



Innovation Project: A Good Project

Picking a Project?

Team Discussion:

Question #1: What are your hobbies/interests?

Question #2: What are your Parent's interests/professions?

Question #3: What is unique about your community or perspective?

Question #4: What do you want to learn about?

What Makes A Good Innovation Project?

We'll let you know when we find out!

- The Innovation Project is the most open-ended part of *FIRST* LEGO League Challenge.
- We are constantly getting new ideas and approaches
- A brilliant approach one season may be completely unsuitable the next.
- Take advice – and then try and improve on it!
- **Always show Core Values!**

Innovation Project: Unofficial Rules

#1: Research the Project

The Project has rules. Read the Engineering Notebook and Challenge Guide to understand which subjects are valid!



Innovation Project: Unofficial Rules

#2: Don't Fear The Rubric

*In fact, the rubric is a great template for your Innovation Project.
It shows exactly what the Judges are looking for!*



Innovation Project: Unofficial Rules

#3: Research, Research, Research

You can never do too much research!

*Don't rely on Google. Include documentaries, articles, books, interviews with professionals, and **hands-on experiments**.*

Multiple Sources!



Innovation Project: Unofficial Rules

#4: Keep it Professional.

Involve as many Professionals as possible in your Project.

An emailed list of questions can be just as valuable as a personal interview.



Innovation Project: Unofficial Rules

#5: Milk it for all it's worth

Every team has their own opportunities and perspectives.

Location, Hobbies, Jobs, Contacts – these are all opportunities. Use them in research, solution, or even the presentation!



Innovation Project: Unofficial Rules

#6: Start with your passions

Begin your Research in areas where team members are enthusiastic. The results may surprise you!

Stage, sporting field, or great outdoors can all provide unique problems to be solved.

Innovation Project: Unofficial Rules

#7: Rocket-powered wheelchairs are cool

Don't restrict your ideas to "Sensible" solutions. Sometimes crazy ideas are fun, interesting, and valuable. Just remember to treat them seriously



Innovation Project: Unofficial Rules

#8: Never underestimate the power of an idea

Don't be too quick to dismiss an idea for an Innovation.

*Many good solutions have come from ideas that initially seemed
"lame", uninspiring, or just a lost cause.*

Innovation Project: Unofficial Rules

#9: Escape the Obvious

(Suggestion Only)

“Obvious” subjects will be tackled by lots of teams, particularly those mentioned in the Game Manual.

Look for something unusual!

Focus on a narrow area rather than an entire field – and then look for a broader application.



Innovation Project: Unofficial Rules

#10: Join the Circus

*Presentations can involve music, drama, special effects, gymnastics, dancing, mime, or **ANYTHING** you can think of.*

Be impressive. Be passionate. Be outrageous!



Innovation Project: Unofficial Rules

#11: 300 seconds

...that's how long you get for your Presentation. Don't waste a single one.

- *Set the scene and characters in the first few seconds – even if your presentation DOESN'T involve a skit.*
- *Go over the script and look for words to remove or shorten.*
- *Start strong and **be memorable.***
- *Rehearse!*

Innovation Project: Unofficial Rules

#12: The first script read-through should always go long

This is a good sign! Yes, you WILL have to cut material, but it's a sign of good research.

If you have time to spare, go and visit an extra professional or two (or read more books).

Innovation Project: Unofficial Rules

#13: FAQ (and Answers)

The Judges will ask questions: How do you prepare?

*Get the team used to being interviewed **BEFORE** the tournament*

Everyone should have something to talk about.

Innovation Project: Unofficial Rules

#14: Imitation is the sincerest form of flattery.

Murphy's Law for Innovation Projects...

The closer you are to your tournament, the more likely you are to discover someone has just solved the problem you are researching...or has come up with the same idea!

Don't let this discourage your team.

Research this new solution as part of your Project

Innovation Project: Unofficial Rules

#15: The Good Project

*Understand the purpose of the Innovation Project: **Discovery***

A Good Project will see your team members exploring, learning, and asking questions. Anything else is a bonus.



Picking a Project?

