

Successful (entry) as a coach in the FIRST LEGO League





2006 2025

Objectives and format for the workshop today

Knowledge transfer to teachers/coaches, so that they (right in the first season) are so successful that they stick with it.



We take photos and videos for our website, training material and presentations.

A lot:

- try out
- experience
- work it out yourself
- ask questions

little:

- lean back

The methods are intended for children!



Golden rules for FIRST LEGO League Challenge Coaches



Provide room for fun



Make project management tangible



Plan the team composition



Encourage team cohesiveness



Be a catalyst



Competition documents - read and have them read



Facilitate creativity



Live short feedback loops



Minimize risks



Get in the mood for the competition



Build knowledge and share



Take a long-term approach to success



Provide room for fun



1

Why is this important?

- Fun is important for learning success.
- If you don't make room for it, you create false ambition.
- Creativity is stifled.

Our advice

- Plan time for it.
- Find the right balance between nonsense and goal orientation. Too much nonsense is unproductive.
- Allow and celebrate "epic fails".

Activities

- Just have fun.

After the workshop you can read and deepen

- Time-lapse videos of workshops
- Introduction to the FIRST LEGO League Challenge
- Videos from the FIRST LEGO League competitions
- Project management with Scrum
- Core values
- Researching
- Process Modeling
- Robot design
- Robot Game (incl. building instructions for Robotgame tables)
- Register a team
- Rules and jury evaluations
- NanoGiants Academy e.V.



The screenshot shows the NanoGiants Academy website with the following content:

- Materialsammlung zum Workshop „FLL Jumpstart“**
- Text: "In diesem Beitrag ist eine Linksammlung zu den Themen, die im Workshop vorgestellt wurden." and "Die Seite wird nach jedem Workshop aktualisiert. Letztes Update: 24.02.2020."
- Text: "Wir freuen uns über jede Art von Feedback dazu. Bitte einfach per Mail an academy@nanogiants.net."
- Die Präsentation als PDF**
- Thumbnail for "FLL Speedtest Rückblick: Erfolgreicher (Einstieg) als Coach in die FIRST LEGO League" with text "Version vom 23.02.2020".
- Time-Lapse-Videos von Workshops**
- List of workshops: Niesitz 2020, Leisnig 2019, Garmisch 2018, Haldenberg 2019, Furtze 2019, Frankfurt 2019, Luxemburg 2018, Schwabach-Gunzels 2016.
- Einstieg in die FIRST LEGO League**
- Text: "Videos vom FLL-Wettbewerb"
- List: "Regionalwettbewerb Haldenberg 2018 (Einzelgymnasium)", "Private Central Europe @Garmisch 2019 (Die besten 27 von über 1300 Teams)".
- Projektmanagement mit Scrum**
- List: "Wikipedia-Artikel"
- Text: "Suchanfrage/URL für alle, die helfen eintragen wollen." and "Die Scrum-Methodik (Management) der Betriebswirtschaftslehre der erfolgreichsten Unternehmen von Jeff Sutherland. Gibt es auch für Kinder und als Hörbuch."
- Teamwork**
- List: "Schneller Einstieg zur Kommunikation im Team: LEGO-Brenn-Spiel"
- Sub-list: "LEGO-Brenn kaufen:"
 - "Overstock" - direkte Anfrage schreiben
 - "Über Bricklink.com" direkt das Set nehmen oder Einzelteile bestellen.
- Text: "Teilnehmer nach Berlin: Wikipedia-Artikel"
- Forschung**
- List: "Video Forschungspräsentation aus der Saison „Senior Solutions“"
- Sub-list: "Präsentationssoftware aus dem VHSI-Praxi"
- Text: "Verschiedene Präsentationsformen."



There is not one perfect package that fits *all* teams.

- Not every team wants to make it to the final!
- Take what you like from today!
- Have the courage to try new things!
- But don't do it again if it doesn't work!



Our ideas and concept (e.g.)

- Multi-year path to success
- Plenty of time for team meetings
- Free choice of children

Your restrictions (e.g.)

- Unclear perspective
- Few hours per week
- Limited to one year group

**You decide,
what you make of it!**

FIRST LEGO League





The FIRST LEGO League Challenge is more than just a robotics competition

Robotics competition

Programming
Constructing

FIRST LEGO League Challenge

Reliability
 Measurement and control engineering
 Feedback
 Project Management
 Reaching out to others
 Communication
 Research
Teamwork
 Decision Making
 Constructing
 Finishing Tasks
 Presenting
 Programming



FIRST LEGO League Challenge - Competition in Heidelberg 2018



<https://youtu.be/VuWVqox9BYg>





CHALLENGE

- Worldwide competition
- Teams of 9- to 16-year-old children
- since 1999
- A different theme every year
- Over 30,000 teams in over 70 countries
- 731 teams in D-A-CH in the 2024/25 season

Robot Game

- Playing field/tasks known
- Competition: 2:30 minutes to score as many points as possible. Three independent attempts.

Robot-Game

Research

- Topic given
- Children choose a problem, invent a solution, talk to experts and publish their work
- Competition: 5:00 minutes Presentation of **procedure and result** and then discussion with expert jury

Forschung

Robot design

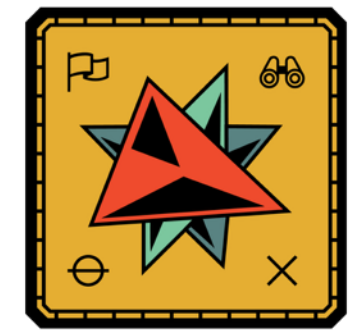
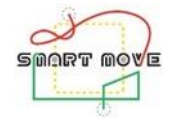
- Children build/program and test/improve their own LEGO robot (SPIKE or MINDSTORMS)
- Competition: 5:00 minutes presentation and then discussion with expert jury. The children explain how they **proceeded**, how they tested and how the design has changed as a result.

Core values

- Children work on solutions for the other three categories, agree on goals and become a team
- Contest: Living by example

Teamwork

Each year has a different theme for research and Robot Game



UNEARTHEDTM

Season 2025/2026

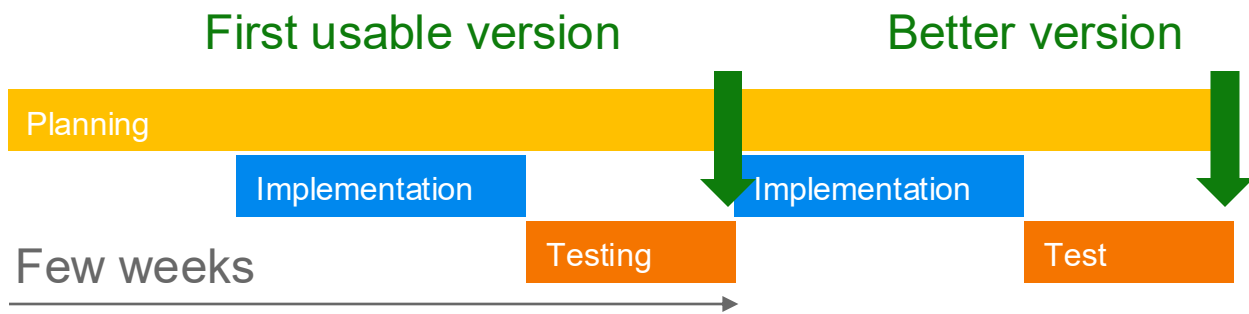
Project Management



Classic = waterfall



Agile = Scrum



- 1 Visible worklist
- 2 Short feedback loops
- 3 Learn early from mistakes

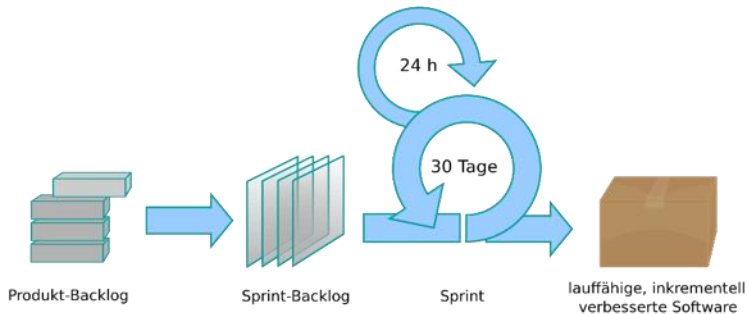


Scrum in software development

Break down the entire duration into "sprints" of a few weeks. Review of priorities after each sprint.

