



**FIRST
TECH
CHALLENGE**

PRIMEX



#26034

2026 PROJECT PORTFOLIO

FTC PREMIER EVENT | 2025-2026

DECODE™

PRESENTED BY  **RTX**

PAPALOTE MUSEO DEL NIÑO



***+15,750 PEOPLE
IMPACTED***



PAPALOTE MUSEO DEL NIÑO

We maintain an ongoing collaboration with the Papalote Children's Museum, where, every other Saturday starting in April 2025, we transform the museum into a vibrant space for STEAM learning. Through interactive robot exhibits, science workshops, and playful robotics activities, we bring technology closer to children and their families. We participated in World Space Week, where we reached over 3,500 people over a weekend through activities focused on space exploration, science, and engineering. In total, We have achieved a sustained impact of over 15,750 people directly benefited and more than 800 volunteer hours contributed by our team. Our approach is not just to showcase robots, but to spark curiosity, foster critical thinking, and demonstrate that science and engineering are for everyone.

GENERAL INFORMATION

Event: Robot Zone

Date: April 26, 2025

Time: 1:00 PM to 5:00 PM

Venue: Papalote Museo del Niño

Activity type: Workshop and demonstration

OBJECTIVE

To inspire more students and bring them closer to the world of STEM through robotics, promoting FIRST values and teamwork.

WHAT DID WE DO?

FTC robot demonstration, workshop, and hands-on activity on how it works. how it was made and what it was for

HOW DO WE CARRY IT OUT?

Advance event planning, such as the materials we were going to use, as well as ensuring the robot's operation and assigning specific roles to the team so they know what to do

IMPACT GENERATED

People impacted: +15,750 persons

Audience: All ages, from 3-year-old children to seniors.

Results:

- Greater interest in STEM
- Active participation
- Positive feedback

METRICS

Participating members: **15 team members**

Hours invested: 900+

CONNECTION TO FIRST CORE VALUES

- ✓ Gracious Professionalism
- ✓ Coopertition
- ✓ Community impact
- ✓ STEM inspiration

REFLECTION

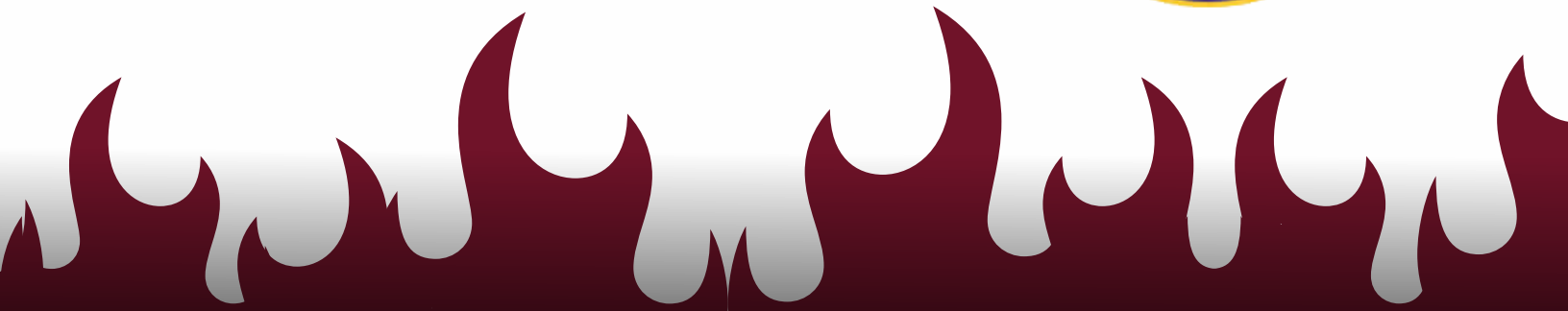
We learned to organize ourselves better as a team, strengthen our communication, and **improve how we convey our passion for robotics, thereby inspiring new generations to get involved in the world of science and technology.**



STEAM AT YOUR SCHOOL



ASTRONOMY AND ROBOTICS





We conduct talks and workshops at various schools on the importance of STEAM, **seeking to spark an interest in science and technology among children**

GENERAL INFORMATION

Event: STEAM at Your School

Date: November 7, 2025

Time: 10:00 AM – 2:00 PM

Location: Instituto DOCET

Activity Type: Science and technology workshop and demonstration

OBJECTIVE

Foster students' interest in astronomy and space sciences through hands-on, dynamic activities. that allow them to learn through hands-on experience, strengthen skills in STEAM areas, and motivate students to explore potential scientific career paths.

WHAT DID WE DO?

Practical and dynamic activities related to astronomy and space science, as well as mini-workshops and talks on FTC and FLL

HOW DO WE CARRY IT OUT?

Organized planning that combines theory and practice, First, a program of activities is defined, including schedules, objectives, and necessary materials. Next, classroom workshops and interactive sessions are conducted to explain basic astronomy concepts, followed by practical activities such as experiments, model building, or simulations.

IMPACT GENERATED

People reached: **75+ children**

Audience: Children aged 11 to 12

- Results: **Greater interest in astronomy, science, and technology**
- Development of skills such as teamwork, critical thinking, and problem-solving.

METRICS

Participating members: 5 members of the PYROX team

Hours invested: **250+**

CONNECTION TO FIRST CORE VALUES

- ✓ Curiosity
- ✓ Responsibility
- ✓ Teamwork
- ✓ STEAM inspiration

REFLECTION

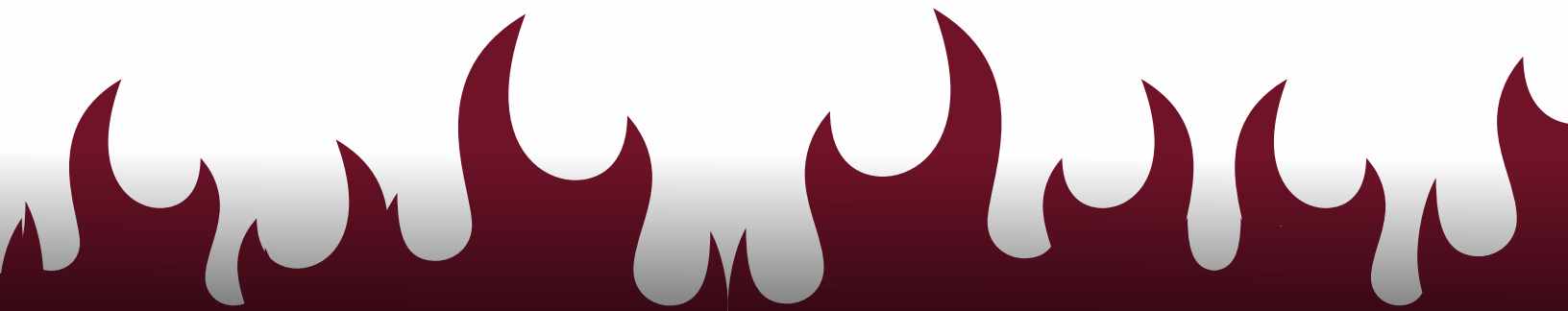
At Astro Camp we learned about space, awakened our scientific curiosity, and gained a better understanding of how the universe works. At FLL, on the other hand, we developed robotics, programming, and problem-solving skills, in addition **to strengthen teamwork and Gracious Professionalism**



ASTRO CAMP AT PAPALOTE



SCIENCE WORKSHOPS AND DEMONSTRATIONS





We went to the Papalote Children's Museum to conduct AstroCamps, where we organized workshops and interactive activities related to astronomy and space science. During these sessions, we explained concepts of the universe, **We conduct educational activities and guide participants through hands-on experiences to spark their curiosity about space and foster interest in STEAM fields.**

GENERAL INFORMATION

Event: Astrocamp

Date: October 12, 2025

Time: 1:00 PM – 5:00 PM

Location: Papalote Museo del Niño

Activity Type: Science workshop and demonstration

OBJECTIVE

To foster students' interest in astronomy and space sciences through practical and dynamic activities that allow them to learn experientially, **strengthen skills in STEAM areas and motivate students to explore potential scientific career paths**

WHAT DID WE DO?

Practical, dynamic activities related to astronomy and various sciences.

HOW DO WE CARRY IT OUT?

Preliminary planning was carried out to define the event's objectives, the number of participants, the planned activities, and the necessary materials. A schedule was also organized, detailing times, responsible parties, and durations for each workshop or activity. Logistics regarding transportation, permits, and supervision were coordinated, **alongside communication with museum instructors to ensure the activities aligned with educational goals.**

IMPACT GENERATED

People reached: **500+**

Audience: General public

Results:

- Increased interest in astronomy and science
- Development of social skills
- Meaningful learning

METRICS

Participating members: 5 members of the PYROX team

Hours invested: **250+**

CONNECTION TO FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEAM inspiration

REFLECTION

The Astro Camp experience at the Papalote Children's Museum taught us a very valuable lesson, because **We not only learned about the space, but also understood the importance of preparing and organizing ourselves before an event.** Thanks to the planning, everything went smoothly, and we were able to make the most of every activity.





ASTROCAMP AT TECMILENIO



***+40 CHILDREN
IMPACTED***





We held an AstroCamp at our school in an open-camp format, which interested students could attend. During the activity, **We organized workshops, interactive activities, and experiences related to astronomy, where participants learned about space and science in a hands-on way and fun,** fostering their curiosity and interest in STEAM fields.

GENERAL INFORMATION

Event: Astrocamp

Date: October 25, 2025

Time: 9:00 AM – 5:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Science workshop and demonstration

OBJECTIVE

Spark students' interest in astronomy, science, and technology through interactive, hands-on experiences. Through workshops, hands-on activities, and collaborative exercises, the aim is to strengthen skills such as critical thinking, teamwork, and problem-solving, while also motivating participants to explore STEAM fields and connect theoretical learning with real-world experiences in an innovative educational environment.

WHAT DID WE DO?

We organized an AstroCamp at our school, open to interested students. **We conduct astronomy workshops and activities featuring interactive exercises and experiments.** With this, we aim to spark their curiosity about science and STEM fields.

HOW DO WE CARRY IT OUT?

