

FLL Coaches' Promise

As the coach of a *FIRST*LEGO® League (FLL) team, please read the information below for further understanding of FLL core values. As coach, you are responsible for honoring and communicating FLL core values to team members, team volunteers, parents, and others affiliated with your team.

All teams are expected to abide by FLL rules and guidelines as they exist now and as they may be set forth during the season. Team rules, guidelines, and policies and procedures are detailed in this handbook. Any updates, additions, participant consent forms, volunteer recruitment, screening, and supervision guidelines for the team will be communicated to FLL coaches via email and posted on the *FIRST*LEGO® League section of www.usfirst.org.

MY PROMISE AS COACH:

- 1) The children come first. FLL is about the children having fun and getting excited about science and technology. Everything my team does starts and ends with that principle.
- 2) The children do the work. This is their opportunity to learn and grow. The children on my team do all of the programming, research, problem solving, and building. Adults can help them find the answers, but cannot give them answers or make decisions.
- 3) My team is comprised of ten or fewer members (all team members participate on only one team), registered as an official FLL team, and all team members are no older than 14 on January 1st of the Challenge year.
- 4) FLL communicates with my team via my primary email address, and I am responsible for reading and relaying all aspects of FLL guidelines and rules to my team, other coaches, volunteers, and parents.
- 5) I will encourage my team members, other coaches, volunteers, parents and team supporters to develop and practice a set of FLL Values that reflects *FIRST's* goal to change culture in a positive way by inspiring others through our team's actions and words.

Coach Signature: _____	Date: _____
Print Name: _____	
Email: _____	Phone: _____
Team Name: _____	Team Number: _____

Coaches: Please keep a copy and provide a signed copy to your program organizer.