

PYROX



#10225

PORTFOLIO OF PROJECTS 2026
FRC CITY OF FOUNTAINS REGIONAL | 2025-2026
REBUILT

PAPALOTE MUSEO DEL NIÑO



***+10,500 IMPACTED
INDIVIDUALS***

PAPALOTE MUSEO DEL NIÑO

We maintain an ongoing collaboration with the Papalote Museo del Niño, where every other Saturday since April 2025, we transform the museum into a dynamic STEAM learning environment. Through interactive robot exhibits, science workshops, and hands-on robotics activities, we make technology accessible, engaging, and inspiring for children and their families. We have achieved a sustained and consistent impact of over 9,000 individuals reached directly, along with more than 700 hours of volunteer work contributed by our team. Our focus goes beyond showcasing robots—we aim to spark curiosity, foster critical thinking, and demonstrate that science and engineering are for everyone.

GENERAL INFORMATION

Event: Zona Robot

Date: April 26, 2025

Time: 1:00 PM – 5:00 PM

Location: Papalote Museo del Niño

Activity Type: Workshop and Demonstration

OBJECTIVE

To inspire and engage more students in the world of STEM through robotics, while promoting the values of FIRST and teamwork.

WHAT WE DO?

FTC robot demonstration, accompanied by a workshop and hands-on activities where we explained its functionality, design, and purpose.

IMPLEMENTATION

Comprehensive pre-event planning, including material preparation, ensuring optimal robot performance, and assigning clear, specific team roles to guarantee efficient execution.

IMPACT

Impacted Individuals: 9,000+ people

Audience: All ages, from children as young as 3 years old to older adults

Results:

- Increased interest in STEM
- Active participation
- Positive feedback

🔥 KEY METRICS

Team Members Involved: **10 team members**

Total Hours Invested: 840+

🔥 FIRST CORE VALUES

- ✓ Gracious Professionalism
- ✓ Coopertition
- ✓ Community Impact
- ✓ STEM Inspiration

🔥 REFLECTION AND LEARNING

Through this experience, we strengthened our team organization, enhanced **our communication**, and refined how we share our passion for robotics ultimately inspiring future generations to pursue science and technology.



ASTROCAMP AT YOUR SCHOOL



ASTRONOMY & ROBOTICS





We conduct talks and workshops across multiple schools, highlighting the importance of STEAM **while promoting gender equity and empowering the inclusion of women in science and technology.**

GENERAL INFORMATION

Event: STEAM at Your School

Date: November 7, 2025

Time: 10:00 AM – 2:00 PM

Location: Instituto DOCET

Activity Type: Interactive Science and Technology Workshop and Demonstration

OBJECTIVE

To inspire students' interest in astronomy and space sciences through engaging, hands-on experiences that enhance STEAM skills and motivate them to pursue future scientific pathways.

WHAT WE DO?

Interactive, hands-on activities focused on astronomy and space science, complemented by mini workshops and presentations on FLL.

IMPLEMENTATION

A structured approach combining theory and practice: we first develop a detailed activity plan outlining schedules, objectives, and required materials. This is followed by interactive workshops and classroom sessions to introduce core astronomy concepts, and reinforced through hands-on activities such as experiments, model construction, and simulations.

IMPACT

Impacted Individuals: **200+**

Audience: Students aged 11–12

Results:

- **Increased interest and engagement in astronomy, science, and technology**
- Strengthened key skills, including teamwork, critical thinking, and problem-solving

🔥 KEY METRICS

Team Members Involved: 5 members from Team PYROX

Total Hours Invested: **250+**

🔥 FIRST CORE VALUES

- ✓ Curiosity
- ✓ Responsibility
- ✓ Teamwork
- ✓ STEM Inspiration

🔥 REFLECTION AND LEARNING

Through Astro Camp, we explored space, ignited our scientific curiosity, and developed a deeper understanding of the universe. In FLL, we strengthened our skills in robotics, programming, and problem-solving, while fostering **teamwork and embodying Gracious Professionalism.**



ASTROCAMP AT PAPALOTE



INTERACTIVE SCIENCE WORKSHOPS AND DEMONSTRATIONS



We conducted AstroCamps at the Papalote Museo del Niño, organizing interactive workshops and activities focused on astronomy and space science. Through these sessions, we introduced fundamental concepts of the universe, **facilitated engaging learning experiences, and guided participants through hands-on activities aimed at sparking curiosity about space and inspiring interest in STEAM disciplines.**

GENERAL INFORMATION

Event: AstroCamp

Date: October 12, 2025

Time: 1:00 PM – 5:00 PM

Location: Papalote Museo del Niño

Activity Type: Interactive Science Workshop and Live Demonstration

OBJECTIVE

To inspire students' interest in astronomy and space sciences through engaging, **hands-on experiences that enhance STEAM skills and motivate them to pursue future pathways in science.**

WHAT WE DO?