Time for a Demonstration...

(Need some volunteers from the audience)

[Link](#)

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Innovation Project: The Presentation

Adding on to the Unofficial Rules...

Practical Guide to Presentations (and what can go wrong)

Live Presentation Required

Videos can be used as enhancement ONLY

Can use PowerPoint Slides or Posters (More later)

Must include all team members

- Shy students can operate slides/posters
- Shy students can be scenery!

STRICT 5 Min limit

Written by students with coach help/feedback

Address scoring elements in rubric

Memorising lines looks good, but is not required.

A Guide to PowerPoint Use

Can't depend on tournament having Projector/Whiteboard (or even power!)

Use Posters or Flipboards OR run from Laptop only.

Use slides to enhance presentation:

- Pictures to accompany words
- Simple Stats or Graphs
- Key Points (e.g. Problem being solved)
- Summary Slide

MUST be set up without help

Train team to cope with technology failure.

Practice Makes Perfect

Practice setup as well as presentation

Rehearse movements as well as words

At bare minimum, students should be able to read words confidently

You will get faster as you practice

- Stay understandable
- Practice against the clock

Someone will miss their cue!

Practice covering for each other.

Practice Q&A

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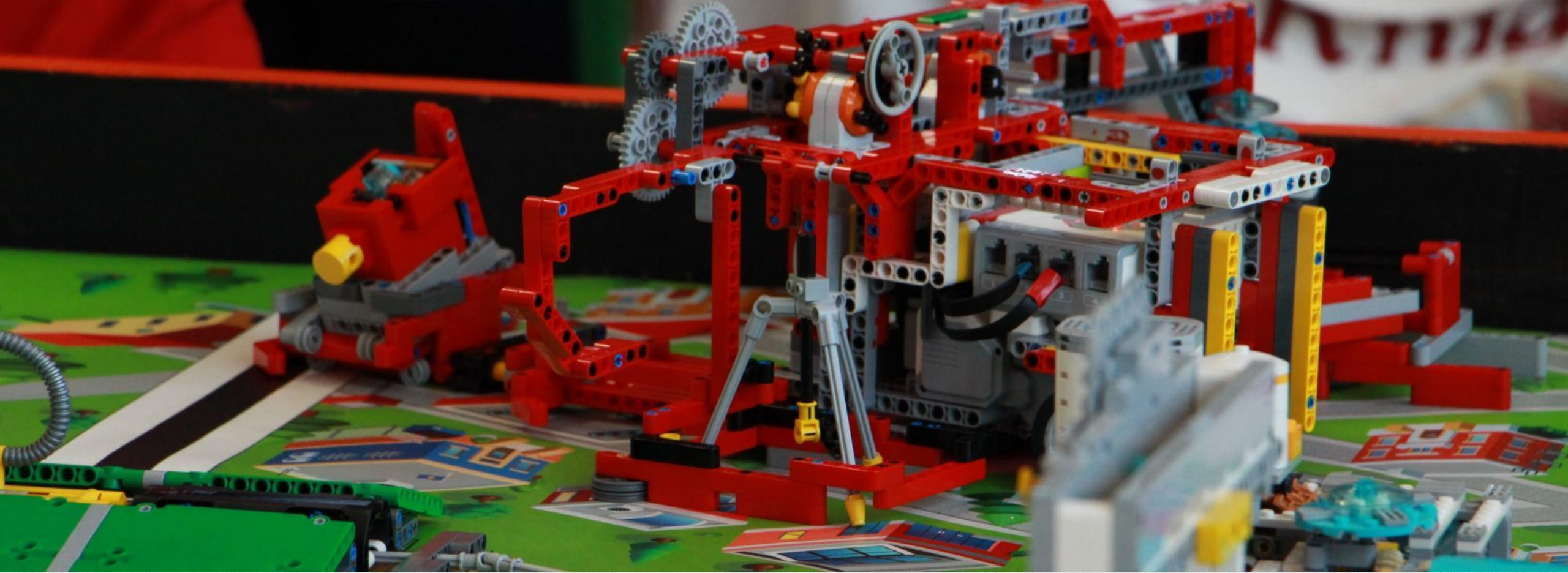


