

CLASS PACK EVENT GUIDE



Running Your Festival

Purpose: The school festival is the culmination and celebration of the teams' work throughout the program.



PREPARATION (60 minutes before event)

Teacher:

- Set up the space as shown on page 5.
- If you have space, set up seating for spectators, team members, and families.
- Allocate each team an area with a table where they will sit and work during the festival and display their team model and poster.
- Get materials ready for additional activities (if desired) for teams to do during the reviewing time.

Teacher/reviewer:

- Decide where the teams will present their work and whether this will be to the whole class or just to the teacher and/or volunteer reviewers.
- Make sure you have copies of the reviewing sheets (one per team).
- Look at the formative assessment the teacher has recorded to understand the progress each team has made since the beginning of the program.
- You may want to have additional activities for the teams to do while other teams are being reviewed. This could include free building with LEGO® pieces or STEM-related activities.

Scaling up from the classroom

- If you have more than 5 teams, you can scale up the size of your festival and use a bigger room.
- The teams could do their presentations to reviewers in a separate room.
- You could provide STEM-related activities for teams.
- If there is sufficient capacity invite parents or other classes so teams can share the excitement with them.
- You could hold this event as a STEM night and invite the whole school and parents.



Running Your Festival

TASK 1: INTRODUCTION (10 minutes)

Teacher:

- Welcome the teams and share the schedule. See page [6](#).
- Emphasize the objective of the session is to allow teams to showcase their work. Remind them that the Core Values are an integral part of all they do.
- Show the *FIRST*® LEGO® League [Teamwork Makes the Dream Work](#) video. Encourage a FUN atmosphere.

Tips

- Sharing their work with an audience might be a new experience for some of the students, so encourage a supportive atmosphere and make sure your reviewers use positive language!
- Teams not being reviewed could serve as the audience during the presentations or share feedback with the team presenting.

TASK 2: REVIEWING (50 minutes)

Teacher:

- Give six minutes for each team to present their Team Model and Poster in any order.
- Allow four minutes for each team to answer questions from the teacher/reviewer or other students.
- Teams not being reviewed could be completing additional activities or look at the other teams' work.

Teacher/reviewer:

- Fill out the reviewing sheet to record each team's achievement. This can be found on page [7](#).
- This will add to the formative assessment the teacher has observed through the 12 sessions. You can find the formative assessment template in the *Class Pack Implementation Guide*.



Running Your Festival

TASK 3: CLEANUP AND AWARD DELIBERATION (10 minutes)

Teacher:

- Organize teams to clean up the classroom and put away their materials.

Teacher/reviewer:

- A reviewer's role is not to judge teams, but rather to show interest in each team's ideas.
- Use your observations of Core Values from throughout the program .
- Use pages [7-9](#) to help organize the reviewing experience and, if applicable, award selection.
- The goal of the event is to celebrate teams for their accomplishments.

TASK 4: CELEBRATION (15 minutes)

Teacher:

