

**FIRST  
LEGO  
LEAGUE**

DISCOVER

# TEAM MEETING GUIDE



# Welcome

In *FIRST*® LEGO® League Discover, children are introduced to the fundamentals of STEM while working together to solve fun challenges and build models using LEGO® DUPLO® bricks. Students develop their habits of learning, confidence, and teamwork skills along the way.

*FIRST* LEGO League Discover is one of three divisions by age group of the *FIRST* LEGO League program and serves the youngest children. This program inspires young people to experiment and grow their confidence, critical thinking, and design skills through hands-on STEM learning. *FIRST* LEGO League was created through an alliance between *FIRST*® and LEGO® Education.



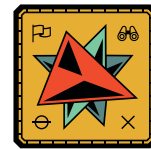
## *FIRST*® AGE™ and UNEARTHED™

Welcome to the *FIRST*® AGE™ season presented by Qualcomm. This year, *FIRST* LEGO League teams will learn about what people of the past have left behind and what we can learn as those items are UNEARTHED™.

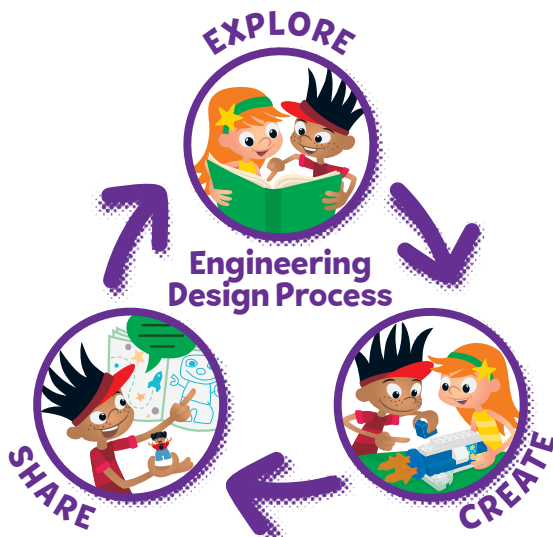
Get ready for an archaeological adventure! This season, the team will become junior archaeologists. As a group, you will explore

excavation sites, build and study cool artifacts, and solve mysteries about the past.

Children will work together in teams using LEGO DUPLO pieces from the STEAM Park Set and the Discover Set. Children should be encouraged to work with their teammates, listen to each other, take turns, and share ideas and pieces.



**UNEARTHED**



## Program Outcomes

The children will:

- Use and apply the *FIRST* Core Values, habits of learning, and the engineering design process to create solutions.
- **Explore** the season theme and their ideas through collaboration, building, and playful learning.
- **Create** and test their ideas and solutions.
- **Share** and communicate what they have learned with each other and others.

# Sessions At A Glance



## **Session 1: Let's Discover**

What does an archaeologist do?



## **Session 2: Exciting Excavation**

Have you ever made a discovery?



## **Session 3: Map Makers**

Why do archaeologists use maps?



## **Session 4: Scale Sorting**

Why do archaeologists sort what they find?



## **Session 5: Ancient Homes**

What do you think houses looked like a long time ago?



## **Session 6: Archaeology Tools**

What tools does an archaeologist use?



## **Session 7: Archaeology Adventure**

Can you tell an archaeology adventure story?



## **Session 8: Time Capsule**

What would you put inside a time capsule for the future?



## **Session 9: Ancient City**

Can you build an ancient city?



## **Session 10: Celebration Event**

Complete the final challenge and share what you learned about archaeology!