Breakdown of product requirements into subtasks that can be completed in one day.

Overview of all outstanding tasks in the "back log".



Graphic: <https://de.wikipedia.org/wiki/Scrum>

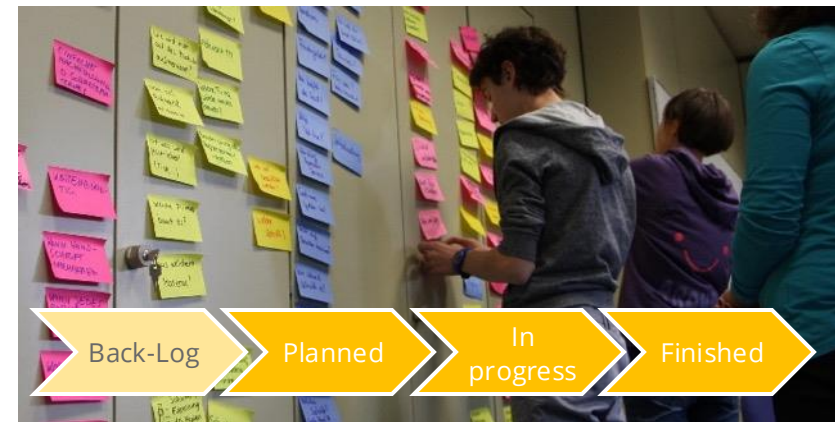
Scrum with children in the FIRST LEGO League

Sprint = one or a few weeks.

After each sprint

- test
- Celebrate what has been done
- Determine what needs to happen next

Overview of all outstanding tasks and ideas in the back log.





2

Why is this important?

- The children have to find out for themselves what still needs to be done, share tasks and determine the sequence.
- Short feedback loops with real tests allow the children to see what really works.

Our advice

- Use the "Scrum" project management method.
- Visible back-log in four categories:
 - Back-Log (= later)
 - Planned
 - In progress
 - Finished
- If electronic, then e.g. MS Planner

Activities

- Let children work with Post-Its.
- Let them prioritize.
- Ideally, post tasks visibly in the team room.
- Use "How to make toast" to understand processes and recognize tasks.



**"My school has a
successful
team at the competition
in <...> on <...>"**

Which activities must be included in the back log?





Team and coach

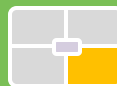


Which activities for "Communication in the team" must be included in the back log?






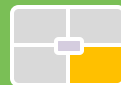


Team roles according to Meredith Belbin (1981)



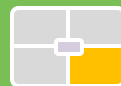
Effects of team composition from different personality types on team performance.

Team role	Role contribution	Characteristics	Permissible weaknesses
 Plant	introduces new ideas	unorthodox thinking	often lost in thought
 Resource Investigator	develops contacts	communicative, extroverted	often too optimistic
 Coordinator	Promotes decision-making processes	self-confident, trusting	Can be perceived as manipulative
 Shaper	Has the courage to overcome obstacles	dynamic, works well under pressure	impatient, tends to be provocative
 Monitor Evaluator	examines proposals for feasibility	sober, strategic, critical	Lack of ability to inspire
 Teamworker	Improves communication, reduces frictional losses	cooperative, diplomatic	indecisive in critical situations
 Implementer	puts plans into action	disciplined, reliable, effective	inflexible
 Completer Finisher	Avoids mistakes, ensures optimal results	conscientious, punctual	overanxious, reluctant to delegate
 Specialist	provides specialist knowledge and information	self-centered, committed, specialist knowledge counts	Often gets lost in technical details





Team Tövicsapat FLL from Budapest, Hungary



Good

- Motivating and moderating team discussions
- Demand variety and stability
- Create realistic test conditions
- Make progress and remaining effort visible
- Give impulses when the children are stuck

Not good

- Building
- Programming
- Make decisions about ... basic construction, tools, order of missions, routes, ...





That's right. Bumbling, weird stuff that ruins my absolutely perfect stuff.

All the things people build. They probably just see chaos.

You don't necessarily have to be the bad guy.

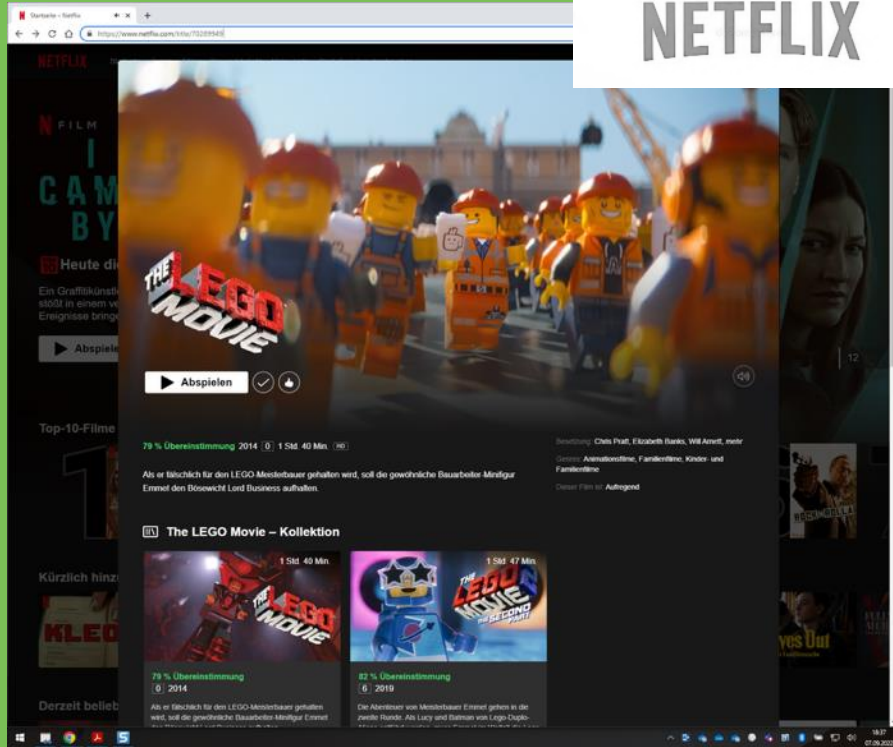




Watch "The LEGO Movie" with the whole team



NETFLIX





3

Why is that important?

- It takes spinners, engineers, finishers and much more.
- Especially in everyday school life, children tend to be lone fighters rather than team players.
- Diverse teams produce the most creative solutions.

Our advice

- Girls change the dynamic.
- Use "team roles according to Belbin" to understand who is still missing.
- Consider reasonable age range.
- Consciously plan the team composition.

Activities

- Let the children find out what strengths they have and which roles are well filled.
- Consider with the children which roles/skills are still missing.
- Let the children find out who is suitable.



4

Why is this important?

- Core values is one of the fundamental concepts that the FIRST LEGO League aims to convey.
- The children should grow together into a real team instead of just being a community of purpose for a season.

Our advice

- To let them invent team rules themselves and adapt them if necessary.
- Plan teamwork games as an integral part of the meetings.
- Do things outside of the FIRST LEGO League.
- Stay together after the competition.

Activities

- "LEGO Ducks" by NanoGiants Academy
- Teamwork games (trust, touching, winning together, ...)
- Barbecue, climbing, baking pizza, ... (everything you can't do well alone)
- Setting up the pitch together.
- Design team T-shirts.