Interactive, hands-on activities focused on astronomy and a variety of scientific disciplines.

IMPLEMENTATION

A comprehensive pre-event planning process was carried out, defining objectives, participant capacity, activities, and required materials. A detailed schedule was developed, outlining timelines, responsibilities, and time allocation for each workshop and activity. Additionally, logistics including transportation, permissions, and **supervision—were carefully coordinated, along with ongoing communication with museum instructors to ensure full alignment with the educational goals.**

IMPACT

Impacted Individuals: **500+**

Audience: Diverse, general audiences

Results:

- Increased interest and engagement in astronomy and science
- Strengthened social and collaborative skills
- Meaningful, experience-based learning

🔥 KEY METRICS

Team Members Involved: 5 members from Team PYROX

Total Hours Invested: **250+ hours**

🔥 FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEM Inspiration

🔥 REFLECTION AND LEARNING

Our Astro Camp experience at the Papalote Museo del Niño provided valuable insights, as we **not only expanded our knowledge of space but also recognized the importance of effective planning and organization.** Through structured preparation, we ensured a smooth execution, maximizing the impact of each activity.





ASTROCAMP AT TECMILENIO



Universidad
Tecmilenio®

IMPACTING

40+ STUDENTS



We hosted an AstroCamp at our school using an open camp format, welcoming all interested students. Throughout the event, **we organized interactive workshops, activities, and hands-on experiences focused on astronomy, enabling participants to explore space and science in an engaging and practical way while fostering curiosity and interest in STEAM disciplines.**

GENERAL INFORMATION

Event: AstroCamp

Date: October 25, 2025

Time: 9:00 AM – 5:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Interactive Science Workshops and Live Demonstration

OBJECTIVE

To inspire students' interest in astronomy, science, and technology through engaging, hands-on experiences. By delivering workshops, experimental activities, and collaborative learning sessions, we strengthen critical thinking, teamwork, and problem-solving skills, while encouraging participants to explore STEAM pathways and connect theoretical knowledge with real-world applications in an innovative educational environment.

WHAT WE DO?

We organized an open AstroCamp at our school, welcoming all interested students. **We delivered workshops and astronomy-focused activities,** incorporating interactive dynamics and hands-on experiments to spark curiosity and foster interest in science and STEM fields.

IMPLEMENTATION

The event was implemented through a structured planning process in which objectives, activities, and timelines were clearly defined. During execution, participants worked in teams and engaged in instructor-led workshops, where key concepts **were introduced and reinforced through hands-on activities.** Experiments, collaborative dynamics, and exercises related to astronomy and technology were carried out following a well-defined schedule. The event was conducted in an organized and supervised environment, with materials prepared in advance, ensuring a dynamic, safe, and highly structured experience.

IMPACT

Impacted Individuals: **40+**

Audience: Students aged 7–13

Results:

- Increased interest and engagement in astronomy and science
- Strengthened social and collaborative skills

KEY METRICS

Team Members Involved: 7 team members

Total Hours Invested: **490+ hours**

FIRST CORE VALUES

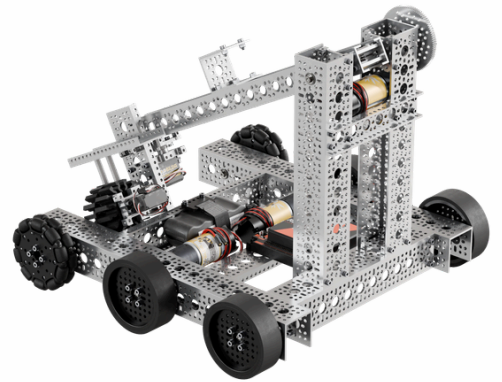
- ✓ Curiosity
- ✓ Teamwork
- ✓ STEM Inspiration

REFLECTION AND LEARNING

Through this experience, **we not only expanded our knowledge of astronomy and technology, but also strengthened key skills such as teamwork, communication, and responsibility.** We discovered that science becomes dynamic and engaging when approached through hands-on learning. Furthermore, we recognized the importance of organization and collaboration in ensuring the successful execution of each activity.



