Dear FIRST® LEGO® League team coaches,

Hello everybody and welcome to the 2019-2020 FIRST® LEGO® League CITY SHAPER season. A special welcome to all our new teams; we hope you will love FIRST® LEGO® League as much as we do and see the fantastic impact it can have on the young people taking part.

These email blasts are to support your journey through the season and help to prepare your team for their tournament. Remember it’s about making young people feel proud of what they can do and happy to be working in a team. The Core Values are the most unique and important part of FIRST® LEGO® League and together with your support this programme can really change lives. A huge thank you to you all!

Your tournament host will make contact in the coming months to let you know the details about competing at their event. In the meantime, we hope you enjoy getting started on the challenges. We look forward to another great season.

If you have not yet received your Challenge Set and Guides – it may mean that your order is still provisional, and that payment hasn’t cleared. We want you to get your kit as soon as possible so that teams can get going on the Challenge, so please do chase your finance teams and let us know if there are any issues.

If you have any questions about the website or resources that you cannot find, please do not hesitate to get in touch by emailing firstlegoleague@theiet.org.
Warm regards,

The IET FIRST® LEGO® League Team
firstlegoleague@theiet.org

Team Resources and the Given Mission

We tend to go on about this a bit, so we might as well start with it! The Team Resources page is where you will find all the digital content that you may need. This includes the Challenge Updates, training videos, and all the past Team Email Blasts.

It also contains the Challenge resources ZIP file. We recommend all teams download this as it contains the build instructions for your mission models, an overview of the challenge and rules, and the Given Mission resources.

**Given Mission** - This year teams are being provided with the build instructions and code to be able to complete part of Mission 2: Crane. **PLEASE NOTE:** Currently, the code can only be used on the Desktop version of the EV3 software. We will shortly be updating the resources with a tablet friendly version, and you’ll be the first to know once it is live!

Challenge updates

Throughout the season Challenge Updates are released that clarify or override the rules found within the Guides. The latest Challenge Updates can be found on the Team Resources page. **Make sure the team reads these** and understands them clearly.

Several updates have been provided since the start of the season but main points you need to be aware of are:

- The shape and setup of the Drone build (for Mission 3) has changed since the original instructions and guides were released.
- Clarification on the definition of ‘your community’ for the Innovation Project provided.
- Clarification on certain Robot Game rules and definitions.

Robot Game – changes to rules
This year sees some fairly big changes to the Robot Game rules. For veteran teams, say goodbye to Base and say hello to the Launch area, Home and the Inspection areas.

Check out ‘The CITY SHAPER Robot Game’ video by clicking the image above. This provides a quick overview of the rules for this season. You can find the full Robot Game rules within your Engineering Notebooks or within the Challenge resources ZIP file that you can download from the Team Resources page.

Training Webinars for coaches

Thanks to those of you that joined in on the first of a series of MINDSTORMS® training webinars provided by our friends at Raising Robots. Links to the recording of these webinars, along with other related resources, can be found by visiting this page.

Dates of future webinars, along with the links to join can be found below:

- 8 October - Staying on track (4pm - 6pm)
- 16 October - Staying on track (4pm - 6pm)
- 21 October - Staying on track (4pm - 6pm)

All the sessions will use the same link: www.gotomeet.me/raisingrobots. The sessions are a chance to talk things through, ask lots of questions and build up your #LEGOconfidence! You can check that your devices will work properly before the session using this link.

Mac users and the EV3

LEGO® Education® has an important announcement for FIRST® LEGO® League teams working on Mac Operating Systems (macOS). Please read the message below carefully and share with your teams where necessary.
The current version of the EV3 Lab software is not compatible with the upcoming update to macOS, called Catalina. We are introducing a brand-new EV3 app in November 2019, called LEGO® MINDSTORMS® Education EV3 Classroom. EV3 Classroom will feature a coding language based on Scratch that we are confident will unleash the full potential of EV3 in FIRST® LEGO® League.

To continue to enjoy an uninterrupted EV3 experience and to avoid losing your programs, we strongly recommend that you do not update to Catalina until the end of the FIRST® LEGO® League season in July 2020. If you have already updated to the new OS, or have further question, please contact Technical Consumer Service to discuss how we can help you during this transition period.

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**Top tip – the Guides are just a guide**

For the first year, all teams have been provided with a Team Meeting Guide and Engineering Notebooks. Along with information on the challenge and rules, these provide lesson plan style sessions that teams can work through.

The top tip here is that these are only a guide and are not compulsory. Teams can prepare for their regional tournament however they like, and whilst these guides may be of extra benefit to teams new to the FIRST® LEGO® League, you can pick and choose which resources you would like to use.

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