5

Why is that important?

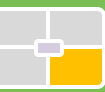
- "Being a coach" means managing the project and the process, but interfering as little as possible in the content.
- Children need methods and impulses, but not instructions.

Our advice

- Being part of the team - on the same wavelength.
- Demand quality, e.g. stable robot tools.
- Let them try out different approaches and solutions.
- No school atmosphere.

Activities

- Let children define goals and remind them of them.
- After each sprint, reflect with the children on what was good and what should change.
- W-questions - again and again W-questions!!!



Which "Team and coach" activities need to be in the back log?



What would you like to eat?



Research

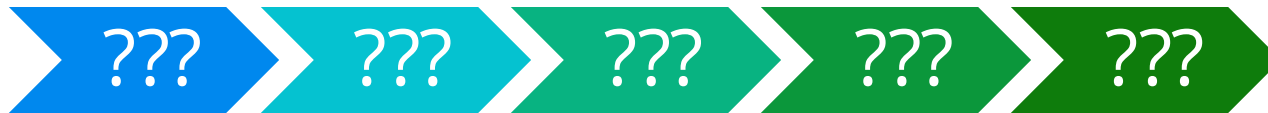




https://youtu.be/GvZ5RSG_iX0



What must have happened beforehand?



1

All relevant steps on an A4 sheet

- Symbols, no texts

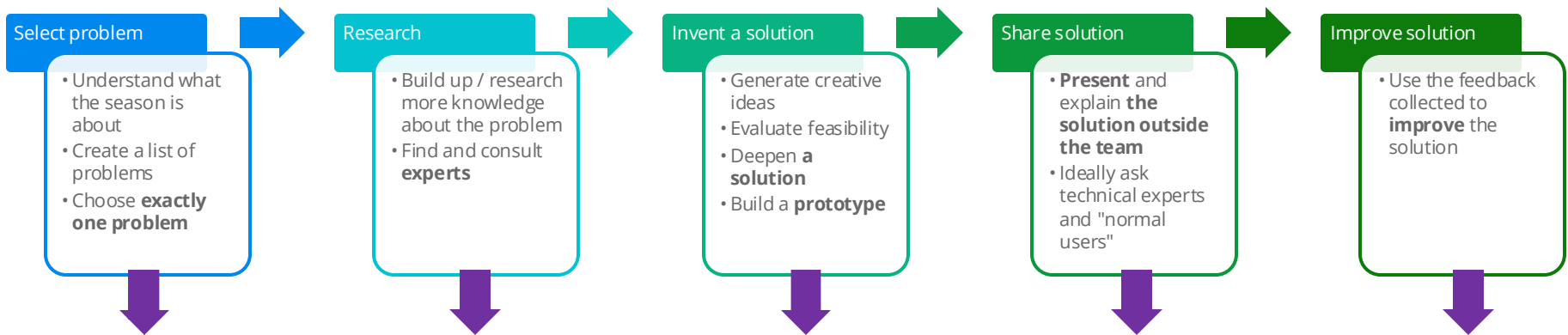
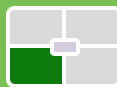
2

Transfer steps to Post-Its

- Adjustments if necessary

3

Compile into a complete process chain



Presenting together



How to make toast?



Tom Wujec on TED.com

https://www.ted.com/talks/tom_wujec_got_a_wicked_problem_first_tell_me_how_you_make_toast?language=de



6

Why is that important?

- The jury judges according to the rules of the FIRST LEGO League. Only if you know them can you expect to score a lot of points.
- In the Robot Game, the children have to discuss with the judges without the help of a coach.

Our advice

- Don't make any assumptions.
- Know all the rules and scoring sheets yourself. 😊
- Make children responsible for working out the rules themselves.
- Read FAQ / season updates (or have them read them). If necessary, ask HoT yourself.

Activities

- Print out documents, cut them into small pieces and give them to the children to read. Then discuss everything as a team.
- Visualize as much as possible.
- In discussions, get the children to back up their point of view with the rules.

Which medium or which media mix?





7

Why is this important?

- Everyone is creative, but not everyone believes that about themselves.
- In a team, ideas can build on each other.
- Ideas from the "spinnners" are necessary so that the "engineers" can find new ways.

Our advice

- Use the "design thinking" method: Interplay between breadth and focus.
- Rapid prototyping.
- Hands-on research.

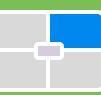
Activities

- Generate masses of ideas with post-ITs and then make a selection
- For research assignment:
 - Learn what is important when building a prototype.
 - Look for experts who get involved in "completely different approaches".
- Let them work "without words" more often

Which "research" activities must be included in the back log?







Robots



MINDSTORM EV3



45544

SPIKE PRIME



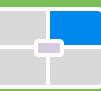
45678



For both hardware platforms there are many different programming environments.

LEGO offers **EV3 Classroom** and the **SPIKE** app.





 education



SPIKE PRIME



Force sensor
"Touch"



Color sensor



Distance sensor



SPIKE "block"
= Hub



motors



Motors / sensors: A to F.
3x gyro sensors inside the hub



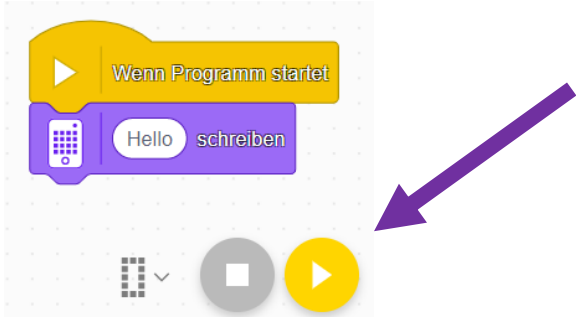
<https://nano-giants.net/jumpstart-bot-spike>



Building robots and connecting them to BT

Aufgaben

Build the "Jumpstart-Bot".
Connect the SPIKE to your notebook/tablet via Bluetooth.



Tipps

Connect motors and sensors to the ports of the SPIKE as required
Axis length =
Number of holes in hole bars

Driving

Aufgaben

Try out the motor blocks.

Tipps

Test with different parameters.

Don't let the robot fall off the table.

Stop with sensor

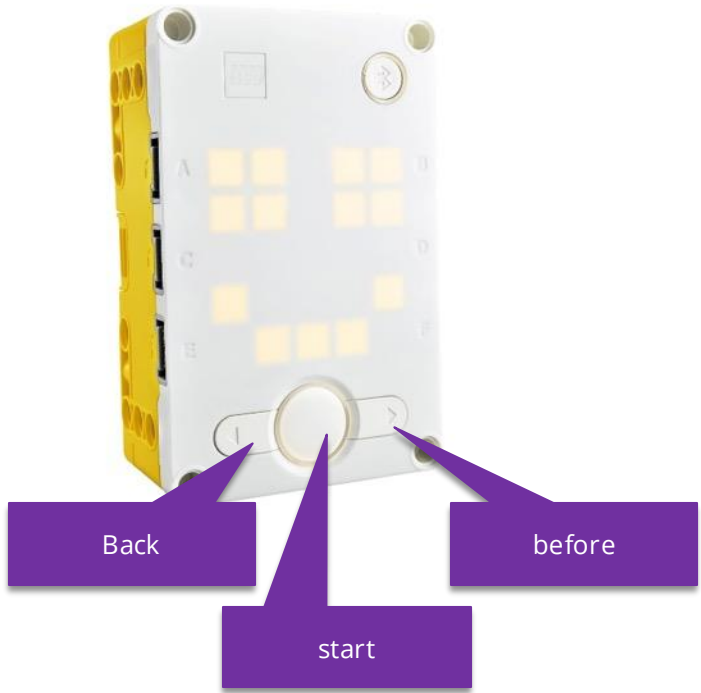
Aufgaben

- Creates a new program with a descriptive name.
- Writes a program so that the robot drives up to a black line and stops.