SUMMER CAMP



***20 STUDENTS IN FTC
AND 40 STUDENTS IN FLL***

CAMPAMENTO DE VERANO

Our 3-week Summer Camp engaged 20 students in FTC and 40 students in FLL, **including 10 fully sponsored students from Sec #7, ensuring equitable access to STEAM opportunities.** The resources generated enabled us to fully fund **two FLL Challenge teams, investing over \$60,000 MXN in registrations and LEGO Spike Prime kits.** **With over 850 hours dedicated to mentorship,** our team strengthened participants' technical skills, leadership, and FIRST Core Values. This initiative represents a sustainable model that integrates education, social impact, and long-term community development.

GENERAL INFORMATION

Event: Summer Camp

Date: June 21 – July 8, 2025

Time: 8:30 AM – 2:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: STEAM Workshops and Robotics Competition

OBJECTIVE

To enhance students' skills in robotics, programming, and teamwork through engaging, hands-on challenges. In FIRST LEGO League, we foster logical thinking, creativity, and innovation through the design and programming of LEGO-based robots, complemented by an innovation project. In FIRST Tech Challenge, students engage in a more advanced experience, integrating design, engineering, and programming to develop complex robotic systems.

WHAT WE DO?

- FTC and FLL robot demonstrations
- Hands-on programming workshops
- Interactive team-based activities
- Introduction and presentation on FIRST programs

IMPLEMENTATION

Participants were organized into teams and assigned key roles, including programming, construction, design, and strategy. **Throughout the camp, we facilitated hands-on sessions where students built and programmed robots, conducted field testing, and engaged in competition simulations.** Additional time was dedicated to explaining rules, optimizing strategies, and reinforcing core values such as teamwork and Gracious Professionalism. The program was delivered in a structured format, with continuous mentorship, feedback, and opportunities for ongoing improvement.

IMPACT

Impacted Individuals: **80+**

Audience: **Students aged 8–15**

Results:

- Enhanced technical skills in robotics and programming
- Strengthened teamwork and collaboration
- Increased readiness for competitive robotics events

KEY METRICS

Team Members Involved: 10 team members

Total Hours Invested: **1,050+ hours**

FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEM Inspiration
- ✓ Gracious Professionalism
- ✓ Community Impact

REFLECTION AND LEARNING

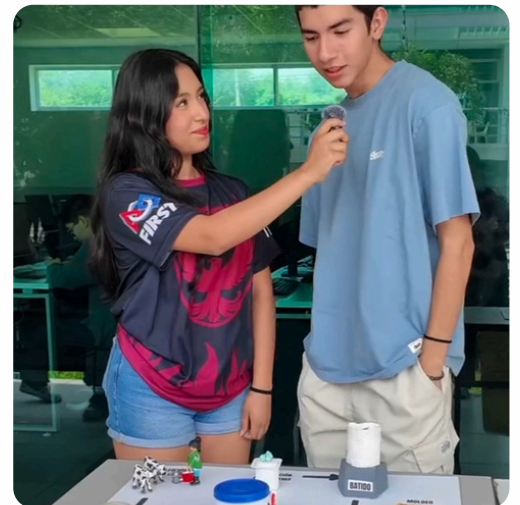
The FIRST LEGO League and FIRST Tech Challenge Summer Camp was a transformative experience that fostered both technical and personal growth. **Each challenge reinforced the idea that mistakes are an essential part of the learning process, and that continuous improvement comes through practice and perseverance.** Additionally, we strengthened core values such as commitment and Gracious Professionalism, recognizing that competition is not only about achieving results, but also about learning, collaborating, and supporting others.