We carried this out through advance planning, defining objectives, activities, and timelines. During the event, we worked in teams and participated in workshops led by instructors, who explained the topics and supported us during the practical activities. **We conduct experiments, collaborative activities, and exercises related to astronomy and technology, following an established schedule.** Everything took place in an orderly environment, with supervision and materials prepared in advance, making the experience dynamic, safe, and well-structured.

IMPACT GENERATED

People reached: **40+ children**

Target audience: Children aged 7 to 13

Results:

- Increased interest in astronomy and science
- Development of social skills

METRICS

Participating members: 7

Hours invested: **+490**

CONNECTION TO FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEAM inspiration

REFLECTION

We not only learned about astronomy and technology, but also. **We strengthened skills such as teamwork, communication, and responsibility.** We realized that science can be dynamic and fun when learned in a hands-on way.. **Furthermore, we understood the importance of organizing ourselves and collaborating to ensure the activities went well.**



ASTROCAMP IN THE OFF-SEASON



SCIENCE WORKSHOPS AND DEMONSTRATIONS





As part of the FRC Monterrey Off-Season activities, our team brought the Astro Camp experience to attendees throughout the competition. We set up an interactive space where children, teens, and families could explore science, technology, and space exploration through hands-on activities and engaging experiences, complementing the competitive atmosphere with opportunities for learning and inspiration.

GENERAL INFORMATION

Evento: Off-season MTY

Date: October 17, 18, 19 2025

Time: 8:00 AM - 5:00 PM

Location: Tec Santa Catarina

Activity Type: Science workshop and demonstration

OBJECTIVE

To bring STEAM fields closer to the event attendees through activities inspired by space exploration, fostering scientific curiosity, creativity, and interest in robotics and engineering while promoting the mission and values of FIRST.

WHAT DID WE DO?

We organized an interactive Astro Camp area during the FRC Monterrey Off-Season competition, welcoming visitors of all ages. We guided participants through space exploration activities, STEAM challenges, and robotics demos, giving them a fun and hands-on learning experience.

HOW DO WE CARRY IT OUT?

Throughout the competition, we continuously welcomed visitors of all ages. To accommodate the constant flow of participants, we organized the activities into dynamic stations that allowed new groups to join throughout the day. **Attendees explored science, engineering, and robotics concepts through hands-on challenges, interacted with our robots, and learned how FIRST promotes learning through real-world experiences.** In addition to enhancing the event experience, we inspired future generations to pursue STEAM fields and strengthened the sense of community within FIRST.

IMPACT GENERATED

People Impacted: 40+ children

Audience: People of all ages

Results:

- Increased interest in astronomy and science
- Development of social skills

METRICS

Participating members: 8

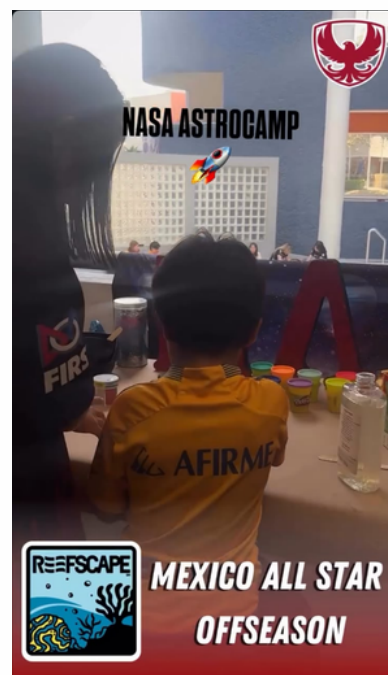
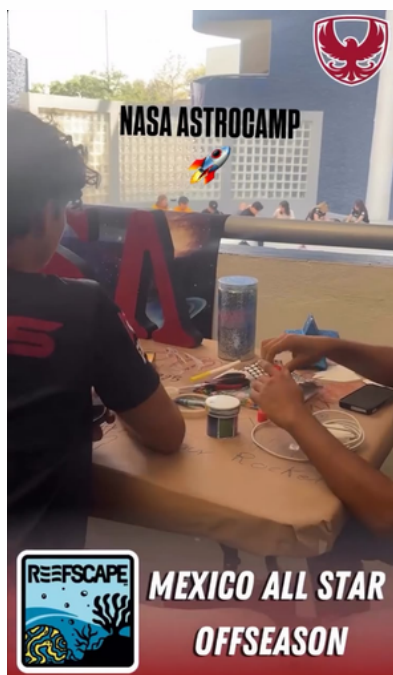
Hours invested: **45+**

CONNECTION TO FIRST CORE VALUES

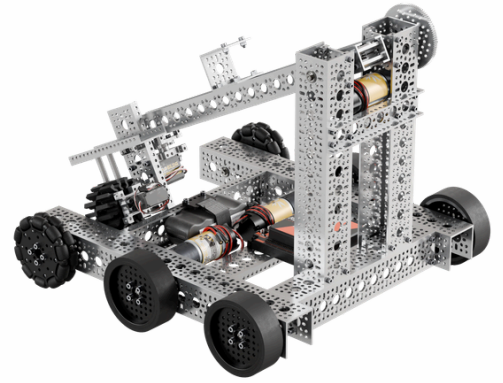
- ✓ Curiosity
- ✓ Teamwork
- ✓ STEAM inspiration

REFLECTION

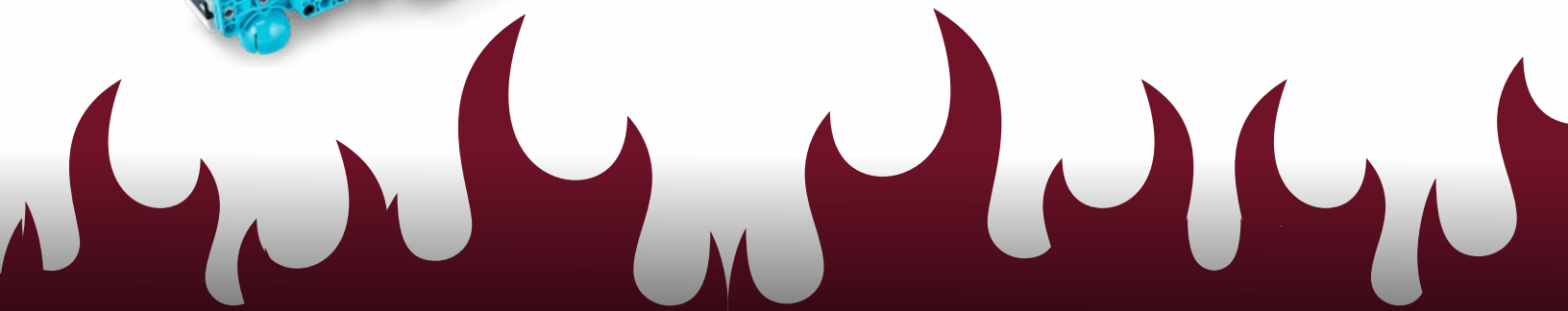
Bringing Astro Camp to the Off-Season allowed us to demonstrate that every competition can also be a space for inspiration. While teams competed on the field, we brought science and robotics closer to hundreds of visitors, sparking curiosity and showing that FIRST transforms lives both on and off the playing field.



SUMMER CAMP



***33 CHILDREN IN FTC AND
52 CHILDREN IN FLL***





SUMMER CAMP



Our Summer Camp had a first edition of 3 weeks, in which **We served 20 children in FTC and 40 in FLL—including 10 students from Secondary School #7 who received full scholarships—thereby providing equitable access to STEAM experiences..** Due to the program's success, we held a second 2-week edition, with a recovery fee of \$2,000 MXN per participant, in which 13 children participated in FTC and 14 children in FLL. The funds generated made it possible to fully finance two FLL Challenge teams, with an investment of over MXN \$60,000 in registration fees and LEGO SPIKE Prime kits. **Collectively, our team has dedicated over 850 hours to mentoring, strengthening technical skills, FIRST values, and leadership.**

GENERAL INFORMATION

Event: Summer Camp

Date: First edition: June 21, 2025 – July 8, 2025; Second edition: July 6, 2026 – July 17, 2026

Time: 8:30 AM – 2:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Workshop and Competition

OBJECTIVE

Strengthen students' skills in robotics, programming, and teamwork through practical, dynamic challenges. FIRST LEGO League aims to develop logical thinking, creativity, and innovation through the construction and programming of LEGO robots, alongside work on an innovation project. FIRST Tech Challenge takes a more advanced approach, integrating the design, engineering, and programming of more complex robots.

WHAT DID WE DO?

- FTC and FLL robot demonstration
- Hands-on programming workshop
- Interactive activities
- Presentation on FIRST

HOW DO WE CARRY IT OUT?

We organized participants into teams and assigned roles such as programming, mechanical design, robot building, and strategy. **Throughout the camp, we conducted hands-on sessions where participants built and programmed their robots, tested them on the playing field, and participated in mock competitions.** We also dedicated time to explaining the game rules, refining match strategies, and reinforcing core FIRST values such as teamwork and Gracious Professionalism®.

IMPACT GENERATED

People impacted: 85 children

Target audience: **Children aged 8 to 15**

Results:

- Improved technical skills
- Strengthened teamwork
- Greater preparedness for competitions

METRICS

Participating members: 10

Hours invested: **+1,070**

CONNECTION WITH FIRST CORE VALUES

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

REFLECTION

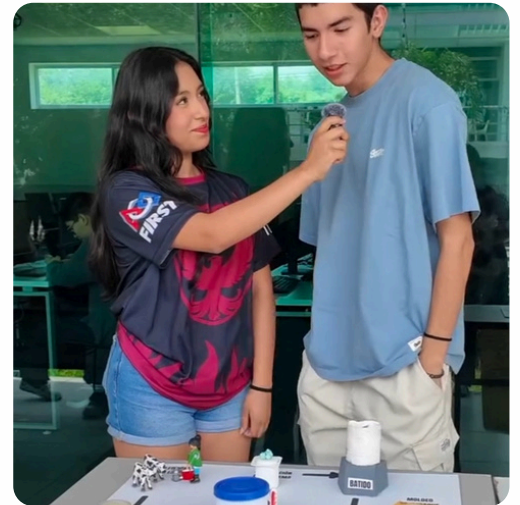
The FIRST LEGO League and FIRST Tech Challenge Summer Camp was an experience that helped us grow both technically and personally. **Every challenge taught us that mistakes are part of the learning process and that, through practice and perseverance, we can continuously improve.** We also strengthened values such as commitment and Gracious Professionalism®, understanding that competition is not only about winning, but also about learning and supporting others.