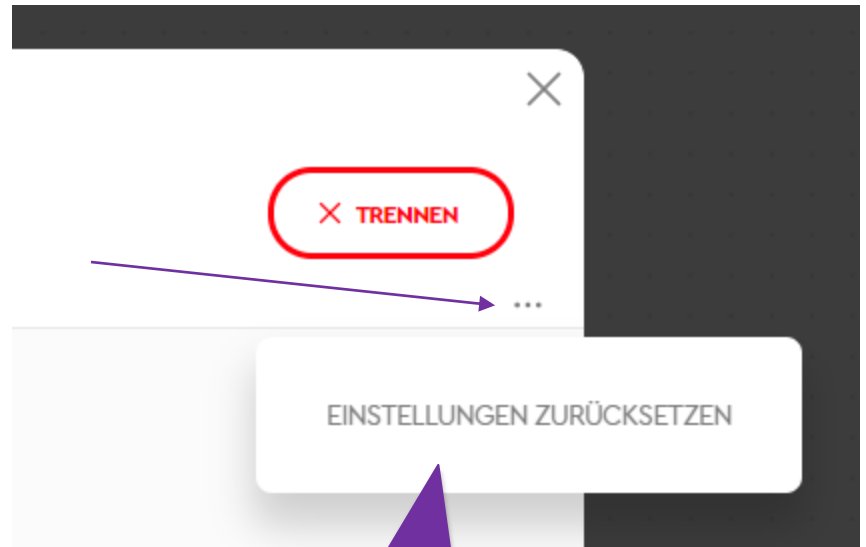
Tipps

- Really creates a new program. 😊
- Tests with different values for the speed.

Select and start on the SPIKE



Clean up with the SPIKE app



Delete all programs without confirmation prompt

Clean-Up

Aufgaben

Give your programs descriptive names if this has not already happened.

Include comments.

Download the programs on the SPIKE in the correct order

Tipps

Imagine that someone who is not here today is supposed to develop your programs without you.

Difference between the SPIKE Prime and MINDSTORMS "Retail"

SPIKE Prime (45678)



Force sensor
"Touch"



motors



484,99 €
lego.com
on 01.07.2025

Color sensor



Distance sensor



528 parts

MINDSTORMS Robot Inventor (51515)



Discontinued
Dec 2022



949 parts

LEGO Education SPIKE Prime Expansion Set (45681)

From LEGO Education especially for FIRST LEGO League Challenge

149,99 €
lego.com
on 01.07.2025



Color sensor



Large motor

Gears and other parts



Large wheels

604 parts



369,99 €
lego.com
on 01.07.2025

**SPIKE "block"
= Hub**

Color sensor



**3x3 RGB
Color light matrix**



motors



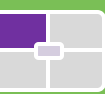
**Motors / sensors: A and B.
3x gyro sensor in the hub.**

449 parts

Which "robot" activities must be included in the back log?







Robot Game





**SAP Nano Giants
FLL Central Europe
Final Tournament
Jan 12, 2013**

**Robot Game rules
change with every
season!**

Score: 540

<https://youtu.be/wmgSOzedIEQ>

Mini robot game missions (CITY SHAPER)

The image shows a top-down view of a LEGO City Shaper game board. On the left, there is a 'Home' area with a 'Units' callout pointing to a stack of LEGO bricks. The main board features a winding path, a river, and various structures. Several callouts with yellow boxes highlight specific mission points:

- Unit lowered: 15**: A yellow crane-like structure.
- Robot touches nothing but the bridge: 35**: A large white bridge structure.
- Elevator tilted: 20**: A red and white elevator structure.
- Swing triggered: 25**: A swing set structure.
- Each unit inside the red circle: 5**: A red circle on a grassy area.
- Touching the robot: -5 and restart**: A red circle near a robot.

Logos for FIRST, LEGO education, The LEGO Foundation, NATIONAL INSTRUMENTS, 3M, and Rockwell Automation are visible on the board.

Mini robot game rules

One match lasts
2:30 minutes

Scoring after the
end of the match

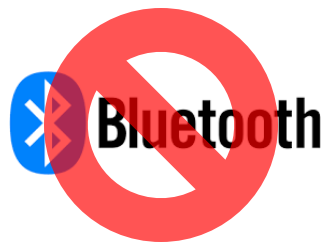
Each team has two
independent
matches

The best match
counts

Robot at the start
completely in the
start zone.
Return to Home.

Touch outside of
Home:
Restart and loss of
points

Only 2 children at
the table



Mini Robot Game

Aufgaben

Prepare to compete in the Robot Game.

Tipps

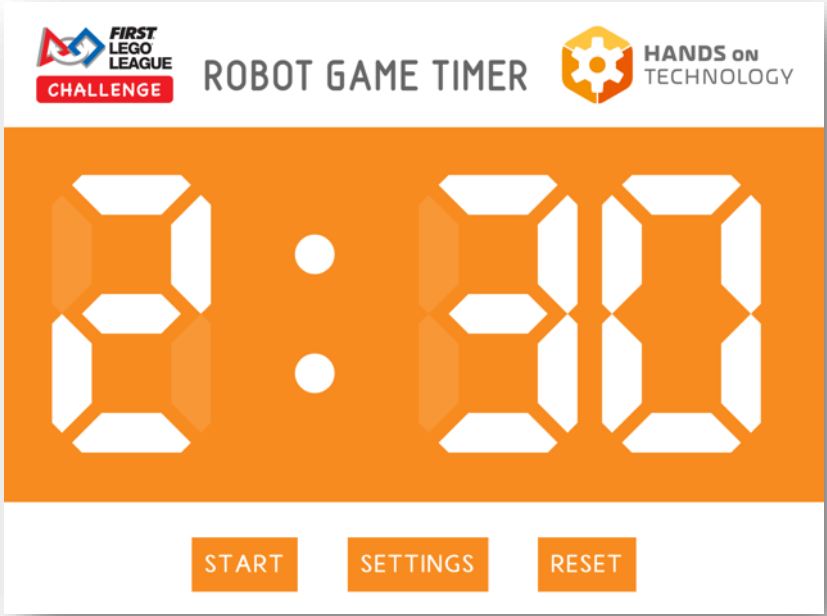
Decide as a team which tasks you want to tackle and in what order.

Rebuild the robot the way you want.

BT will be switched off during the robot game!

You have to find and start your programs on the SPIKE.

Fail often and early!



<https://timer.hands-on-technology.org>



Which "Robot Game" activities must be included in the back log?





To the first competition and beyond





first-lego-league.org



Overview of a FIRST LEGO League season

Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec Jan Feb March

● Jan 1: Deadline age limit for participants (9 to 16 years)

