



# FIRST LEGO LEAGUE: FROM BEGINNERS TO WINNERS

## School of Computing

### Developing programming skills with LEGO robots

This one off session or series of 4 workshops (depending on what suits your availability) introduces students to scientific and real world problem-solving, as well as the basics of programming, as they complete challenges using LEGO robots.

It is a brilliant activity for students who are already engaged in programming and students who need an introduction to see the opportunities that programming can open. This activity is suitable for STEM clubs, as a classroom activity, for focus days and much more. The University of Kent hosts the regional FIRST LEGO League tournament each year, and this activity provides a taste of what it is like to enter a team in the competition.

We have a fleet of robots and accompanying software that we can bring to your school, and our academic lead and student ambassadors will deliver introductory workshops to help get you started.