EXPOCIENCIAS



***PARTICIPATION
OF 120 STUDENTS***



PYROX EXPOCIENCIAS

We organized a Science Fair where students became the driving force for change by identifying real-world problems and developing well-founded, innovative solutions.

The first edition brought together 120 student participants. Due to its success, this event will be held at the end of every semester, providing students with ongoing opportunities to showcase their ideas and innovations.

GENERAL INFORMATION

Event: EXPOCIENCIAS

Date: May 14, 2025

Time: 1:00 PM – 5:00 PM

Location: Tecmilenio Guadalupe Campus

Activity Type: Exhibition and Workshop

OBJECTIVE

To create a space where students could showcase their science and technology projects, fostering innovation, creativity, and a passion for research. We aimed to promote active participation, the exchange of ideas, and collaborative learning while strengthening essential skills such as organization, leadership, and responsibility. **We also aimed to promote a culture of science and innovation within the school.** Motivating more young people to get involved in science and technology.

WHAT WE DID

- Event Organization
- Team Evaluation
- Feedback and Mentorship
- STEM Talk
- Interactive Activities

HOW WE IMPLEMENTED IT

During the event, we welcomed the participants, organized the presentations in scheduled rounds, and evaluated each project using a previously designed rubric.

Finally, we provided feedback to each team and concluded the event, ensuring that everything was conducted in an organized, fair, and professional manner.

IMPACT GENERATED

People Impacted: **120 students**

Audience: High school students between 15 and 18 years old

Results:

- Improved time management and organization skills
- Strengthened teamwork and collaboration
- Increased clarity in evaluation criteria
- Greater outreach and participation

METRICS

Participating Members: 10 team members

Hours Invested: **+400 hours**

CONNECTION WITH FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

By organizing ExpoCiencias Pyrox, we learned that event management requires leadership, teamwork, and extensive preparation to ensure everything runs smoothly. We also understood the importance of being fair and objective when evaluating projects, providing feedback that truly helps participants improve. **This experience allowed us to develop greater confidence, commitment, and organizational skills, while strengthening our passion for promoting science and innovation within our community.**

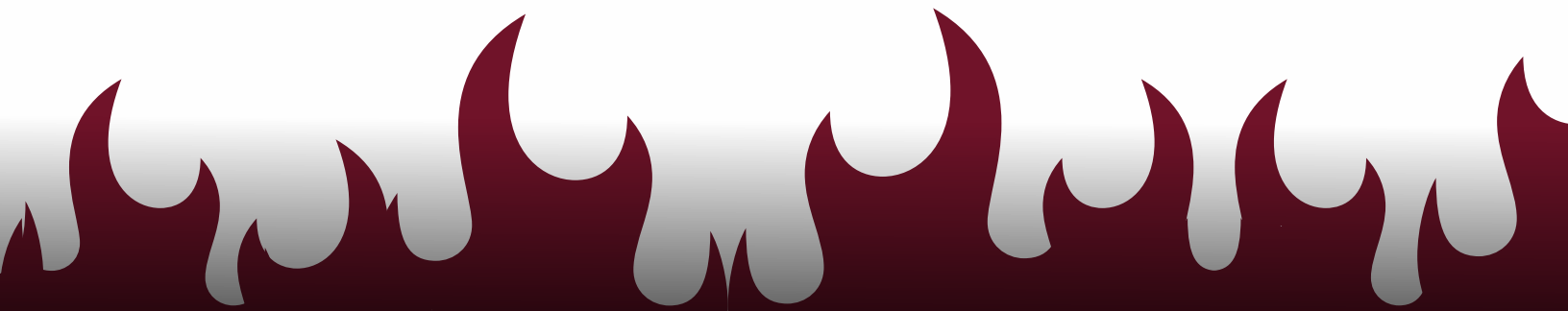


ART FEST



INDIRECT IMPACT:

+1,000 PEOPLE



ARTFEST – ROBOTICS AND ART WORKSHOP

With robots designed to rotate canvases and move brushes, students created unique artworks. This experience **directly impacted 40 students and reached more than 1,000 people indirectly.**

GENERAL INFORMATION

Event: ArtFest

Date: January 24, 2025

Time: 11:00 AM – 1:00 PM

Location: Tecmilenio Guadalupe Campus

Activity Type: Workshop

OBJECTIVE

To integrate robotics with art, demonstrating that technology can also be a creative and expressive tool. We aimed to help students develop skills in programming, design, and innovation while exploring new ways of artistic creation.

WHAT WE DID?

- Designed and Built the Robots
- Guided the Artistic Experience
- STEAM Talk
- Interactive Activities

HOW WE IMPLEMENTED IT ?

First, we designed and built the mechanisms that allowed the canvases to rotate and the brushes to move. Afterwards, we programmed the movements, adjusting speeds and trajectories to achieve different artistic effects. During the implementation, we organized the students into teams, **We explained how the system worked and supervised the creative process while participants experimented with colors and patterns.** Finally, we presented the artworks and shared the results, ensuring that the activity was organized, safe, and meaningful.

IMPACT GENERATED

People Impacted: 40 students directly and over 1,000 people indirectly.

Audience: High school students, ages 15–18, from across the country.

Results:

- Development of technical skills
- Improved time management
- Strengthened teamwork
- High community impact
- Fostered creativity

METRICS

Participating Members: Entire team

Hours Invested: **+400**

CONNECTION WITH FIRST CORE VALUES

- ✓ Curiosity
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

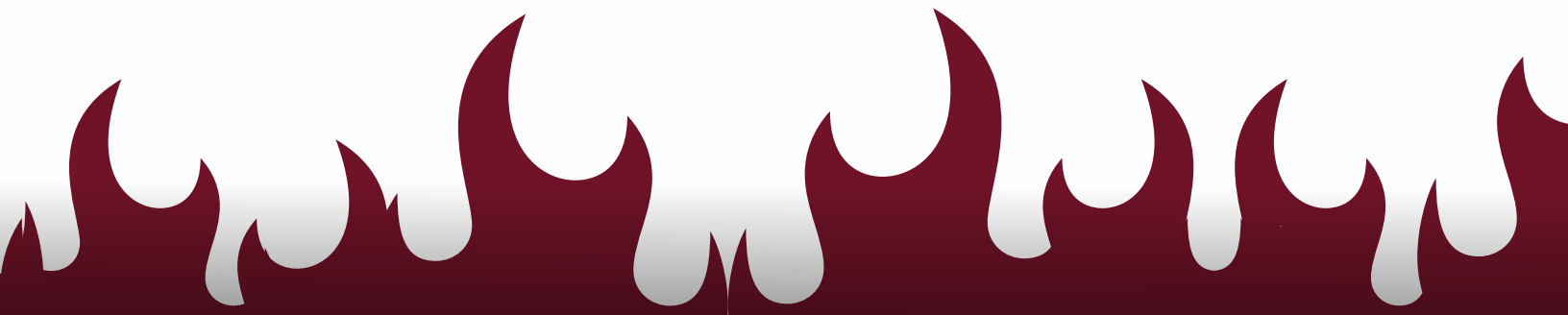
This event allowed us to realize that technology has no limits and can be combined with art to create something truly innovative. It also strengthened our teamwork, organization, and problem-solving skills, as every detail required collaboration and continuous adjustments. **More than just a project, it was an opportunity to inspire others and demonstrate that science and art are not separate fields but can together create a meaningful impact on our community.**



PYROX MENTORSHIP



2 IMPACTED TEAMS



MENTORSHIP

We shared our experience through technical and management mentorship, training students and coaches in areas such as design, programming, strategy, and the values of FIRST, impacting two teams: Alebrijes (across two editions) and Thunder Roar.

GENERAL INFORMATION

Event: Pyrox Mentorship

Date: July 11, 2025 – December 11, 2025

Time: 9:00 AM – 5:00 PM

Location: Tecmilenio Guadalupe Campus

Activity Type: Workshop

OBJECTIVE

To strengthen other teams through technical and management mentorship, sharing our experience in design, programming, strategy, and FIRST values. **We aimed to train both students and coaches to improve their performance, organization, and competition preparation while promoting teamwork and Gracious Professionalism®.**

Through this effort, we directly impacted 2 teams, contributing to their technical growth and development within the program.

WHAT WE DID?

- Provided Technical Mentorship
- Offered Team Management Guidance
- Strengthened FIRST Values
- Interactive Activities

HOW WE IMPLEMENTED IT?

We organized technical and management sessions, both theoretical and practical, where we explained concepts related to design, programming, and strategy. We then worked directly with the teams to apply improvements to their robots and internal organization.

We Also shared support materials and examples based on our experience. Throughout the entire process, we promoted FIRST values by encouraging teamwork, respect, and Gracious Professionalism®, ensuring that the learning experience was collaborative and meaningful.

IMPACT GENERATED

People Impacted: **60 students**

Audience: High school and middle school students

Results:

- Technical improvement within the teams
- Strengthened FIRST values
- Enhanced teamwork and collaboration
- High community impact
- Promotion of creativity

METRICS

Participating Members: 10 participants

Hours Invested: **+160 hours**

CONNECTION WITH FIRST CORE VALUES

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

REFLECTION

Providing mentorship to other teams was an experience that allowed us to understand that true growth is not only found in winning competitions, but also in sharing what we know. By supporting other teams, we strengthened our commitment to FIRST values and understood that the greatest impact comes from helping others improve. This experience strengthened our leadership, responsibility, and ability to work with empathy and professionalism. More than just teaching, we learned that building a community and collaborating is what truly makes FIRST stronger.



FIRST VOLUNTEER



INDIRECT IMPACT:

+1,000 PEOPLE





FIRST VOLUNTEERING



We hosted our FTC Decode Kickoff together with our sister team, **PYROX**.

Linux: Bringing together 5 teams and more than 100 attendees.

