, then move to **Robot Game**



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Event Overview



Philosophy and Expectations



Philosophy and Expectations

Rule GP1:

*You are “Gracious Professionals.” You compete hard against **problems**, while treating **all people** with respect and kindness.*

If you joined FIRST LEGO League with a main goal of “winning a Robotics competition,” you’re in the wrong place!



Philosophy and Expectations

Limitations:

#1: We Don't Know Everything!

All information presented is based solely upon the experiences of Project Bucephalus.

#2: We're not Perfect

Every idea can be improved. We can change our minds or be proven wrong!

#3: Never Stop Learning

Every point in this slideshow is in a constant state of improvement and re-assessment.



Philosophy and Expectations

FLL Teams Should:

#1: Use their own creativity to create a unique robot.

Being inspired by other teams is fine, but go beyond copying – try and improve things!

#2: Make their own mistakes and discoveries

This is how we learn best

#3: Deal with failure as well as success

This can be harder than it looks

#4: Seek new challenges each season

Always set new goals



Philosophy and Expectations

FLL Teams Shouldn't:

#1: Fail because of undetected, easy-to-fix issues

Cables coming unplugged anyone? If you're going to fail, you should try for new, spectacular mistakes!

#2: Be demoralised

There's no inspiration when a team fails continually without understanding why

#3: Be on their own

There's a wealth of knowledge to draw on



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