● Theme of the season

Registration

● Publication of tasks

Regional competitions

General preparation Preparation Specific preparation

Qualifier

Final ●

● Decision to form the team

Find team members

● Select competition (location and date) and register

● Visit the competition of the previous season

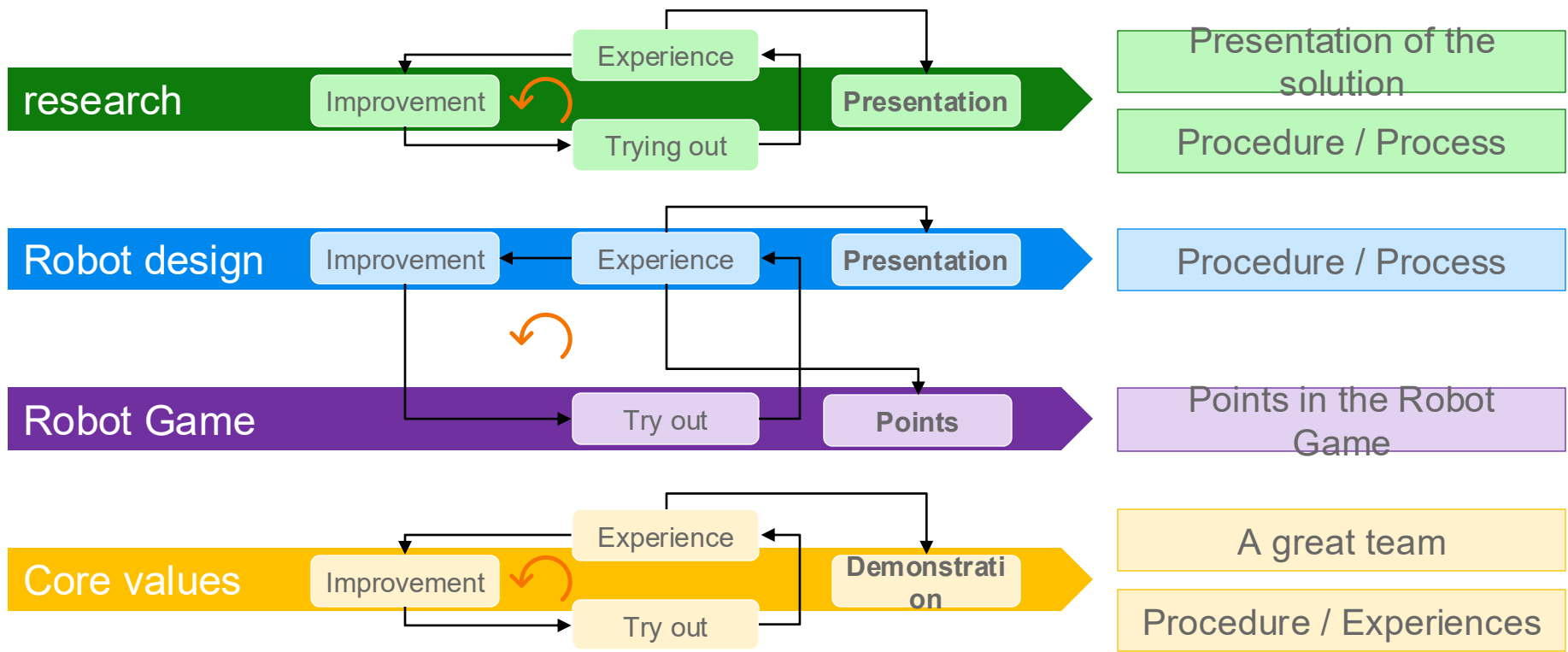
● Participate



The road to competition is long. Children need short loops.



Evaluation at the competition





Quickly reach the minimum solution → Stabilize → Expand



Robot Game

Create solutions for 2 to 3 missions that can be repeated individually.

Stabilize

2:30 Test multiple times

Solve further missions. Combine with previous ones, to optimize routes.

2:30 Test multiple times

Research

Clearly select a problem and invent a solution. Create a minimal presentation.

Round off

5:00 Test multiple times

Deeper research. Find experts. Publish. Make your presentation more beautiful ...

5:00 Test multiple times

Backlog

Competition

Robot design

Documentation / Presentation



Jan	Flaschen	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Hand	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Video	✓	✓	✓	✓	✓	✓	✓	✓	✓
Orange	Stuhl	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Flaschen	✓	✓	✓	✓	L	✓	✓	✓	✓
Ulla	Hand	✓	✓	✓	✓	L	X	✓	✓	✓
	Caroko	✓	✓	✓	✓	L	✓	✓	✓	✓
Kegeln	Gewicht	✓	✓	✓	✓	✓	L	✓	✓	mitte
	Kegeln	4	2	5	5	6	4	3	6	6
Medizin	Oben	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Unten	✓	✓	✓	✓	✓	✓	✓	✓	✓
Garten	Video	✓	✓	✓	✓	✓	✓	✓	X	✓
	Garten	X	X	X	X	X	✓	✓	✓	✓
Brick	Brick	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Brick	✓	✓	X	✓	✓	✓	✓	✓	✓
		478	464	510	500	580	528	556	455	585
		10	17	22	25	X	25		17	3

At (almost) every meeting

2:30 min
Robot Game

Several rounds.

5:00 min Research presentation

Present several times.

Then discuss what works and what doesn't.



Competition conditions can deviate



Riding on the table of another team

Drivers become ill or panic



At least two different riders/co-drivers or teams

Tools can fall off



Demand stability and really test it

Rules are concretized or corrected



Have the challenge update and clarifications read regularly (and read them yourself)

General conditions for research presentation



Ask the organizer what the room looks like and what presentation technology will be used



9

Why is this important?

- It reduces unnecessary stress before and during the competition.
- It helps you to be more successful.

Our advice

- Have the children set up the playing field.
- Find at least two pairs of "driver / co-driver" / teams.
- Stable tools that can withstand transportation and competition
- Expect different conditions
- Pay attention to rule changes and clarification.

Activities

- Demand stability from robots and tools and really test them.
- Have the challenge updates read regularly.
- Robot game dress rehearsal at/with another team.
- Ask the organizer what the room looks like and what presentation technology will be used.



Preparation

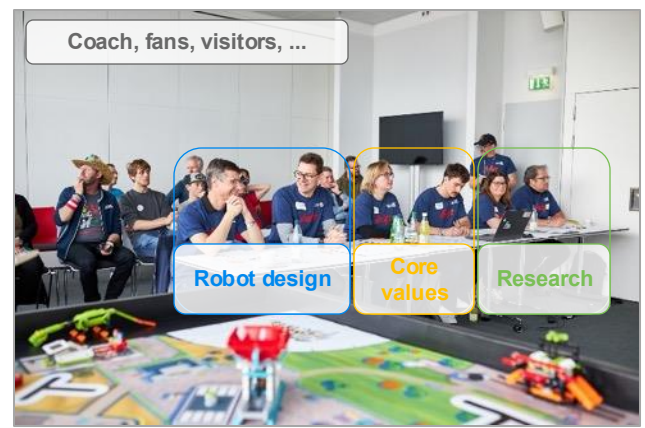
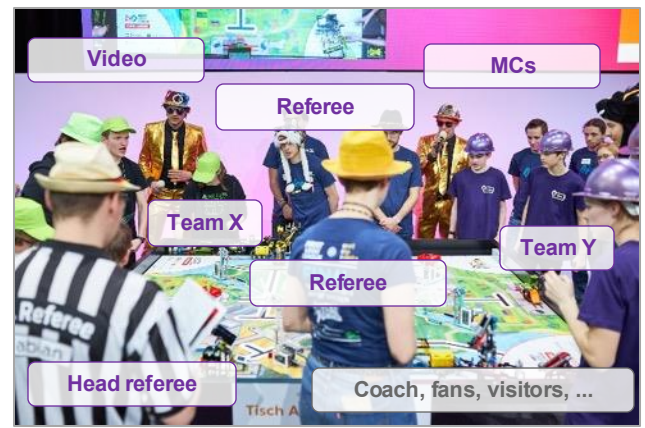