In a learning and collaboration space, where workshops were provided for the teams. Our team members and mentors have participated as volunteers in the following events:

- FTC Premier Event México 2025: **Directly impacting 25 teams from Mexico, the United States, Brazil, and Argentina.**
- FRC Monterrey Regional 2025: **Directly impacted 40 teams.**
- FLL Monterrey Regional 2025: **Directly impacting 42 teams.**
- FLL National Tournament 2025: **Directly impacting 50 teams.**
- FTC Monterrey Regional 2026: **Directly impacting 32 teams.**
- FLL Monterrey National 2026:

GENERAL INFORMATION

Location: Tecmilenio Campus Guadalupe, Tecmilenio Las Torres

Activity Type: Volunteering

OBJECTIVE

Promote learning, collaboration, and participation within the FIRST ecosystem.

Creating opportunities for teams and students to connect, learn, and compete in robotics and technology environments, we contributed to the technical, educational, and values-based growth of the FIRST community in Mexico and other countries.

WHAT WE DID?

- Organized learning spaces
- Impacted the FIRST community
- Delivered workshops and training sessions

HOW WE IMPLEMENTED IT ?

Through prior planning, we coordinated logistics, venues, attendee registration, and the event structure. For the FTC Decode Kickoff workshops, we assigned roles among team members and mentors to deliver training sessions, lead activities, and support participating teams. Additionally, for our participation as volunteers in official FIRST events, we registered in advance, received role-specific training, and collaborated in areas such as judging, inspection, logistics, and technical support.

GENERATED IMPACT

People Impacted: **Students from around the world**

Audience: Middle school and high school students

Results:

- Technical improvement within teams
- Strengthened FIRST values
- Enhanced teamwork and collaboration
- High community impact
- Promotion of creativity

METRICS

Participating Members: The entire team

Hours Invested: **+451 hours**

CONNECTION WITH FIRST CORE VALUES

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

REFLEXION

Providing mentorship to other teams was an experience that allowed us to understand that true growth is not only achieved by winning competitions, but also by sharing our knowledge with others. By supporting other teams, we strengthened our commitment to FIRST values and understood that the greatest impact comes from helping others improve. This experience strengthened our leadership, responsibility, and ability to work with empathy and professionalism. More than just teaching, we learned that building a community and collaborating is what truly makes FIRST stronger.

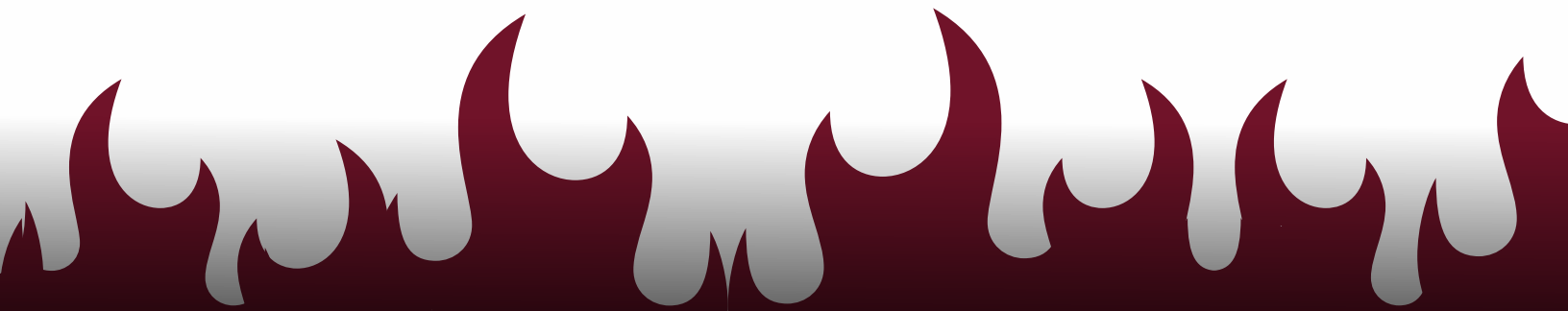


FTC TEAMS



INSPIRE AWARD

2ND PLACE





We have two FIRST Tech Challenge teams: one co-ed team and one all-girls team, both made up of students from our summer camp and high school students.

During the season, we competed in two regional events—Monterrey and San Luis Potosí—alongside Team Primex, where we earned the Inspire Award 2nd Place, one of the highest honors in the FIRST community.

GENERAL INFORMATION

Date: January 20, 2025 – February 4, 2026

Location: Tecmilenio Las Torres Campus and Tecmilenio San Luis Campus

Activity Type: Workshop

OBJECTIVE

The goal of creating and developing our FIRST Tech Challenge teams was to provide more students with the opportunity to participate in advanced robotics by bringing together students from our summer camp and high school in a collaborative learning environment. We aimed to strengthen students' skills in engineering, programming, and teamwork within the FIRST community while promoting inclusion through one co-ed team and one all-girls team, encouraging leadership and increasing the participation of more young people in STEM.

WHAT WE DID?

- Organized learning spaces
- Established two FIRST Tech Challenge teams
- Made a positive impact on the FIRST community
- Conducted workshops and training sessions

HOW WE CARRIED IT OUT?

By establishing two FIRST Tech Challenge teams composed of students from our summer camp and high school, we organized regular work sessions where participants designed, built, and programmed the robot while also practicing game strategies and preparing presentations for judges. **Throughout the season, we prepared both teams to compete in FIRST regional events, enabling them to participate in the Monterrey and San Luis Potosí regionals while continuously improving through practice, teamwork, and feedback.**

IMPACT GENERATED

People Impacted: **21 team members across our two FIRST Tech Challenge teams**

Audience: Students and team members

Results:

- Established two new FIRST Tech Challenge teams
- Inspired new students, especially girls, to participate in robotics and STEM
- Created a meaningful impact within the FIRST community

METRICS

Participating Members: Entire team

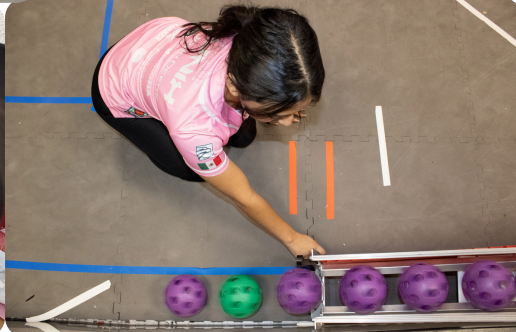
Hours Invested: **19,404 hours**

CONNECTION TO FIRST CORE VALUES

-  Inclusion
-  Teamwork
-  STEAM Inspiration
-  Community Impact

REFLECTION

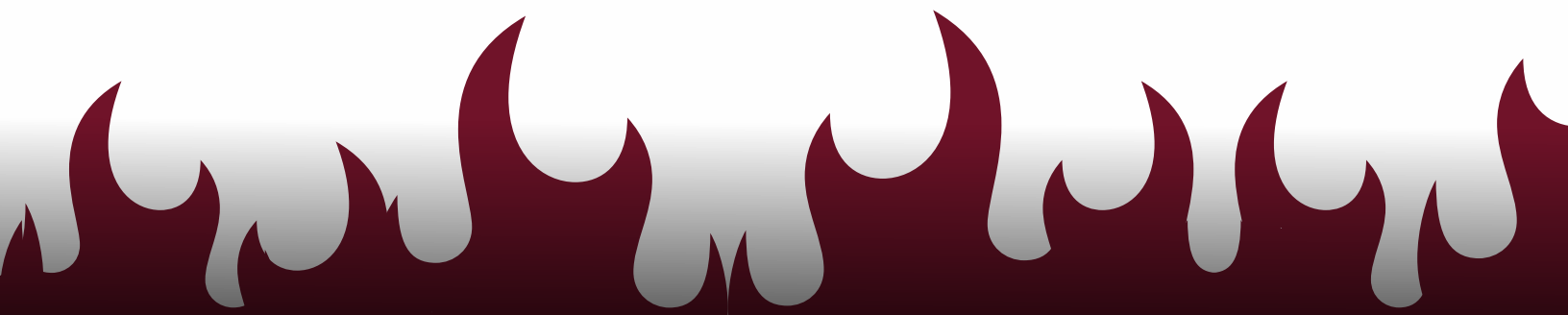
By bringing together students from our summer camp and high school, we strengthened teamwork and created an environment where everyone could contribute ideas while developing skills in engineering, programming, and leadership. **Competing in the regional events and earning the Inspire Award 2nd Place demonstrated that dedication, perseverance, and collaboration within the FIRST community can lead to outstanding results while creating meaningful learning experiences for everyone.**



FLL TEAMS



SPARX AND NOVAX



SPARX AND NOVAX

We created and supported two FIRST LEGO League teams, Sparx and Novax, which we recruited during our summer camp. **Throughout the season, we supported them through mentoring and training, helping them develop robotics, teamwork, and problem-solving skills while becoming active members of the FIRST community.** As a result, Team Novax qualified for the national tournament, demonstrating the impact of creating and supporting new teams within the FIRST community.

GENERAL INFORMATION

Date: Every Thursday to Saturday from August 29, 2025, to February 14, 2026

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

Location: Tecmilenio Guadalupe Campus

Activity Type: Mentoring and Training

OBJECTIVE

The objective of this initiative was **form and develop new FIRST LEGO League teams from students recruited during our summer camp, providing them with mentoring and preparation so they could integrate and grow within the FIRST community.**

We aimed to promote their interest in robotics and STEM, strengthen skills such as teamwork and problem-solving, and create opportunities for more young people to participate in competitions, resulting in one of the teams, Novax, qualifying for the national tournament.

WHAT WE DID ?

- Organized learning spaces
- Made an impact on the FIRST community
- Conducted workshops and training sessions
- Recruited students

HOW WE CARRIED IT OUT ?

Starting with the recruitment of students during our summer camp.

We later formed two FIRST LEGO League teams, Sparx and Novax, and organized regular work sessions where we provided mentoring in programming, robot construction, and innovation project development. We also guided them in understanding the rules, preparing for presentations, and embracing the FIRST Core Values. Throughout the season, we supported their learning and practice process so they could participate in competitions with confidence and proper preparation.