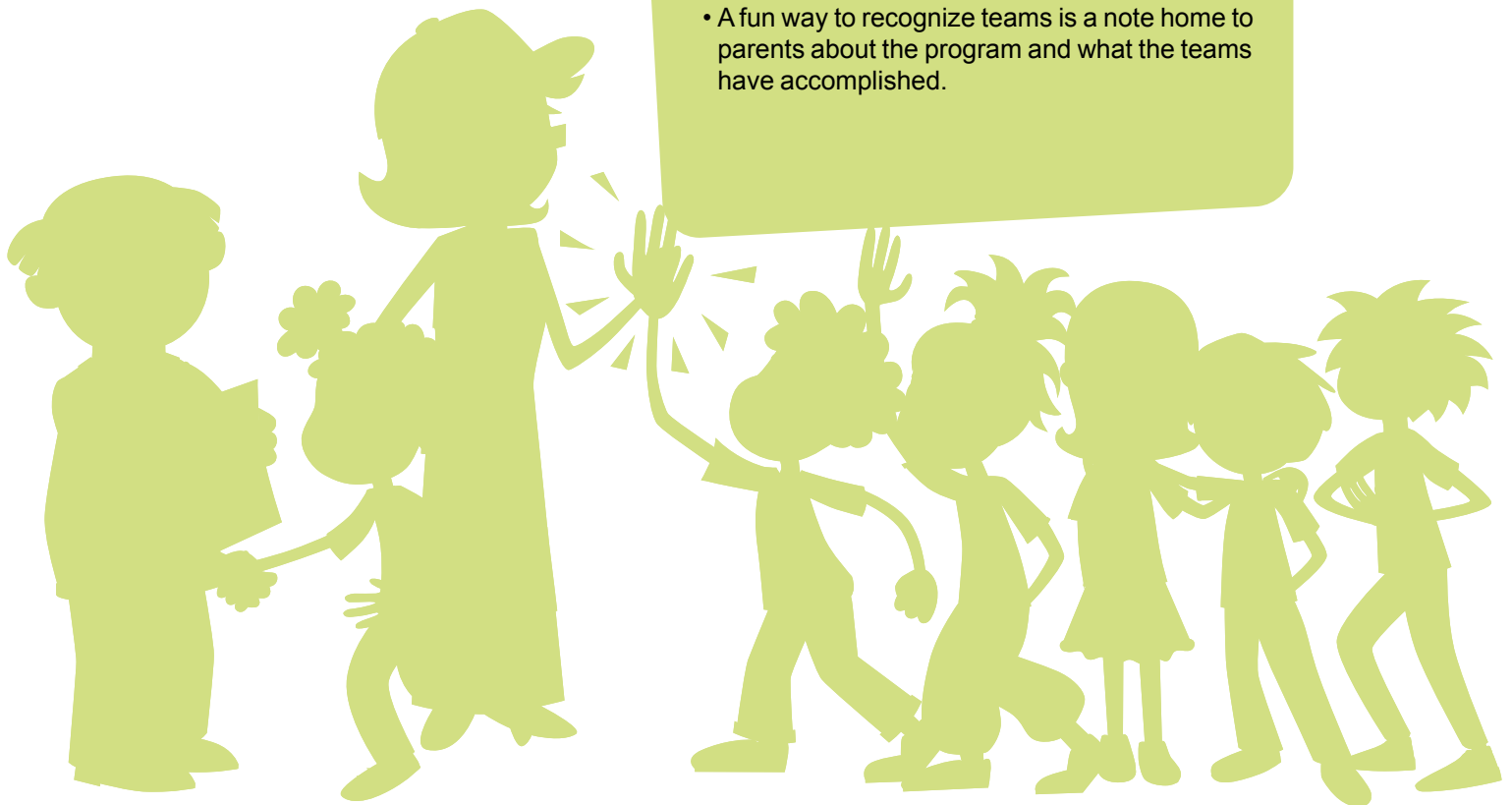
- Address the whole class and celebrate each team's achievements!
- Create a FUN atmosphere – you could repeat the *FIRST LEGO League* song.
- Give award(s) to the teams.

WHAT'S NEXT?

- Keep using the LEGO® Education WeDo 2.0 sets in your lessons. There are plenty of activities available [here](#).

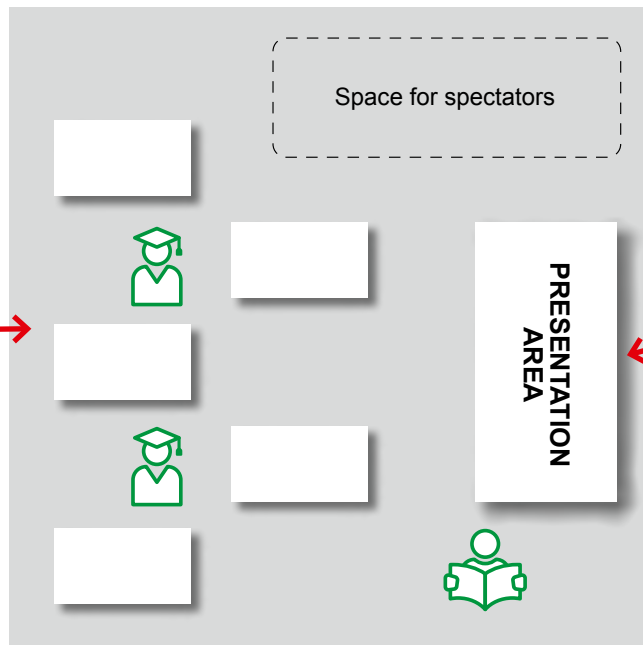
Celebration Tips

- Can you print a certificate for each child? You can also give a small prize like a medal.
- A fun way to recognize teams is a note home to parents about the program and what the teams have accomplished.



Festival Setup

Layout of your classroom



Team area with tables where teams sit and set up their materials. This can also be the space from where they present their work. Alternatively, they could take turns to move to a presentation area.

If you do not choose for teams to present at their tables, you will need a presentation area. This could be at the front of the classroom, to one side, or in a separate room.

Time

- When: During lessons in the school day, during an assembly, or after school.
- Timing: 2-3 hours depending on number of teams participating. This could be split over two different lessons.

Space

- The festival space could be a classroom, school hall, or other large room.
- A private space for the teacher and volunteers to deliberate the awards could be helpful.