EXPOCIENCIAS



***ENGAGING 120
STUDENTS***



PYROX EXPOCIENCIAS

We organized a Science Fair where students took on the role of change-makers, identifying real-world challenges and developing well-supported solutions. **The first edition engaged 120 students, and this initiative is designed to be sustained and replicated at the end of each semester.**

GENERAL INFORMATION

Event: Expociencias

Date: May 14, 2025

Time: 1:00 PM – 5:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Science Exhibition and Interactive Workshop

OBJECTIVE

To create a platform for students to showcase their scientific and technological projects, fostering innovation, creativity, and a strong interest in research. We promote active participation, idea exchange, and collaborative learning, while strengthening key skills such as organization, leadership, and responsibility. **Furthermore, we aim to cultivate a culture of science within the school, inspiring more students to engage in science and technology.**

WHAT WE DO?

- Event planning and coordination
- Team evaluation and assessment
- Feedback and mentorship
- STEM-focused presentation
- Interactive and engaging activities

IMPLEMENTATION

During the event, we welcomed participants, coordinated presentations through structured time slots, and evaluated each project using a carefully designed rubric. We then provided constructive feedback to each team and facilitated the closing of the event, ensuring a well-organized, fair, and professional experience throughout.

🔥 **IMPACT**

Impacted Individuals: **120**

Audience: High school students (ages 15–18)

Results:

- Enhanced time management and organizational skills
- Strengthened teamwork and collaboration
- Increased clarity and transparency in evaluation criteria
- Expanded outreach and higher participation levels

🔥 **KEY METRICS**

Team Members Involved: 10

Total Hours Invested: 400+ hours

🔥 **FIRST CORE VALUES**

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEM Inspiration
- ✓ Community Impact

🔥 **REFLECTION AND LEARNING**

Through organizing ExpoCiencias Pyrox, we learned that effective event management demands strong leadership, teamwork, and detailed preparation. We also recognized the importance of fairness and objectivity in evaluation, delivering meaningful feedback that drives improvement. **This experience strengthened our confidence, commitment, and organizational skills, while deepening our dedication to promoting science and innovation within our community.**



ART FEST



***INDIRECTLY IMPACTING
1,000+ INDIVIDUALS***

ARTFEST – ROBOTICS & ART WORKSHOP

Through robots designed to rotate canvases and control brush movements, students created unique artistic pieces. **This experience directly impacted 40 students and indirectly reached over 1,000 individuals, extending its influence within the community.**

GENERAL INFORMATION

Event: ArtFest

Date: January 24, 2025

Time: 11:00 AM – 1:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Interactive STEAM Workshop

OBJECTIVE

To integrate robotics and art, demonstrating that technology can serve as a powerful creative and expressive tool. Through this experience, students develop skills in programming, design, and innovation while exploring new approaches to artistic creation.

WHAT WE DO?

- Design and construction of robotic systems
- Facilitation of the artistic experience
- STEAM-focused presentation
- Interactive and engaging activities

IMPLEMENTATION

We began by designing and building the mechanisms that enabled the rotation of canvases and the movement of brushes. We then programmed the system, fine-tuning speeds and trajectories to create diverse artistic effects. During implementation, students were organized into teams, introduced to the system's functionality, and guided throughout the creative process as they experimented with colors and patterns. **The activity concluded with the presentation of the artworks and the sharing of results, ensuring a structured, safe, and meaningful experience.**

IMPACT

Impacted Individuals: **40+ directly; 1,000+ indirectly**

Audience: **High school students (ages 15–18) nationwide**

Results:

- Enhanced technical skill development
- Improved time management and organizational efficiency
- Strengthened teamwork and collaboration
- Significant community impact
- Fostered creativity and innovation