IMPACT GENERATED

People Impacted: **9 students**

Audience: Students

Results:

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

METRICS

Participating Members: 5 mentors from our PYROX team

Hours Invested: **1,115 hours**

CONNECTION TO FIRST CORE VALUES

-  Inclusion
-  Teamwork
-  STEAM Inspiration
-  Community Impact

REFLECTION

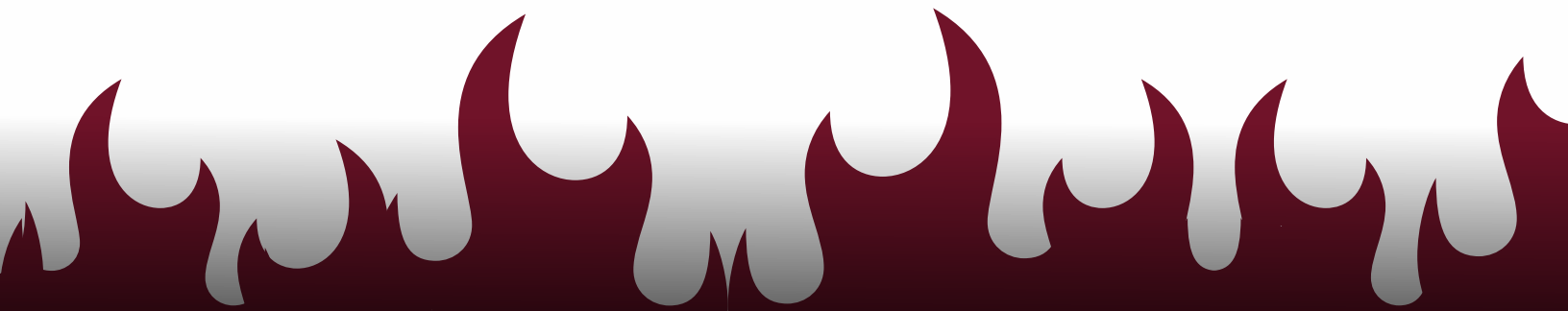
Creating and supporting the Sparx and Novax teams allowed us to understand that the true impact of robotics is not only found in competing, but also in creating opportunities for others to begin their journey in STEM. **By guiding them through FIRST LEGO League and sharing the FIRST Core Values, we learned the importance of mentorship, patience, and leadership.** Seeing their growth throughout the season and watching Novax qualify for the national tournament was incredibly rewarding, as it confirmed that supporting new teams strengthens the entire community and expands the impact of robotics.



DIF CAPULLOS



SCIENCE WEEKEND





As part of our commitment to the community, **We visited the DIF Capullos facilities on two occasions to provide activities inspired by our Astro Camp.** Because new groups of children and teenagers constantly join the program, we adapted each visit so that all participants had the opportunity to experience the activities, regardless of when they joined.

GENERAL INFORMATION

Date: March 28 and 29

Time: 9:00 AM – 2:00 PM

Location: DIF Capullos, Nuevo León

Activity Type: Interactive STEAM Workshop and Science Outreach

OBJECTIVE

Our objective was to bring science, technology, and robotics closer to participants in a fun and inclusive way, encouraging interest in STEAM fields through hands-on activities that promoted creativity, teamwork, and problem-solving.

WHAT WE DID?

- Organized learning spaces
- Made an impact on the FIRST community
- Conducted Astro Camp workshops and training sessions

HOW WE CARRIED IT OUT?

During both visits, **during both visits, we organized participants into small groups so that everyone could actively engage with the activities.** As new groups of children and teenagers arrived, we repeated the activity stations and adapted the explanations to their ages and interests. **Each participant had the opportunity to learn how robots work, solve challenges related to space and engineering,** and participate in activities that strengthened skills such as communication, creativity, and problem-solving, while always promoting the FIRST Core Values and Gracious Professionalism.

IMPACT GENERATED

People Impacted: **120 children and adolescents.**

Audience: The participants were children and adolescents **served by the DIF System, coming from diverse social and economic backgrounds.** Many of them face barriers to accessing educational, technological, and extracurricular development opportunities.

- Inspiration for new participants
- High impact within the community

METRICS

Participating Members: 5 mentors from our PYROX team

Hours Invested: **50 hours**

CONNECTION TO FIRST CORE VALUES

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

REFLECTION

Each visit to DIF Capullos reminded us that robotics goes beyond building robots; it is a tool to inspire, teach, and provide new opportunities. Seeing the curiosity and enthusiasm of each new group of children and teenagers reaffirmed our commitment to bringing STEAM fields closer to those who need them the most, demonstrating that a single experience can inspire great dreams.



AMBASSADORS OF FIRST LIKE GIRL



FIRST LIKE A GIRL

It is our female empowerment program in STEAM. Through activities such as being FIRST Like a Girl ambassadors, Menstrual Equity initiatives, conferences with the EmpoWoment Association, and other projects, we promote the participation, leadership, and development of young women in science, technology, engineering, arts, and mathematics. **Through the creation of our 100% female team, PYROX LUNIX, we seek to inspire, support, and create spaces where more women can become leaders in engineering. Through our different projects, we have impacted more than 8,000 women, promoting inclusion, empowerment, and participation in STEAM fields.**

GENERAL INFORMATION

Date: September 18, 2025

Location: Tecmilenio Campus Guadalupe

Activity Type: STEAM Outreach and Inclusion Promotion**

OBJECTIVE

The objective of being FIRST Like a Girl ambassadors during the 2025–2026 period is to promote the participation and leadership of girls and young women in robotics and STEAM fields, creating opportunities where they can develop their skills, gain confidence, and become future leaders in technology and engineering. **We seek to inspire, support, and highlight female talent within programs such as FIRST, demonstrating that technology and innovation are inclusive spaces where everyone can develop, learn, and lead regardless of gender.**

WHAT WE DID?

- Promoted the values of inclusion
- Made an impact on the FIRST community
- Inspired the community

HOW WE CARRIED IT OUT?

Actively participating in the promotion of the FIRST Like a Girl initiative within the FIRST community. We shared our robotics experience through social media, events, and activities with other teams, inspiring more girls and young people to get involved in STEAM. We also promoted messages of inclusion, motivation, and leadership, showing through our example that talent and opportunities in robotics are open to everyone.

IMPACT GENERATED

People Impacted: +8,000 women

Audience: Female students

Results:

- Greater visibility of female talent in robotics
- Inspiration for new participants
- Strengthening of teamwork
- High impact within the community
- Promotion of creativity

METRICS

Participating Members: Our entire 100% female LUNIX team

Hours Invested: **+200 hours**

CONNECTION TO FIRST CORE VALUES

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

REFLECTION

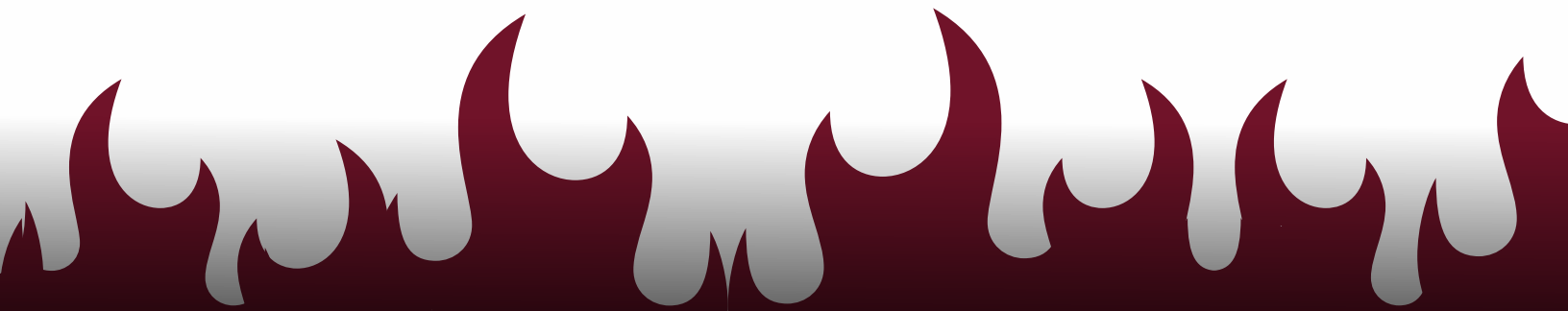
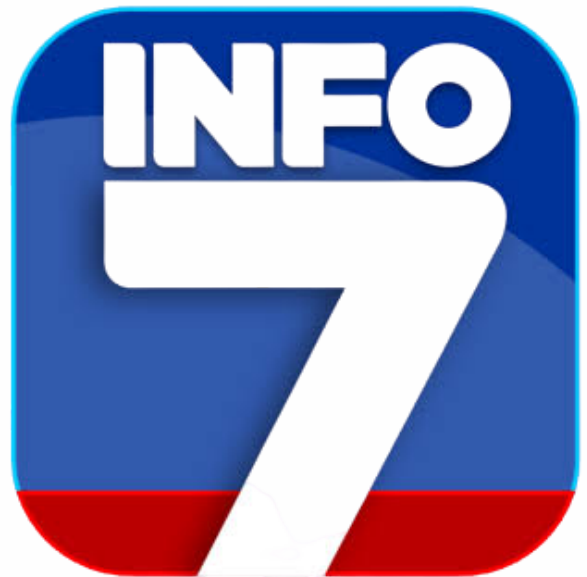
Being FIRST Like a Girl ambassadors helped us understand that our role in robotics goes beyond building and programming robots; it also involves inspiring other girls to believe in their abilities and pursue opportunities in STEAM. Through this experience, we realized that by sharing our story and supporting others, we can create a real impact within the FIRST community. This opportunity allowed us to strengthen our leadership, confidence, and commitment to inclusion, demonstrating that robotics is a space where everyone can learn, innovate, and excel.



INFO 7



***INDIRECT IMPACT:
+112,000 PEOPLE***



"As part of our outreach activities, we were interviewed by INFO 7, **where we shared our goal of competing in the Mexico Premier Event.** During the interview, we presented our FIRST Tech Challenge (FTC) robot to showcase the impact of engineering and teamwork, while seeking to connect with sponsors and raise the necessary resources to make our participation possible.

GENERAL INFORMATION

Date: May 8

Time: 3:00 PM

Location: Tecmilenio Campus Guadalupe, Robotics Workshop

Activity Type: Television Interview and Digital News Feature

OBJECTIVE

To showcase the impact of FIRST and our team, inspiring more children and young people to get involved in STEAM fields through the sharing of our experiences, projects, and achievements.

WHAT WE DID?

