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RESEARCH PROJECT TIMELINE

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ABOUT THE AUTHOR

- Seshan Brothers were on team Not the Droids You Are Looking For
- Our research project for Trash Trek was a Global Innovation Award semi-finalist project (Top 20 out of 30,000 teams).
- Our research project in Nature's Fury won Innovative Solution at the FIRST LEGO League International Open in Toronto.
- Our research project for World Class was EV3Lessons.com! ;-)
- We are the Champion's award winners from World Festival 2018. We were selected for an Encore Presentation at World Festival for our project presentation.



TIMELINE: WORKING BACKWARDS

- We like to *begin at the end!*
 - On a calendar, mark down when your first contest is (in this document, we picked October 15), then work your way backwards keep all the items you must complete in mind.
 - Adjust the dates depending upon how much time you will have.
- What you must complete by your first qualifier:
 - Pick a topic
 - Research that topic
 - Come up with an innovative solution
 - Share that solution
 - Improve/Iterate the solution
 - Write a presentation for judges
 - Create props and poster boards
 - Practice your presentation

AUGUST 1ST: CHALLENGE RELEASE

- The Challenge document is released on August 1st.
- Read it very carefully to see if there are any rules specific to the season that would limit what topic your team can research
- For example, in Nature's Fury, you had to pick from a specific list of natural disasters.

AUGUST

■ **August 8: Narrow down topics**

- Everyone should come to the team meeting with some background research on a topic that will fit the Challenge. What would they like to research.
- Each team member makes a presentation. Team should listen to each other and then narrow down some topics. These topics (or subtopics) can be redistributed for further research.

■ **August 15: Pick a problem**

- Everyone should have done some research on the narrowed-down topics and present possible problems, possible solutions, and possible fieldtrip ideas
- Using whatever method the team prefers to select ideas, the team should pick their research project topic for the season.
- Team should come up with a list of possible research sources and begin contacting any experts.

■ **August 22: Go on fieldtrips, do research**

- Team should work on their background research to find out more about their chosen topic and problem.

■ **August 29: Go on fieldtrips, talk to experts, read books, etc.**

- Continue your research, develop your innovative solution idea

SEPTEMBER

- **September 5: Finish your innovative solution**
 - Finish and test your innovative solution
 - Create any presentation materials to share your project with others (slides, posters, prototype)
- **September 12: Refine Solution and share it with others**
 - Share your project with others, especially those who can benefit from your solution
 - Get feedback and incorporate the feedback into your final solution
- **September 19: Share your project solution**
 - Share your project with others, especially those who can benefit from your solution
 - Get feedback and incorporate it into your final solution
- **September 27: Finalize solution and write drafts**
 - Finalize solution
 - Have the presentation drafted and have everyone read through their lines. Check to make sure that you will be under the time limit. Tweak lines if necessary.
 - If you are creating a research poster board, split up the tasks
 - If any props are needed, make them.

OCTOBER

- **October 1: Scripts, Props and Posters**

- This week, make sure that scripts are complete. Finish up the poster board (if you use one) and any props you might need.
- Practice the skit multiple times (keep a printed copy handy) and finalize your presentation

- **October 8: Full dress rehearsal**

- Everyone should have their lines memorized, props and poster board ready. Practice coming in and setting up and presenting in 5 minutes

- **October 14: Final rehearsal**

- Teams often meet one last time the day before a competition to practice and pack up.

- **October 15: Qualifier**

- Remember to take all your props, poster boards, etc.
- If your team created handouts for the judges, remember to take them too (not required)

CREDITS

- This lesson was written by Sanjay and Arvind Seshan
- More lessons available at www.ev3lessons.com and www.flitutorials.com



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