FIRST LEGO League Scenarios
You have a large team and only one or two robots. What problems might arise and how might you manage this scenario?
Your FLL regional event is only a few weeks away. Your team decides they want to completely change their robot and rebuild. What problems might arise and how might you manage this scenario?
It’s halfway through the season and your team still has no research completed for their project presentation. How might you get them motivated and back on track?
Your team wants to focus on one aspect of the program more than other. For example, they are really excited about the robot challenge or the project presentation, but avoid or procrastinate when it comes to other areas. How might you manage this scenario?
It is helpful in FLL for each team member to have some type of specific responsibility or job. What types of jobs might you create for your team members? What might you want to avoid?
It’s a week before the FLL event and your students aren’t ready. They have barely solved one mission and their project presentation is lackluster at best. What do you do and why?
What do you do if you don’t have enough pieces for the students to create the robot or robot appendages they are imagining?
For the most part your team members are terrific, but there are a few students who are acting out, or challenging the team dynamic in some way. How might you manage this scenario?
What do you do if you find that you are overwhelmed or feeling completely in over your head?

(This scenario is for the whole group to discuss.)