KEY METRICS

Team Members Involved: Full team participation

Total Hours Invested: **400+ hours**

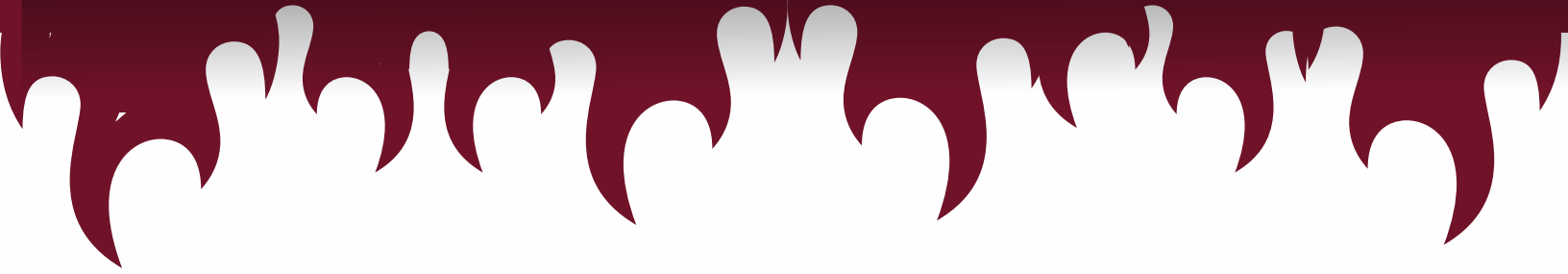
FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ Inspiring STEM Engagement
- ✓ Community Impact

REFLECTION AND LEARNING

This event reinforced our understanding that technology has no limits and can be seamlessly integrated with art to create truly innovative solutions. Throughout the process, we strengthened our teamwork, organization, and problem-solving skills, as every detail required continuous collaboration and refinement. More than a project, it became an opportunity to inspire others and demonstrate that science and art are not separate disciplines, **but powerful forces that, when combined, can generate meaningful impact within our community.**

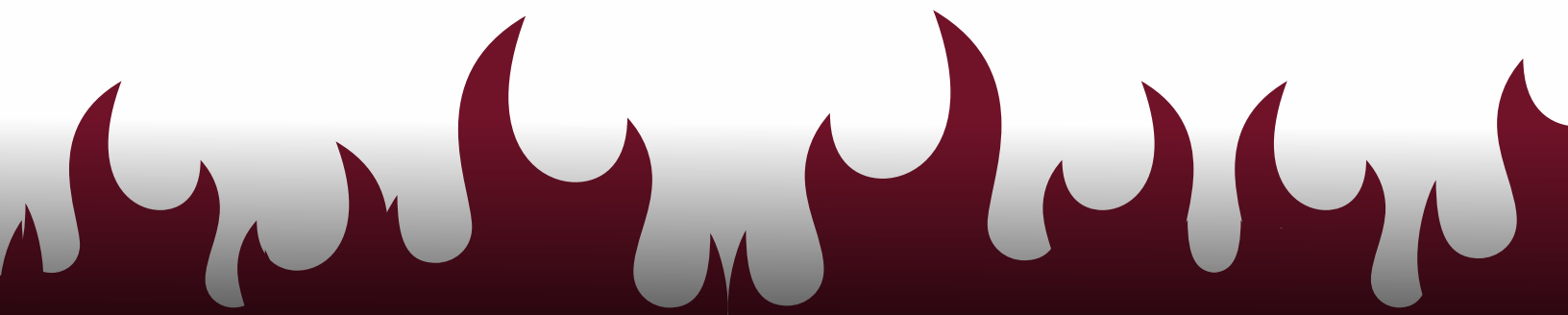




PYROX MENTORSHIP



DIRECT IMPACT ON 2 TEAMS



MENTORSHIP

We provided both technical and management mentorship, **training students and coaches in key areas such as design, programming, strategy, and FIRST Core Values**, directly impacting two teams: Alebrijes and Thunder Roar.

GENERAL INFORMATION

Event: Pyrox Mentorship

Date: July 11 – December 11, 2025

Time: 9:00 AM – 5:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Mentorship Program and Workshops

OBJECTIVE

To empower other teams through technical and management mentorship by sharing our expertise in design, programming, strategy, and FIRST Core Values. **We focus on developing both students and coaches, enhancing their performance, organization, and competition readiness while promoting teamwork and Gracious Professionalism.**

Through this initiative, we achieved a direct impact on two teams, supporting their technical development and overall growth within the program.

WHAT WE DO?

- Delivered technical mentorship
- Provided team management and organizational guidance
- Reinforced and promoted FIRST Core Values
- Facilitated interactive and engaging activities

IMPLEMENTATION

We delivered structured technical and management sessions that combined theoretical instruction with hands-on application. During these sessions, we introduced key concepts in design, programming, and strategy, and worked directly with teams to implement improvements in both their robots and internal organization. We also provided supporting materials and real-world examples based on our experience. Throughout the process, we actively promoted FIRST Core Values, fostering teamwork, respect, and Gracious Professionalism, ensuring a collaborative and impactful learning environment.