Awards and Certificates

- An award list on page 9 is provided to recognize teams' achievements.
- Certificates or even small prizes are all very popular.
- You can find certificates on the *FIRST* LEGO League season page (firstlegoleague.org/season)

Staff



- 1 teacher can run this event.
- 2-3 volunteers would be useful if they are available. These could be teachers, school staff, older students, or parents.



- The teacher/reviewer needs a simple understanding of the program and the reviewing sheet which is found on page 7.



Sample Festival Schedule

Detailed Schedule

9:00-9:10	Introduction
9:10-9:15	Transition
9:15-11:05	Reviewing
9:20-9:30	Team 1
9:40-9:50	Team 2
10:00-10:10	Team 3
10:20-10:30	Team 4
10:40-10:50	Team 5
11:05-11:15	Cleanup and Deliberation
11:15-11:30	Celebration

All times are flexible and can be changed to suit your school schedule.

A festival can be delivered across one or two sessions, after school, or on the weekend.

Schedule Tips

- The sample schedule is for five teams. You will need to adjust the schedule to fit the number of teams participating.
- Additional activities can be completed during the Reviewing time.



Let's Celebrate!



Reviewing Sheet



EXPLORE

Name: _____ Team Name/Number: _____

Reviewers are required to tick one box on each separate line to indicate the team’s achievement.

Reviewing Criteria:

Beginning: This item was beginning to develop in the team’s model, poster, presentation, or answers.

Accomplished: The team clearly showed this item in their model, poster, presentation, or answers.

Exceeds: The team went above and beyond the challenge in this area.

CHALLENGE SOLUTION		Beginning	Accomplished	Exceeds
What did your team learn about the challenge?	The team learned about the challenge and explored possible solutions.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How could this impact your community?	The team’s solution has the potential to make a great impact on the community.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CORE VALUES		Beginning	Accomplished	Exceeds
How did you use Core Values?	Team members explained how they worked as a team and understood the Core Values by giving examples.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
What skills did you learn from each other?	Team members demonstrated they learned new skills when working together.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TEAM MODEL		Beginning	Accomplished	Exceeds
Describe your team model.	The team described the team model and the solutions to the challenge that it represented.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How did you include your Explore Set in your team model?	The team described how they creatively used one or more of the components in their team model.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CODING		Beginning	Accomplished	Exceeds
What part of your model is motorized?	The team explained how they used motor(s) and sensors to make their model move and be interactive.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How did you code your motorized part?	Team members explained how their code made their model move.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TEAM POSTER		Beginning	Accomplished	Exceeds
What did you include in your team poster?	The poster showed information about their challenge solutions, team model, coding, and their team.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How does it show your team journey?	Team members told or showed how they worked as a team to create their poster.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Reviewing Questions



EXPLORE

Here are a series of questions to prepare for the event. You can use these questions to help the teams explain their journeys, what they learned and created.

Challenge Solution

- What did your team learn about the challenge?
- How could this impact your community?

Core Values

- How did you use Core Values?
- What skills did you learn from each other?

Team Model

- Can you describe your team model?
- How did you include your Explore Set in your team model?

Coding

- What part of your build is motorized?
- How did you code your motorized part?

Team Poster

- What did you include in your team poster?
- How does it show your team journey?

Awards List

Use the reviewing sheet to help with the allocation of awards. Each team should receive one award. The same award can be given to several teams.

Challenge Solution Award

These teams showed excellent problem-solving skills to create an innovative and helpful solution to the challenge.

Coding Award

These teams gave effective explanations about how their code made their team model move and showed good communication skills.

Core Values Award

These teams demonstrated great teamwork as they explored the challenge, showing they fully understood the *FIRST*® Core Values.

Team Poster Award

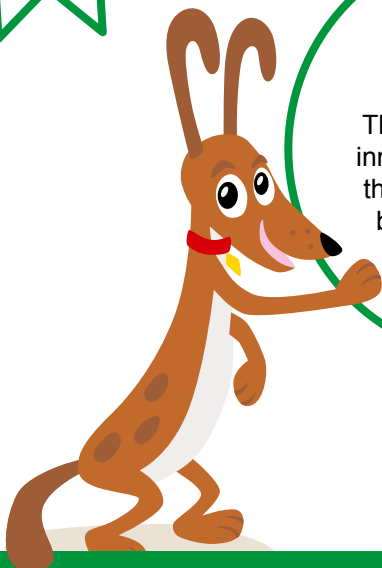
These teams showed creativity on their team poster and clearly explained what they had learned through their *FIRST*® LEGO® League Explore team journey.

Team Model Award

These teams displayed innovation and creativity through the design and building of their team models.

Name Your Own Award

These teams can be recognized for achievements outside the award list, for example, the Community Impact Award.





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