- Presentation of our FTC robot on television
- Explanation of the robot's operation and mechanisms
- Promotion of FIRST's mission and values
- Sharing the team's experiences and learnings
- Promotion of the educational and leadership opportunities offered through robotics.

HOW WE CARRIED IT OUT?

During our interview with INFO 7, we presented our FTC robot and explained the design, construction, and programming process behind it. We shared how robotics has strengthened our technical and personal skills, as well **as discussed our goal of participating in the Mexico Premier Event and the importance of raising resources to attend.** Through this platform, we were able to bring science and technology closer to thousands of viewers, showing that robotics is a tool for learning, innovation, and inspiring new generations.

IMPACT GENERATED

People Impacted: **Indirectly impacting between 112,500* and 135,000* people**

Audience: The entire northwestern region of Mexico

Results:

- Inspiration for new participants
- High impact within the community

METRICS

Participating Members: Entire team

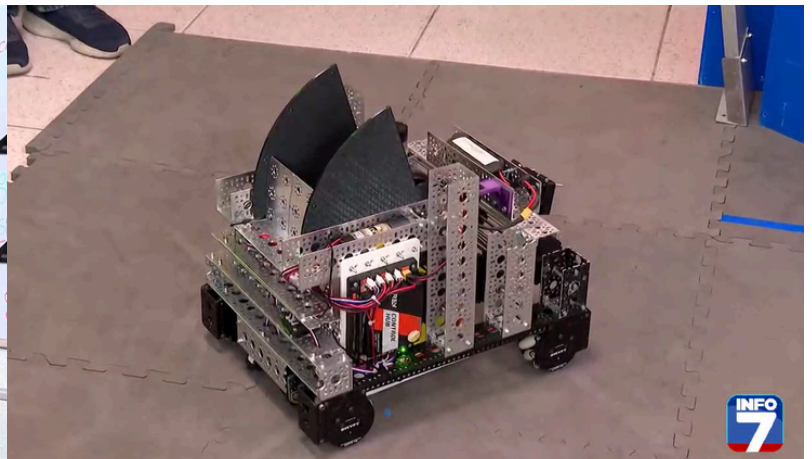
Hours Invested: **2 hours**

CONNECTION TO FIRST CORE VALUES

- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

Our interview with INFO 7 allowed us to take FIRST's mission beyond the robotics workshop, demonstrating that **every outreach opportunity** is a platform to connect with the community. Sharing our robot and our goal of reaching the Mexico Premier Event on television reminded us that the true purpose of robotics is not only to compete, but also to open doors for more young people to discover their potential in STEAM fields.



CANAL 28 SOBRE RUEDAS

***INDIRECT IMPACT:
+3,000 PEOPLE***



SOBRE RUEDAS

As part of our outreach efforts, we were invited to the television program Sobre Ruedas on Canal 28, where we had the opportunity to share the mission of FIRST, showcase our team's work, and introduce robotics to a broader audience. During the interview, we brought our FIRST Tech Challenge (FTC) robot to demonstrate how engineering, programming, and teamwork come together to create meaningful, real-world learning experiences.

GENERAL INFORMATION

Date: May 19

Time: 7:00 PM

Location: Canal 28 Facilities, Nuevo León

Activity Type: Canal 28 Television Interview – Sobre Ruedas Program

OBJECTIVE

To showcase the impact of FIRST and our team, inspiring more children and young people to get involved in STEAM fields through the sharing of our experiences, projects, and achievements.

WHAT DID WE DO?

- Presented our FTC robot on television.
- Explained the robot's operation and mechanisms.
- Shared FIRST's mission and values.
- Presented our team's experiences and learnings.
- Promoted the educational and leadership opportunities offered through robotics.

HOW DID WE CARRY IT OUT?

During our participation in Sobre Ruedas, we presented our FTC robot and explained the design, construction, and programming process behind it. We shared how robotics has strengthened our technical and personal skills, as well as the impact of our projects within the community. Through this interview, we brought science and technology closer to thousands of viewers, showing that robotics is a tool for learning, innovation, and inspiring new generations.

IMPACT GENERATED

People Impacted: Indirectly impacting between **500*** and **3,000*** people.

Audience: People from across Nuevo León.

Results:

- Inspired new participants.
- Generated a significant impact within the community.

METRICS

Participating Members: 1 team member and 1 coach.

Hours Invested: **2 hours aprox.**

CONNECTION TO FIRST CORE VALUES

- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

“Our participation on Canal 28 allowed us to take the FIRST mission beyond competitions, demonstrating that every opportunity for outreach is a chance to **inspire**. Sharing our robot and our story on television reminded us that the true impact of robotics lies in motivating more young people to discover their potential in STEAM fields.”



EL HORIZONTE

Nuevo León

Inicio / Nuevo León / Buscan llevar el orgullo norteamericano al Mundial de Robótica en CDMX

Buscan llevar el orgullo norteamericano al Mundial de Robótica en CDMX

Entre sus planes está instalar un pequeño espacio con temática norteamericana y un asador para mostrar parte de la identidad de Nuevo León

Por Esmeralda Valdez | 08 Mayo 2026



As a robotics team, we had the opportunity to represent Nuevo León at the FTC Premier Event México, **an international competition where approximately 40 teams from different countries participated. In addition to competing in the DECODE category,** we sought to proudly showcase the identity and culture of Monterrey at the event.

GENERAL INFORMATION

Date: May 8, 2026

Time: 4:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: STEM outreach, cultural representation, and communication of robotics projects.

OBJECTIVE

Represent Nuevo León at an international robotics competition, showcasing our technical skills, teamwork, and preparation, while sharing our project with the community and seeking support to make our participation in the event possible.

WHAT DID WE DO?

- Presentation of our FTC robot on television.
- Explanation of our Summer Camp.
- Promotion of FIRST's mission and values.
- Sharing our mission as a team.
- Promotion of the educational and leadership opportunities offered through robotics.

HOW DO WE CARRY IT OUT?

During our interview with Telediario, **we presented our FTC robot and explained the design, construction, and programming process behind it. We shared how robotics has strengthened our technical and personal skills, as well as discussed our goal of participating in the Mexico Premier Event and the impact of our Summer Camp.** Through this opportunity, we brought science and technology closer to thousands of viewers, showing that robotics is a powerful tool for learning, innovating, and inspiring future generations.

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IMPACT GENERATED

Directly impacting: **15 young people and indirectly reaching approximately 300,000 people through media coverage.**

Audience: The Nuevo León community, young people interested in robotics, and people reached through El Horizonte's coverage.

Results:

- Greater visibility for young talent and robotics in Nuevo León.
- Promotion of our project and journey as an FTC team.
- Promotion of Monterrey's culture in an international context.
- Increased interest and support for youth STEM projects.

METRICS

Participating Members: The entire team

Hours Invested: **Approximately 2 hours**

CONNECTION TO FIRST CORE VALUES

- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

This experience allowed us to understand the importance of communicating our work and sharing everything that goes on behind a robotics team. **We learned that representing Nuevo León means more than just competing; it also means showcasing our culture, our dedication, and the talent of young people in our community. It also helped us recognize the importance of sharing our story to inspire more people and generate support for STEM projects.**

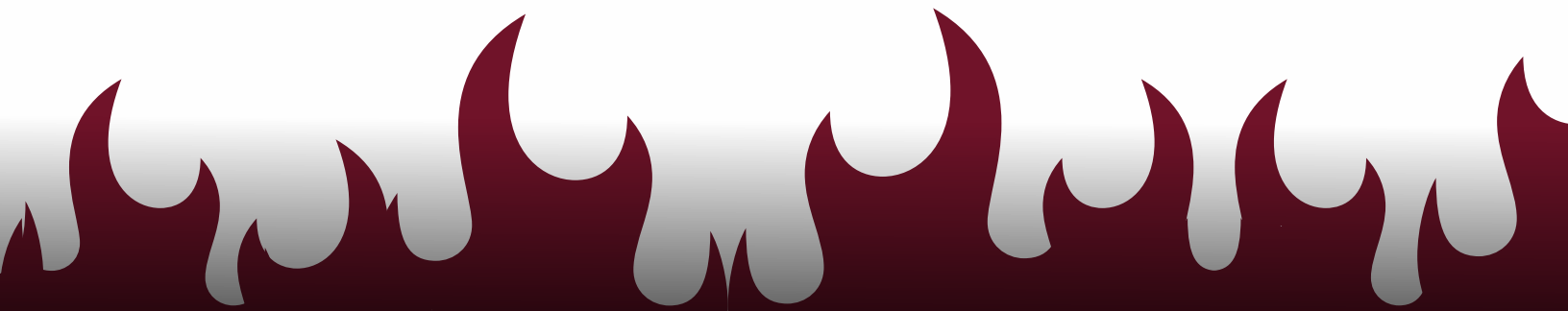


TELEDIARIO



INDIRECT IMPACT:

+600,000 PEOPLE





As part of our outreach activities, we were interviewed by Telediario to share our summer camp experience and the impact it had on students through robotics and STEAM activities. **During the interview, we presented the objectives of our camp, the learning experiences we provided, and how we encouraged more young people to explore science, technology, engineering, arts, and mathematics in a creative and collaborative environment.**

GENERAL INFORMATION

Date: July 14

Time: July 9 at 3:00 p.m.

Location: Tecmilenio University – Guadalupe Campus

Activity Type: Interview held at our Summer Camp classrooms

OBJECTIVE

To showcase the impact of our summer camp by sharing how robotics and STEAM activities create meaningful learning opportunities, inspiring more children and young people to develop their creativity, problem-solving skills, and interest in technology.

WHAT DID WE DO?

- Presented our mission and our robot
- Shared the activities and learning experiences developed during the camp.
- Explained how robotics, engineering, and teamwork were integrated into the activities.
- Promoted STEAM education and opportunities for young students.
- Shared our mission of inspiring future generations through technology.

HOW DID WE CARRY IT OUT?

During the interview with Telediario, we explained the structure of our summer camp and the activities designed to introduce students to robotics and STEAM. We shared how participants developed skills such as creativity, teamwork, communication, and problem-solving through hands-on experiences. **This opportunity allowed us to show the community that robotics is not only about building machines, but also about creating educational experiences that inspire young people.**

IMPACT GENERATED

Estimated Reach: Approximately 300,000 to 600,000 people indirectly impacted.