- For weeks/months
- Alone as a team
- "Own rules"
- No spectators

Competition



- 2:30 or 5 minutes
- 10 teams or more
- Referee/Jury
- Cameras and music

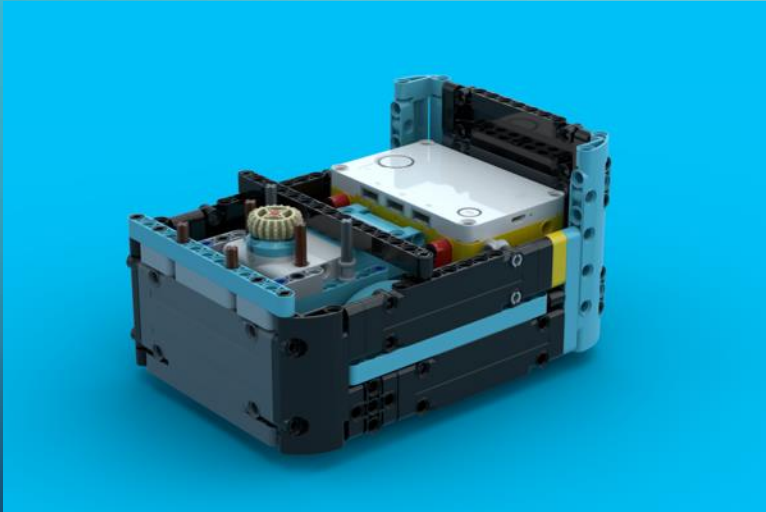


TEAM BEEBLEBROX

ARTHUR DENT SECONDARY SCHOOL



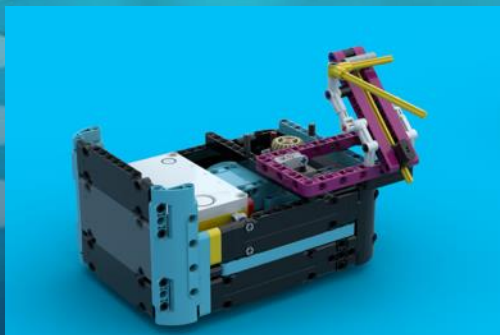
CONTENTS



- Resources
- Strategy
- Hardware
- Software



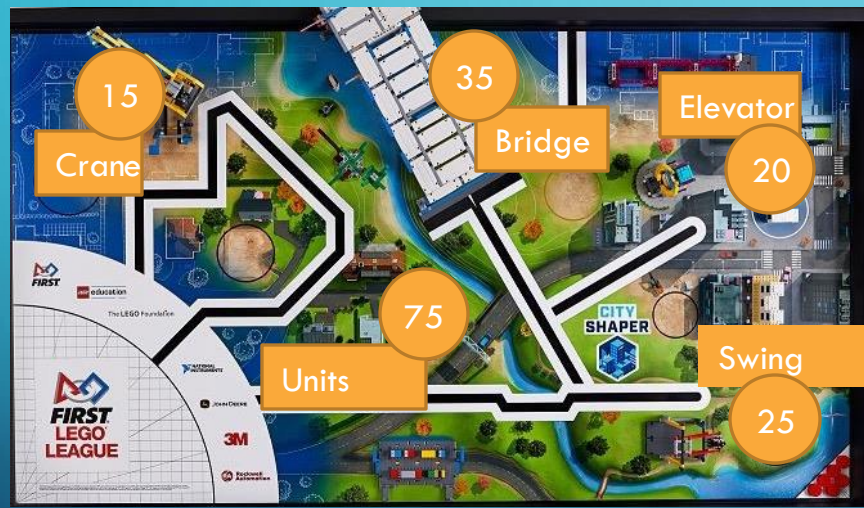
42139
All-terrain vehicle



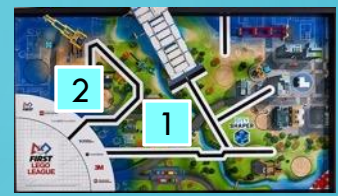
RESOURCES

- Over 10 SPIKE sets at the school
- Sets must not be mixed.
- Support association has paid for a technology set.
- Rebuilt with stud.io so that different variants could be tried out.

STRATEGY



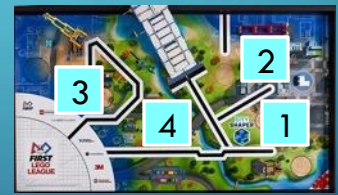
All tasks → Maximum score



90



115



135



170

- 1
- 2
- 3
- 4
- 5 7 out of 10

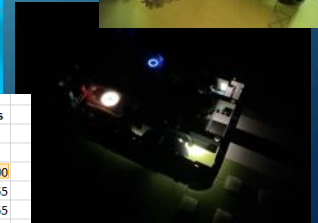
Stability
= 160 / 170
= 94%

HARDWARE

- Bot and tool modules



- Color sensor optimally positioned



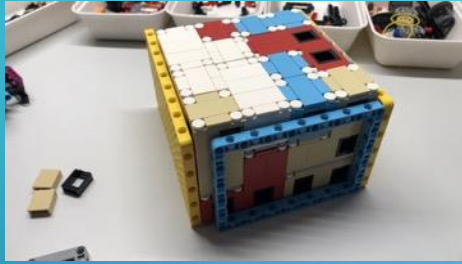
Abstand zum Boden		Hell = Umgebungslicht an			Dunkel = Umgebungslicht aus		
		Schwarz	Kante	Weiß	Schwarz	Kante	Weiß
1,0 LE	normal	29	100	100	30	100	100
	rot	33	153	255	33	157	255
	grün	34	167	255	35	171	255
	blau	35	166	255	36	169	255
0,5 LE	normal	39	99	100	38	100	100
	rot	43	111	255	43	197	255
	grün	45	125	255	45	216	255
	blau	45	121	255	45	215	255
2 LE	normal	16	52	98	16	59	100
	rot	18	59	130	18	68	128
	grün	20	63	135	19	72	136
	blau	20	64	137	20	72	138

THE BRIDGE JACK



$$12/36 * 12/36 = 1:9$$

HARDWARE IMPROVEMENTS



SOFTWARE

```
when program starts
  set movement motors to: A+E
  set Grundleistung to 30
  set FLFP to 0.4
  start moving at Grundleistung Grundleistung % power
  repeat until abs of roll angle > 10
  set Korrektur to 50 - F reflected light * FLFP
  start moving at Grundleistung + Korrektur Grundleistung - Korrektur % power
  stop moving
```

Until bot is lifted up



```
define Linienfolger Strecke Wo ist weiß 1=rechts -1=links
set Grundleistung to 30
E set relative position to 0
repeat until E relative position > Strecke / 17.5 * 360
set Korrektur to 50 - F reflected light * 0.45 * Wo ist weiß
start moving at Grundleistung + Korrektur Grundleistung - Korrektur % power
stop moving
```