IMPACT

Impacted Individuals: **60 students**

Audience: Middle and high school students

Results:

- Improved technical skills among teams
- Strengthened values
- Enhanced teamwork
- High community impact
- Increased creativity

KEY METRICS

Team Members Involved: 10 members

Total Hours Invested: **160+ hours**

FIRST CORE VALUES

- ✓ Innovación
- ✓ Trabajo en equipo
- ✓ Inspiración STEAM
- ✓ Impacto en comunidad

REFLECTION AND LEARNING

Mentoring other teams allowed us to understand that true growth goes beyond competition results—it lies in sharing knowledge and empowering others. Through this experience, we strengthened our commitment to FIRST Core Values and realized that the greatest impact is achieved when we help others improve. It also enhanced our leadership, responsibility, and ability to collaborate with empathy and professionalism. More than teaching, we learned that building a strong community and fostering collaboration is what truly strengthens FIRST.



VOLUNTARIO FIRST



IMPACTO INDIRECTO

A +1,000 PERSONAS

VOLUNTARIADO FIRST

We hosted our **FTC Kickoff event, Decode**, in collaboration with our brother team **PYROX Linux**, bringing together **5 teams and over 100 attendees in a collaborative learning environment**, where we delivered workshops and shared knowledge with participating teams.

Additionally, our members and mentors have actively volunteered in major FIRST events, directly impacting teams across different regions:

- **FTC Premiere Event Mexico 2025: 22 teams impacted** (Mexico, United States, Brazil, and Venezuela)
- **FRC Monterrey Regional 2025: 40 teams impacted**
- **FLL Monterrey Regional 2025: 42 teams impacted**
- **FLL National Tournament 2025: 50 teams impacted**
- **FTC Monterrey Regional 2026: 32 teams impacted**

GENERAL INFORMATION

Location: Tecmilenio Campus Guadalupe & Tecmilenio Las Torres

Activity Type: Volunteer Work

OBJECTIVE

To foster learning, collaboration, and active participation within the FIRST ecosystem by creating opportunities for teams and students to connect, learn, and compete in robotics and technology environments, while contributing to the technical, educational, and values-driven growth of the FIRST community in Mexico and beyond.

WHAT WE DO?

- Created structured learning environments
- Made a meaningful impact within the FIRST community
- Facilitated workshops and training sessions

IMPLEMENTATION

Through structured pre-event planning, we coordinated logistics, venues, attendee registration, and workshop design for the FTC Kickoff, Decode. Roles were strategically assigned among team members and mentors to deliver training, facilitate activities, and support participating teams. For our participation as volunteers in official FIRST events, we completed prior registration, received role-specific training, and contributed in key areas such as judging, inspection, logistics, and technical support, ensuring efficient and high-quality event execution.

IMPACT

Impacted Individuals: **60 students from around the world**

Audience: Middle and high school students

Results:

- Significant improvement in technical skills across teams
- Reinforced FIRST Core Values
- Strengthened teamwork and collaboration
- Strong global community impact
- Fostered creativity and innovation

KEY METRICS

Team Members Involved: Full team participation

Total Hours Invested: **400+ hours**

FIRST CORE VALUES

- ✓ Innovation
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION AND LEARNING

Mentoring other teams helped us realize that true growth extends beyond competition results and lies in sharing knowledge and empowering others. By supporting teams, we strengthened our commitment to FIRST Core Values and understood that the greatest impact is achieved when we help others improve. This experience enhanced our leadership, responsibility, and ability to collaborate with empathy and professionalism. Ultimately, we learned that building a strong community through collaboration is what truly strengthens FIRST.



AMBASSADORS OF FIRST LIKE A GIRL



FIRST LIKE A GIRL

This is our women's empowerment initiative in STEAM. Through programs such as serving as FIRST Like a Girl ambassadors, promoting Menstrual Equity, organizing conferences with the EmpoWoment Association, **and establishing our all-female team, PYROX LUNIX, we strive to inspire, support, and create opportunities for women to become leaders in engineering. Collectively, these efforts have impacted over 8,000 women across multiple initiatives.**

GENERAL INFORMATION

Date: September 18, 2025

Location: Tecmilenio Campus Guadalupe

Activity Type: STEAM Outreach and Inclusion Initiative

OBJECTIVE

The goal of serving as FIRST Like a Girl ambassadors for the 2025–2026 period is to promote the participation and leadership of girls and young women in robotics and STEAM. **We strive to inspire, support, and elevate female talent within FIRST programs, demonstrating that technology and innovation are inclusive spaces where everyone can learn, grow, and lead, regardless of gender.**

WHAT WE DO?