Audience: People from the northern, central, and western regions of Mexico.

Results:

- Inspiration for new participants.
- Greater visibility of STEAM education opportunities.
- Promotion of robotics as a tool for learning and innovation.
- Increased awareness of our community outreach efforts.

METRICS

Team Members Involved: Entire team

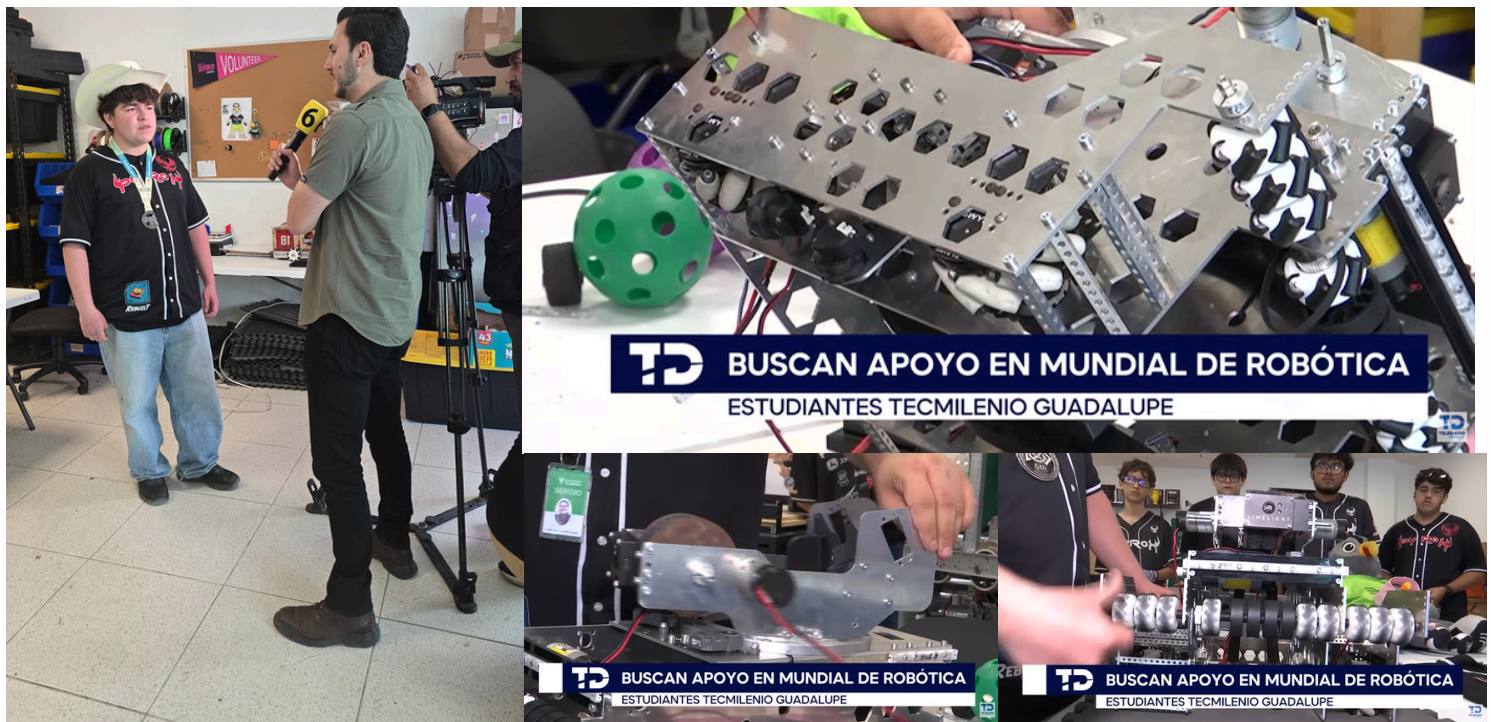
Time Invested: 4 hours

CONNECTION TO FIRST CORE VALUES

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

REFLECTION

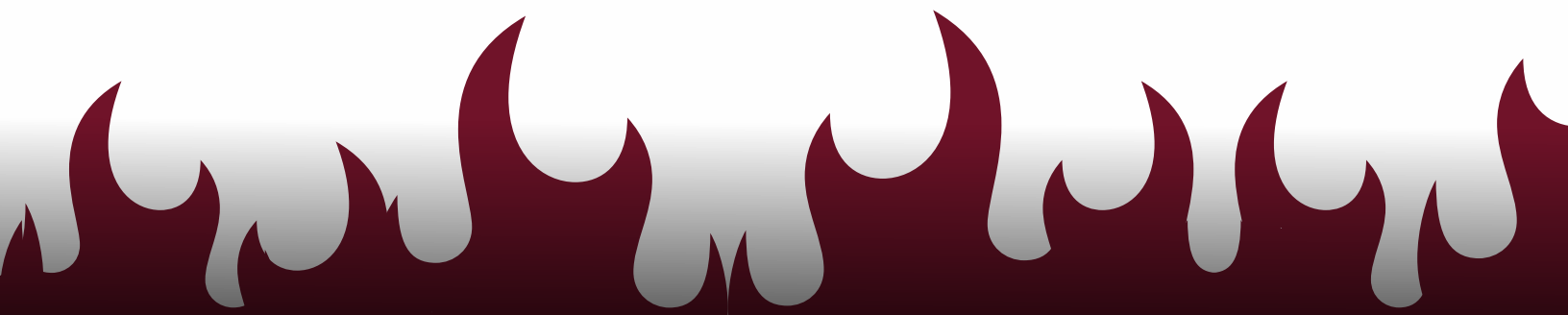
Our interview with TeleDiario allowed us to extend FIRST's mission beyond our workshop, demonstrating that every outreach opportunity is a platform to connect with the community. **Showcasing our robot, sharing our journey toward the FIRST Mexico Premier Event, and highlighting the impact of our Summer Camp on television reminded us that the true purpose of robotics goes beyond competition—it is about opening doors for more children and young people to discover their potential in STEAM.**



TELEDIARIO



SUMER CAMP





As part of our outreach efforts, we had the opportunity to be interviewed by the TeleDiario news team. During the interview, we shared our preparation for the FIRST Mexico Premier Event and highlighted the success of our Summer Camp, where we inspire children and young people through science and technology. **We also showcased our FIRST Tech Challenge (FTC) robot, demonstrating how engineering, programming, and teamwork come together to create meaningful learning and innovation experiences.**

GENERAL INFORMATION

Date: July 9 and July 14

Time: July 9 at 4:00 p.m. and July 14 at 10:00 a.m.

Location: Tecmilenio University – Guadalupe Campus

Activity Type: Interview held at our Summer Camp classrooms

OBJECTIVE

To showcase the impact of FIRST and our team by inspiring more children and young people to explore STEAM through our outreach efforts, projects, and achievements, while sharing our journey toward the FIRST Mexico Premier Event.

WHAT DID WE DO?

- Presented our FTC robot on television.
- Explained the purpose and activities of our Summer Camp.
- Shared FIRST's mission and Core Values.
- Presented our team's mission and outreach efforts.
- Promoted the educational and leadership opportunities offered by robotics.

HOW DID WE CARRY IT OUT?

During our interview with TeleDiario, we showcased our FTC robot and explained the design, construction, and programming process behind it. We also shared how robotics has strengthened our technical and leadership skills, while discussing our preparation for the FIRST Mexico Premier Event and the impact of our Summer Camp. **Through this opportunity, we brought science and technology closer to thousands of viewers, demonstrating that robotics is a powerful tool for learning, innovation, and inspiring future generations.**

IMPACT GENERATED

Estimated Reach: **Approximately 300,000 to 600,000 people indirectly impacted.**

Audience: People from the northern, central, and western regions of Mexico.

Results:

- Inspiration for new participants.
- Greater visibility of STEAM education opportunities.
- Promotion of robotics as a tool for learning and innovation.
- Increased awareness of our community outreach efforts.

METRICS

Team Members Involved: Entire team

Time Invested: 4 hours

CONNECTION TO FIRST CORE VALUES

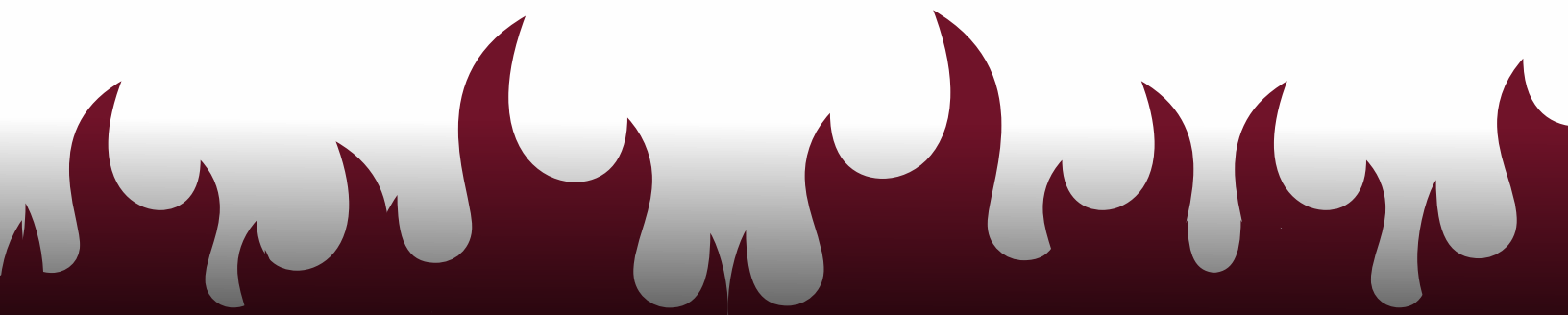
- ✓ Inclusion
- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

Our interview with Telediario allowed us to share the impact of our summer camp beyond our own community. **By showing the experiences of our participants and the activities we developed, we demonstrated that robotics and STEAM education can inspire curiosity, creativity, and confidence in young students.** This experience reinforced our commitment to creating opportunities where more people can discover their potential through technology and innovation.