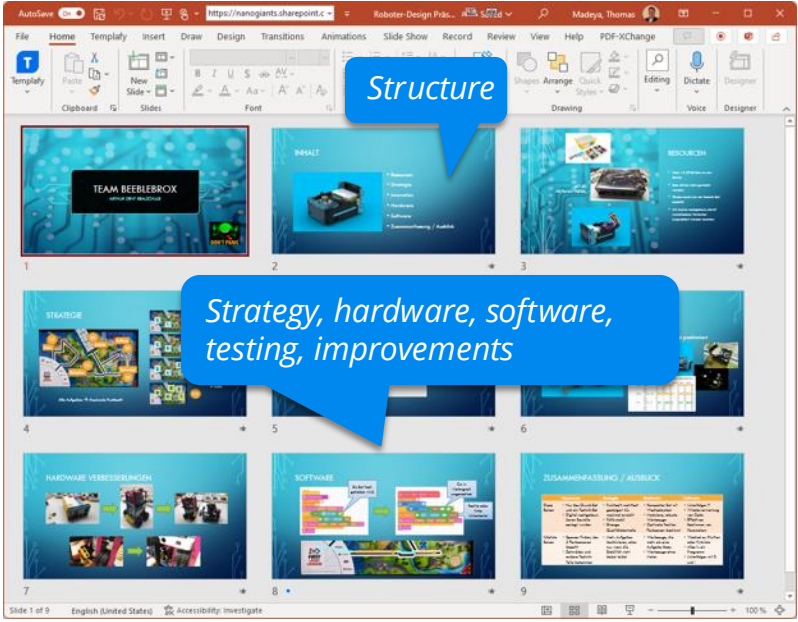
Cm converted to motor degree

Right or left line edge



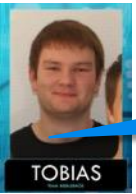


Robot design team report from Team Beeblebrox



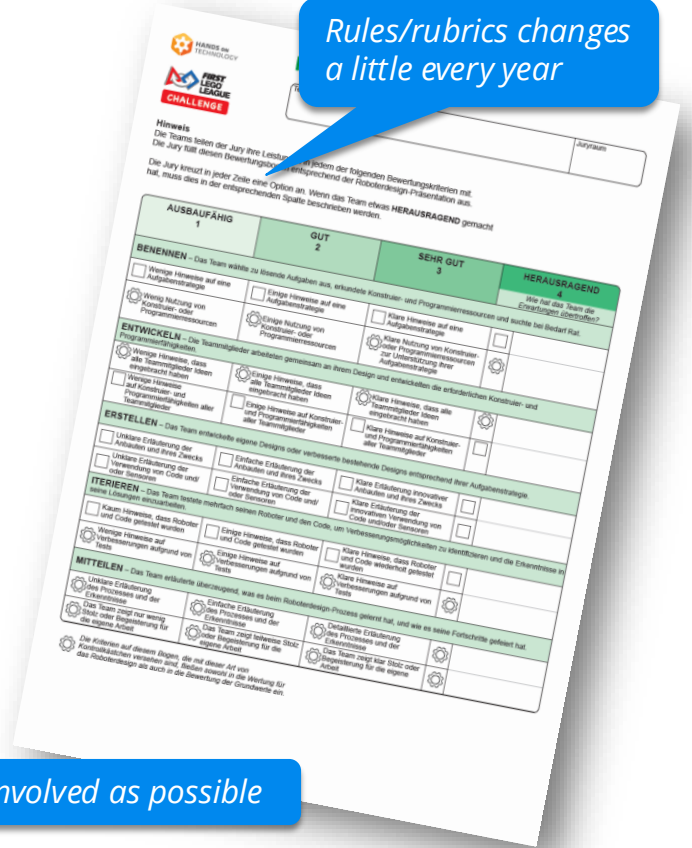
Structure

Strategy, hardware, software, testing, improvements



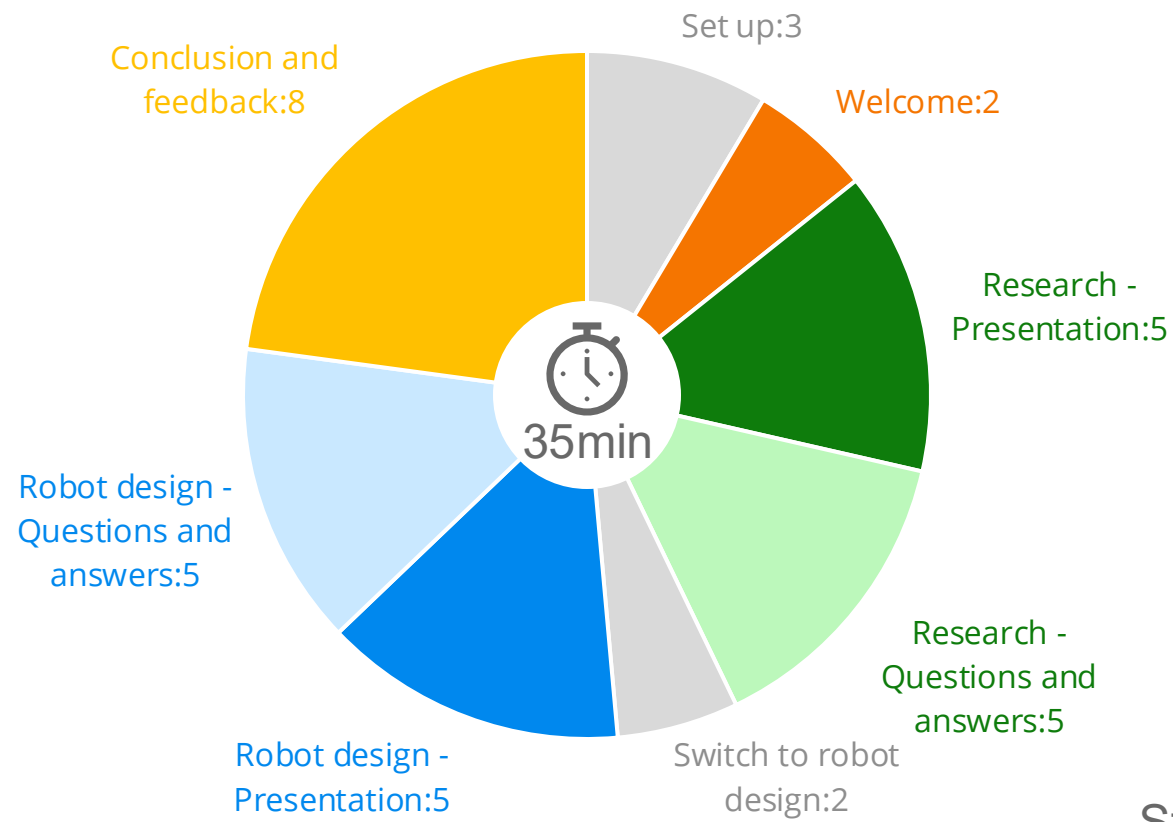
As many people involved as possible

Rules/rubrics changes a little every year

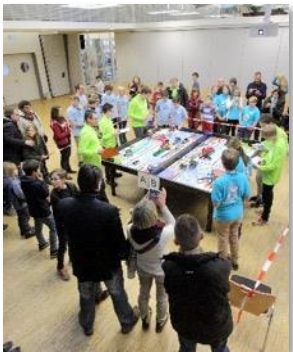




Procedure of a jury evaluation



Status Sep 2024



Why is this important?

- The day of the competition feels different from the preparation.
- It should be fun, despite the inevitable stress.

Our advice

- Discuss score sheets with children
- Simulate the robot game and jury situation.
 - Simply invite an alumnus or a juror/judge or a coach.
- Use checklists from the coach area at HoT: <https://www.first-lego-league.org/de/login>

Activities





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Why is this important?

- If you want to go far in the FIRST LEGO League, you have to learn from others.
- Learning should always be a give and take.
- If you compete as a school team, you should always expand your knowledge, even if some of the team members are replaced every year.

Our advice

- Use freely accessible information on YouTube, Facebook or other teams' websites.
- Ensure that team members can leave without creating a knowledge gap
- Document your own knowledge and share it with other teams.

Activities

- Industry espionage when visiting another regional and/or qualifying competition
- Talk shop in the paddock at the competition. If you offer knowledge, you will get some back.
- Pass on knowledge to the next generation.



From the first participation to an annual rhythm

Rolling system:

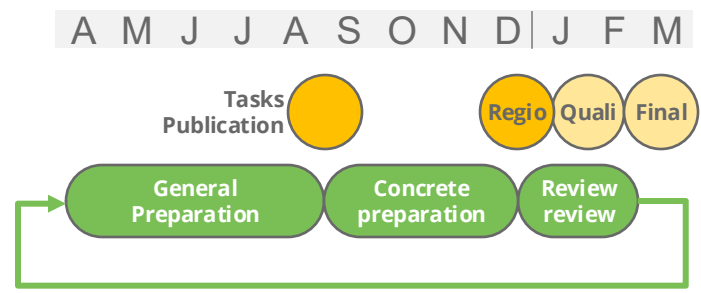
Kids from **multiple years**, but no more than three.



After the season is before the season

After the competition, **look back, celebrate** and then **plan changes**.

Regardless of the season's theme, **work on fundamentals**.





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Why is this important?

- You won't get far in the first FIRST LEGO League year - unless you're lucky.
- Kids might drop out after one season disappointed.

Our advice

- Plan for several years.
- Set expectations correctly at the beginning to avoid disappointment.
- Celebrate what has been achieved, even if there was no trophy for it.
- Don't stop after the competition, but look ahead.