- Promoted inclusion and equity values
- Created impact within the FIRST community
- Inspired and empowered the community

IMPLEMENTATION

By actively promoting the FIRST Like a Girl initiative within the FIRST community, we shared our robotics experience through social media, events, and collaborative activities with other teams, inspiring more girls and young women to engage in STEAM. Additionally, we promoted messages of inclusion, motivation, and leadership, demonstrating through our example that talent and opportunities in robotics are accessible to all.

IMPACT

Impacted Individuals: **Over 8,000 women**

Audience: Female students

Results:

- Increased visibility of female talent in robotics and STEAM
- Inspired and motivated new participants
- Strengthened teamwork and collaboration
- Significant community impact
- Fostered creativity and innovation

KEY METRICS

Team Members Involved: Full participation of our all-female team, LUNIX

Total Hours Invested: **200+ hours**

FIRST CORE VALUES

- ✓ Inclusion
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION AND LEARNING

Serving as FIRST Like a Girl ambassadors helped us understand that our role in robotics is not only to build and program robots, but also to inspire other girls to **believe in their potential**. Through this experience, we realized that by sharing our story and supporting others, we can create real change within the FIRST community. This opportunity strengthened our leadership, confidence, and commitment to inclusion, demonstrating that robotics is a space where everyone can learn, innovate, and excel.



FLL TEAMS



SPARX Y NOVAX

SPARX Y NOVAX

We established and mentored two FIRST LEGO League teams, Sparx and Novax, recruited during our summer camp. **Throughout the season, we provided continuous mentorship and support, helping them develop their robotics, teamwork, and problem-solving skills within the FIRST community.** As a result, Team Novax advanced to the National Tournament, showcasing the long-term impact of building and empowering new teams.

GENERAL INFORMATION

Date: Weekly (Thursday to Saturday), August 29, 2025 – February 14, 2026

Time: 5:00 PM – 7:00 PM and 8:00 AM – 1:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Mentorship and Capacity Building

OBJECTIVE

The goal of this initiative was **to establish and develop new FIRST LEGO League teams from students recruited during our summer camp, providing mentorship and guidance to help them integrate and grow within the FIRST community. We sought to inspire interest in robotics and STEM,** strengthen skills such as teamwork and problem-solving, and create opportunities for more students to participate in competitions, ultimately leading to Team Novax qualifying for the National Tournament.

WHAT WE DO?

- Created structured learning environments
- Made a meaningful impact within the FIRST community
- Delivered workshops and training sessions
- Recruited and engaged new students

IMPLEMENTATION

The process began with recruiting students during our summer camp. **We then established two FIRST LEGO League teams, Sparx and Novax, and structured ongoing sessions where we provided mentorship in programming, robot design, and innovation project development. Additionally, we guided them in understanding competition rules, preparing presentations, and applying FIRST Core Values.** Throughout the season, we accompanied their growth and practice, ensuring they were well-prepared to participate in competitions.

🔥 **IMPACT**

Impacted Individuals: **9 students**

Audience: Students

Results:

- Formation of new teams
- Inspired and motivated new participants
- Strong community impact

🔥 **KEY METRICS**

Team Members Involved: 5 PYROX team mentors

Total Hours Invested: **1,115 hours dedicated to mentorship and training**

🔥 **FIRST CORE VALUES**

- ✓ Inclusion
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

🔥 **REFLECTION AND LEARNING**

Forming and mentoring the Sparx and Novax teams allowed us to understand that the true impact in robotics goes beyond competing—it lies in creating opportunities for others to begin their journey in STEM. **By guiding them through FIRST LEGO League and sharing FIRST Core Values, we learned the importance of mentorship, patience, and leadership.** Seeing their growth throughout the season, and witnessing Team Novax qualify for the National Tournament, was highly rewarding, as it confirmed that supporting new teams strengthens the entire community and multiplies the impact of robotics.