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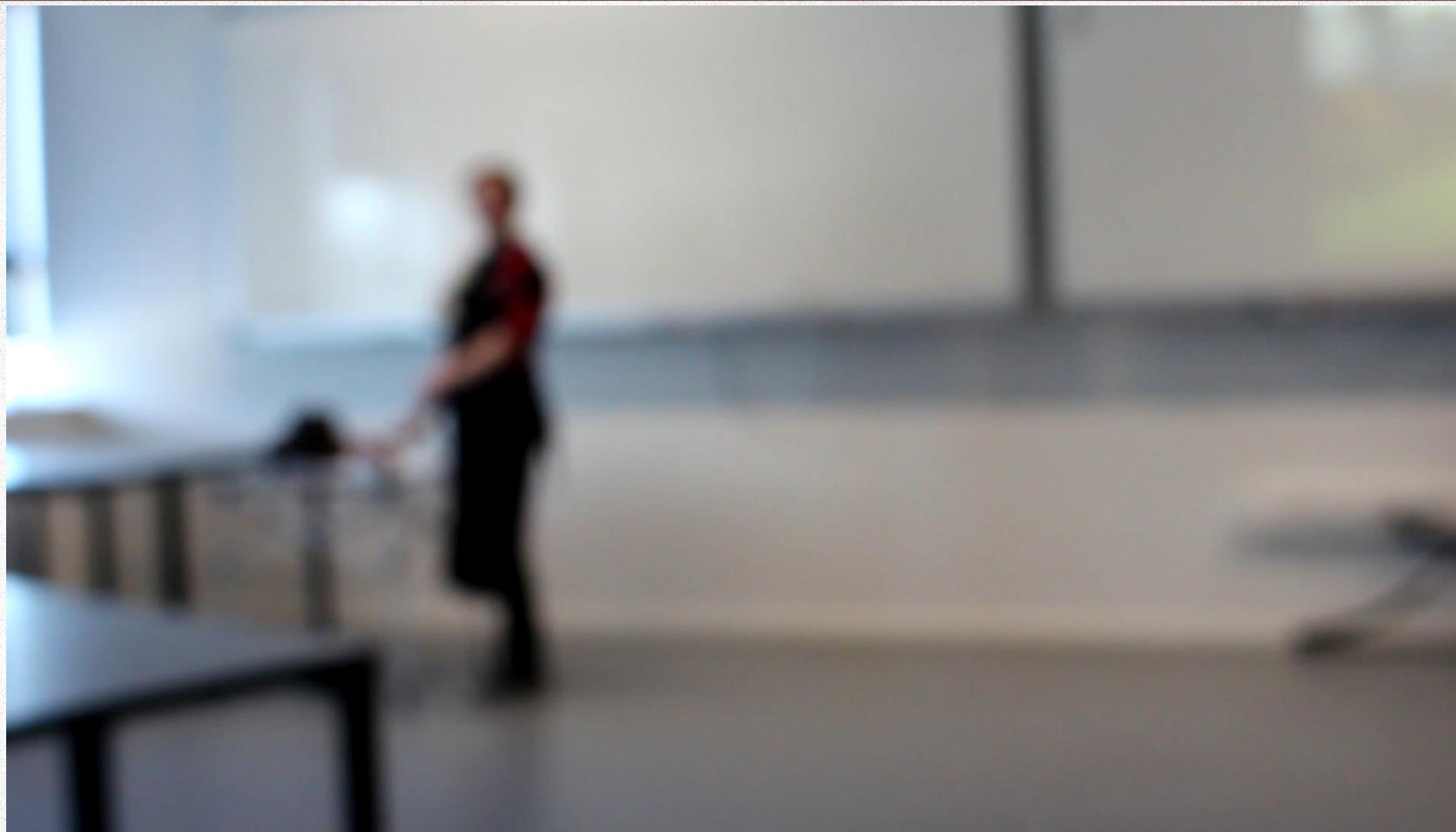
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Innovation Project: Encore

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