Activities

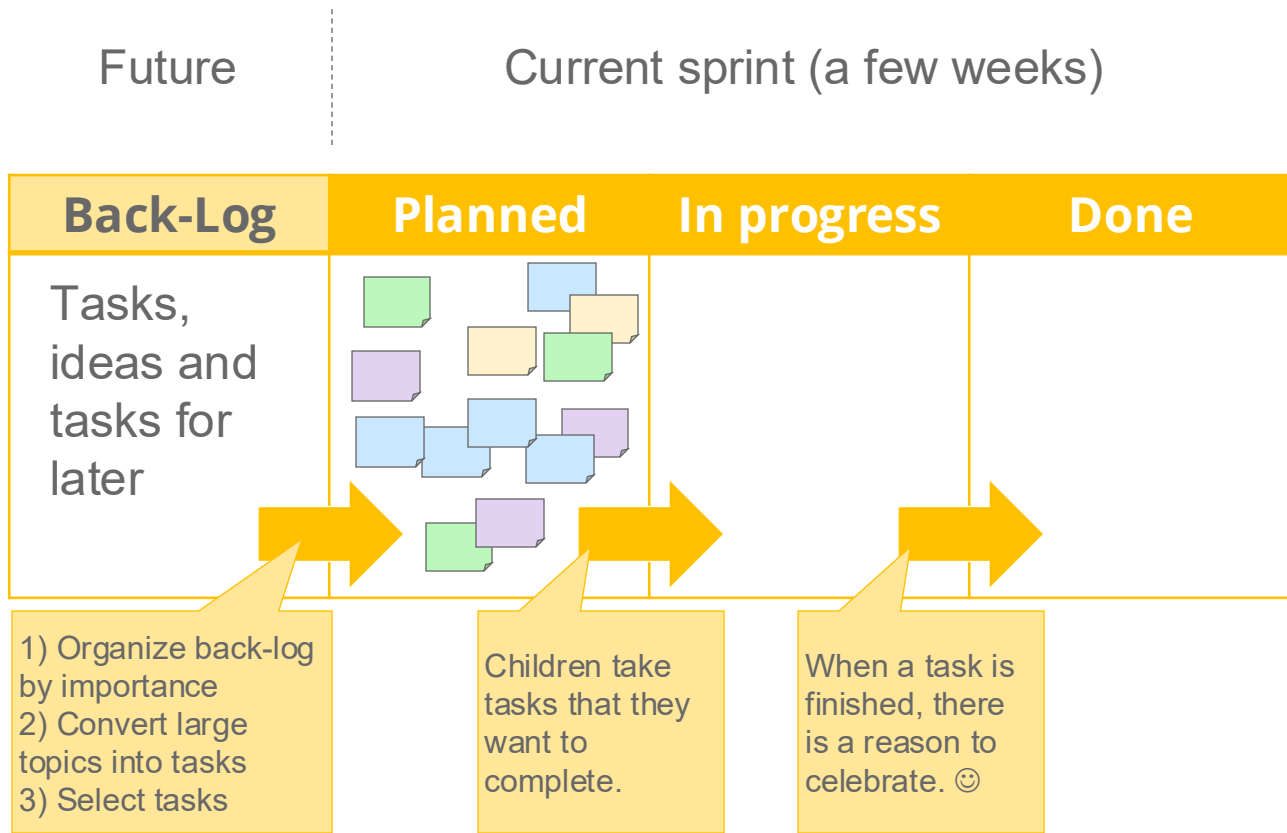
- End the season with a party, "lessons learned" and defining goals for the next season.
- Start before the summer vacation or don't stop at all.
- Look for partnerships with successful teams.
- Improve the team composition every year.

Which activities for "Up to the first competition and beyond" need to be added to the back log?





A scrum board helps to manage the task



Important:

- Only one scrum board for all four areas together.
- Define tasks so small that they can be completed at the meeting or by the next meeting.
- Only transfer as much from the back log to "Planned" as the team can complete in one sprint.
- Reorganize the back log after the end of the sprint.

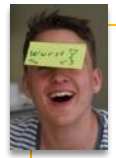
Which activities are large and still need to be broken down into tasks?

Which tasks need to be completed in the next two weeks?





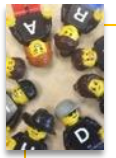
Golden rules for FIRST LEGO League Challenge Coaches



Provide room for fun



Make project management tangible



Plan the team composition



Encourage team cohesiveness



Be a catalyst



Competition documents - read and have them read



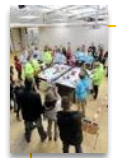
Facilitate creativity



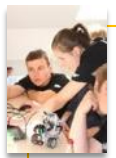
Live short feedback loops



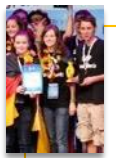
Minimize risks



Get in the mood for the competition

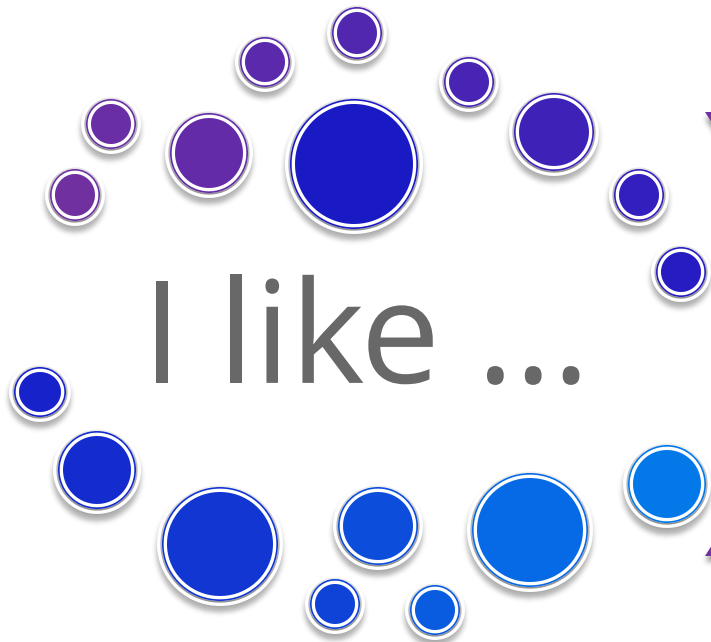


Build knowledge and share



Take a long-term approach to success

I like ...



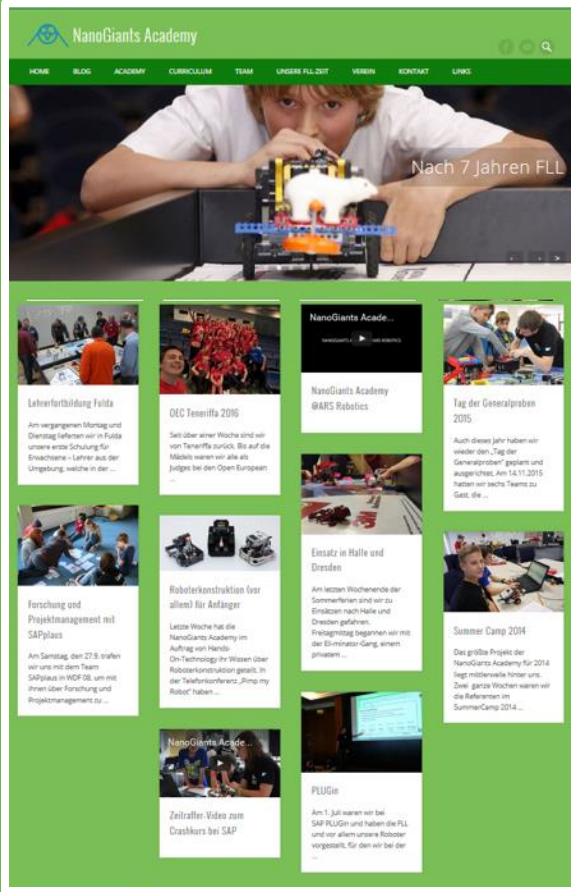
I wish
...





Contact and further information

Have fun and success
with your teams!



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Heinz