FTC TEAMS



SEGUNDO LUGAR

SPIRE AWARD

LUNIX Y PRIMEX

We have two FIRST Tech Challenge teams, one co-ed and one 100% all-female, composed of students from our summer camp and high school students. **During the season, we participated in two regionals in Monterrey and San Luis Potosí alongside team Primex, where we achieved second place for the Inspire Award within the FIRST community.**

GENERAL INFORMATION

Fecha: 20/01/2025 - 04/02/2026

Lugar: Tecmilenio Campus LasTorres y Tecmilenio Campus SanLuis

Tipo de actividad: Taller

OBJECTIVE

The objective of creating and developing our FIRST Tech Challenge teams was to provide more students with the opportunity to participate in advanced robotics, integrating youth from our summer camp and high school into a collaborative learning environment. We sought to strengthen skills in engineering, programming, and teamwork within the FIRST community, while promoting inclusion by having a co-ed team and a 100% all-female team, boosting leadership and the participation of more young people in STEM.

WHAT WE DO?

- Organized learning spaces
- Formed two FIRST Tech Challenge teams
- Impacted the FIRST community
- Delivered workshops and training sessions

IMPLEMENTATION

We formed two FIRST Tech Challenge teams, consisting of summer camp and high school students. We organized regular work sessions to develop the robot's design, construction, and programming, while also practicing game strategies and judging presentations. Throughout the season, we prepared the teams for regional competitions within the FIRST community, enabling us to compete in Monterrey and San Luis Potosí and continuously improve through practice and feedback.

IMPACT

People impacted: **21 team members**

Audience: Students and team members

Results:

- Creation of new teams
- Inspiration for new participants
- High impact on the community

KEY METRICS

Participating Members: The entire team

Hours Invested: 19,404

FIRST CORE VALUES

- ✓ Inclusion
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION AND LEARNING

Integrating participants from both the summer camp and high school strengthened teamwork and created a space where everyone could contribute ideas and develop skills in engineering, programming, and leadership. **Participating in competitions and achieving second place for the Inspire Award showed us that effort, perseverance, and collaboration within the FIRST community can yield great results—but above all, a significant learning experience for everyone.**



WORKSHOP



***SUPPORT AND IMPACT ON 15
ESCUDERÍA HALCÓN TEAMS***

WORKSHOP

We hosted a robotics workshop where approximately 15 teams from Escudería Halcón visited the campus to continue working on and refining their robots. During the session, we provided technical support in design, programming, and strategy, and held a send-off ceremony to wish them luck ahead of their competition.

GENERAL INFORMATION

- Event: Robotics Workshop
- Date: 4 consecutive years since 2022, prior to the FRC competition
- Time: On-campus workday session
- Location: Tecmilenio Guadalupe
- Activity Type: Workshop and competition prep session (technical support in design, programming, strategy, and send-off ceremony)

OBJECTIVE

Supporting the teams of Escudería Halcón in improving their robots and preparing for competitions, sharing technical knowledge, and fostering FIRST values such as teamwork and Gracious Professionalism.

WHAT WE DO?

We organized a workshop where approximately 15 teams visited the campus to continue working on the development and improvement of their robots. **During the session, we provided technical support and guidance in programming, design, and strategy, and held a "good luck" send-off ceremony prior to their competition.**

IMPLEMENTATION

We conducted prior planning for the workshop, preparing the necessary workspaces, tools, and materials. We also assigned specific roles within our team to provide technical mentorship, resolve doubts, and support the teams throughout the process of improving their robots.

IMPACT

Direct Impact: **1,800+ people**

Target Audience: Escudería Halcón robotics teams:

- Technical improvement of the participating teams' robots.
- Strengthening of teamwork and competition readiness.
- Motivation and support provided to 15 teams before their participation in tournaments.

IMPACT

- Improvement in the development and performance of the robots.
- Technical and strategic preparation before the competition.
- Increased motivation and confidence in the participating teams.

KEY METRICS

Participating Members: The entire team

Hours Invested: 56+

FIRST CORE VALUES

- ✓ Inclusion
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION AND LEARNING

Conducting this workshop allowed us to support other teams in their competition preparation process by sharing our knowledge and experience. Beyond simply improving robots, we strengthened collaboration between teams and promoted FIRST values, proving that the community thrives when we learn and work together.