MILENIO NOTICIAS





As part of our outreach activities, we were featured in a digital article by Milenio, where we shared the impact of our robotics programs, our team's projects, and our commitment to promoting STEAM education. **Through this publication, we had the opportunity to showcase our experiences, achievements, and the importance of creating opportunities for more young people to engage in science, technology, engineering, arts, and mathematics.**

GENERAL INFORMATION

Date: July 15

Hour: 3:00 p.m.

Place: Tecmilenio Campus Guadalupe

Type of activity: Digital Note

OBJECTIVE

To share the impact of FIRST and our team with a wider audience through digital media, inspiring more children and young people to become involved in STEAM fields by highlighting our projects, experiences, and achievements

WHAT DID WE DO?

- Shared our team's story and mission through a digital article.
- Presented our robotics projects and achievements.
- Highlighted the importance of STEAM education and innovation.
- Promoted FIRST values and community engagement.
- Inspired more students to explore robotics and technology opportunities.

HOW DID WE CARRY IT OUT?

Through the digital article published by Milenio, we shared information about our team, our robotics journey, and the impact generated through our projects and outreach activities. We explained how robotics has helped us develop technical and personal skills, while also creating opportunities for more students to discover their interest in STEAM. This publication allowed us to reach a broader audience and demonstrate that robotics is a tool for learning, innovation, and community transformation.

IMPACT GENERATED

People Impacted: Indirectly reaching readers through Milenio's digital platform. Public: Family, students Results:

- Inspiration for new participants.
- Greater visibility of youth robotics and STEAM initiatives..

METRICS

Participating Members: Entire team

Hours Invested: 2 hours

CONNECTION TO FIRST CORE VALUES

- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

Being featured in Milenio allowed us to share our story beyond the robotics community and demonstrate how STEAM education can create meaningful opportunities for young people. This experience showed us that every communication platform can become a way to inspire others, promote innovation, and encourage more students to believe in their ability to learn, create, and lead through technology.

“La verdad sentimos nervios, pero estamos muy emocionados. De nuevo en un mundial, es una experiencia que yo y mis compañeros vamos a disfrutar mucho la verdad, que nos encantaría recibir el apoyo de demás personas”, relató.

El entusiasmo por representar a Nuevo León también viene acompañado de un reto económico.

Aunque las familias han hecho un importante esfuerzo para costear los viajes de los estudiantes, aún faltan recursos para trasladar el robot, adquirir herramientas, refacciones y componentes que podrían ser decisivos durante la competencia.

FUT 7



***TECHNOLOGY
ON THE FIELD***



FUT 7

Our robot is a mobile platform specifically designed to operate on the synthetic turf used in the FUT 7 Tecmilenio Cup. It features a lightweight aluminum chassis and a mechanical traction system that allows it to move with stability and precision across the field. **On the upper section, it includes a custom-built mechanism that securely holds and transports the soccer ball to the center of the field, protected by a personalized cover displaying our team's and institution's visual identity.**

GENERAL INFORMATION

Date: May 22

Duration: 3 hours

Location: Tecmilenio University – Guadalupe Campus

Activity Type: Robotics in Sports Demonstration

OBJECTIVE

As a team, we designed this robot to modernize the kickoff process during the FUT 7 Tecmilenio Cup by automating ball delivery. **This project gave us the opportunity to work collaboratively while applying our knowledge of mechanical design, programming, and advanced robotics in a real-world environment.**

WHAT DID WE DO?

- Brought innovation to the soccer field through robotics.
- Designed and prototyped a solution under real project constraints.
- Represented our institution through technological innovation.
- Strengthened teamwork and collaboration throughout the project.

HOW DID WE CARRY IT OUT?

We designed, built, and programmed a robot capable of autonomously delivering the soccer ball to the center of the field before the start of each match. **Throughout the project, we worked as a team to develop and test the mechanical, electrical, and programming systems needed to ensure reliable performance.** This experience allowed us to apply engineering principles in a practical setting while showcasing how robotics can enhance sporting events through innovation, automation, and teamwork.

IMPACT GENERATED

People Impacted: **Participants, teams, and attendees of the FUT 7 tournament.**

Audience: Players, students, families, and members of the sports community.

Results:

- Demonstration of the use of robotics beyond traditional competitions.
- Inspiration for new students interested in technology.

METRICS

Participating Members: Robotics team, soccer teams, and referee

Hours Invested: **2 hours**

CONNECTION TO FIRST CORE VALUES

- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Innovation

REFLECTION

Developing the robot for FUT 7 allowed us to understand that robotics can create an impact beyond traditional competitions. **Through this project, we applied our skills to solve a real-world need, strengthening our creativity, collaboration, and ability to innovate.** This experience reminded us that technology is a tool that can connect communities, inspire others, and demonstrate that STEAM learning is present in different areas.



FIRST LIKE A GIRL FLL MENTORING



+



JOHN DEERE

**ORIENTACIÓN
SOCIAL FEMENINA
DE MONTERREY, A.C.**

BY PYROX



FIRST LIKE A GIRL FLL MENTORING

As part of a collaboration with our sponsor John Deere, three members of PYROX visited La Orientación Social Femenina de Monterrey, where we had the opportunity to work with two FIRST LEGO League teams from FIRST Like a Girl. **During our visit, we shared our journey and experience in FIRST, while explaining key aspects of the competition, including how the missions work and strategies for completing them.** Through this activity, we aimed to guide and motivate the teams by sharing the knowledge and lessons we have gained throughout our robotics journey. This experience allowed us to promote interest in STEM while reinforcing values such as teamwork, creativity, perseverance, and confidence in their own abilities.

GENERAL INFORMATION

Date: December 11, 2025

Time: 4:00 PM

Location: La Orientación Social Femenina de Monterrey

Activity Type: FIRST LEGO League Team Mentoring and Support

OBJECTIVE

To share our experience and knowledge in FIRST with two FIRST LEGO League teams from FIRST Like a Girl, providing guidance on missions, competition strategies, and key lessons to strengthen their skills and motivate them to continue growing in STEM.

WHAT DID WE DO?

- We shared our journey and experience in FIRST with two FIRST LEGO League teams.
- We explained how FLL missions work and how to approach them strategically.
- We shared tips and lessons learned throughout our robotics journey.
- We guided the teams through the mission-solving process.
- We answered their questions and shared insights from our participation in FIRST.
- We encouraged the teams to continue developing their STEM, teamwork, and problem-solving skills.

HOW DO WE CARRY IT OUT?

The activity was carried out through a visit by three PYROX members to an institution called "La Orientación Social Femenina de Monterrey," where we interacted with two FIRST LEGO League teams from FIRST Like a Girl. During the session, we began by sharing our journey and experiences within FIRST in order to establish an exchange of knowledge. **Afterwards, we explained how FLL missions work, shared strategies and advice for solving them, and guided the teams by answering their questions.** The activity was conducted interactively, allowing the participants to learn from our experience and apply the knowledge they gained to their own teams.

IMPACT GENERATED

We impacted slightly more than 20 girls.

Audience: Two FIRST LEGO League teams from FIRST Like a Girl.

Results:

- Shared our journey and experience in FIRST.
- Explained how FLL missions work and how they are developed.
- Shared strategies and advice for solving missions.
- Answered questions and strengthened the participants' knowledge of the competition.

METRICS

Participating members: Three members of the FLL mentoring team.

Hours invested: **5 hours.**

CONNECTION TO FIRST CORE VALUES

- ✓ Teamwork
- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

This experience allowed us to understand the importance of sharing our knowledge and experience with other FIRST LEGO League teams, as well as with teams from other FIRST programs. By guiding the FIRST Like a Girl teams, we also learned from their questions and perspectives, reaffirming that within FIRST, we learn together, support one another, and grow as a community."

SCOUTS CON PYROX SPARKS



MENTORING FLL TEAMS

As part of our commitment to promoting STEM education and expanding the FIRST community, we partnered with Scout Group 9 of Nuevo León to support the creation of a new FIRST LEGO League (FLL) team. Throughout the process, we shared our knowledge and experience in FLL by teaching the scouts the fundamentals of robotics, programming, and LEGO robot design. We also introduced them to key aspects of the competition, including the Robot Game and the Innovation Project. Through this initiative, we aimed to provide them with the tools and confidence needed to begin their FIRST journey while developing creativity, teamwork, innovation, and problem-solving skills.

GENERAL INFORMATION

Date: September–February (Thursdays, Fridays, and Saturdays)

Time: 5:00 PM – 7:00 PM

Location: Tecmilenio Campus Guadalupe

Activity Type: Creation and mentoring of a FIRST LEGO League (FLL) team.

OBJECTIVE

To support the creation of a FIRST LEGO League (FLL) team within Scout Group 9 of Nuevo León by providing participants with the knowledge, guidance, and tools needed to begin their robotics journey and develop STEM skills.

WHAT DID WE DO?

- Taught the fundamentals of FIRST LEGO League.
- Introduced the scouts to LEGO robot building and programming.
- Explained the competition structure and its different components.
- Shared our experience and knowledge as a FIRST team.
- Guided participants through the process of creating and developing their new FLL team.

HOW DO WE CARRY IT OUT?

We conducted introductory and training sessions with the scouts from Grupo Scout 9 de Nuevo León, where we introduced the FIRST LEGO League program and explained its core components. **Through hands-on activities, we taught the fundamentals of robot building and programming, shared our experience, and guided them through the process of forming their new FLL team.**

IMPACT GENERATED

People Impacted: Directly impacted just over 10 children, and indirectly reached approximately 40 children.

Audience: Scouts from Grupo Scout 9 de Nuevo León interested in starting a FIRST LEGO League team.

Results:

- Supported the creation of a new FIRST LEGO League team.
- Participants learned the fundamentals of robot building and programming.
- Scouts gained an understanding of the FLL competition structure and its core areas.
- Strengthened teamwork, creativity, and problem-solving skills.

METRICS

Miembros participantes: Tres personas del equipo de mentores en FLL

Horas invertidas: **+144 horas**

CONNECTION WITH FIRST CORE VALUES

- ✓ STEAM Inspiration
- ✓ Community Impact

REFLECTION

This experience allowed us to share our passion and knowledge of FIRST LEGO League with the scouts, demonstrating how robotics can open new opportunities for learning.

It reminded us of the importance of supporting new teams and sharing what we have learned so that more young people can discover their potential in STEM, ultimately strengthening the FIRST community.