# Season Materials

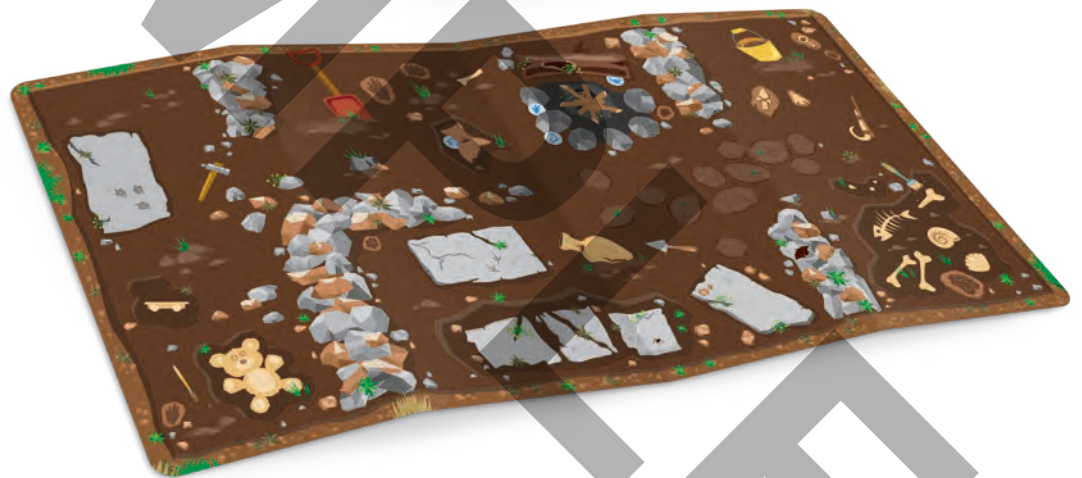
## Discover Set (1 per 4 children)

The Discover Set consists of the Discover model, LEGO® DUPLO® figures, mat, building cards, and four Six Bricks Sets. The Discover model is intended to help children connect to the theme and provide a starting point for discussions. The mat is used as a collaboration space to bring the models together and to generate ideas for building.

The Six Bricks Sets from the Discover Set are intended for use in the classroom during the sessions. Each child will need one of each of the six colored bricks; these sets should be kept in the classroom or stored between sessions.

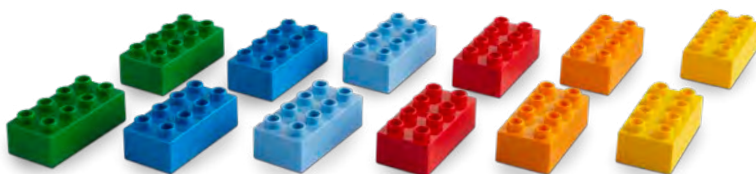


**Scan to View  
the Discover Set  
Video**



## Discover More Set (1 per child)

The Discover More Set is designed for children to take home and keep even after their Discover experience is complete.



*Each child should take home one Discover More Set, which contains two sets of Six Bricks.*



## Tip!

The STEAM Park Set comes in a cardboard box. You could store the set in a plastic storage tub, which is better for frequent use.

## STEAM Park Set (1 per 8 children)

All teams will use the STEAM Park Set to explore STEAM concepts and form the basis of their team model. This set will be used throughout the sessions and at the celebration event. There is also a *STEAM Park Teacher Guide* that contains lesson plans as well as other ideas and inspiration.

Pre-teaching the following sessions from the teacher guide may be helpful if the class or students are new to using STEAM Park:

1. Functional Elements
2. Welcome to STEAM Park
3. Gears

## Engineering Notebooks (1 per child)

You will receive a set of *Engineering Notebooks*, which provide a place for each child to record their ideas and drawings. Provide one notebook to each child.



## Support Resources

Whether you are new to teaching *FIRST® LEGO® League Discover* or are returning for another season, there are lots of resources available to help you and your students as you progress through

the sessions. The **Multimedia Resources** list is a great place to start if you are looking for websites, tutorials, videos, and online tools related to the content of each session.



Scan for  
Multimedia  
Resources

As you go through these sessions, don't worry if you don't know all the answers – allow the children to ask questions, make discoveries, and iterate on their designs.

### What does an archaeologist do?

Each session has a big question that can be shared to frame the content.

#### Six Bricks Warm-up 1

**Discover Six Bricks I** (See Appendix for full activity.)

Locate the Six Brick Sets in the UNEARTHED™ Discover Set. Provide each child with a set of Six Bricks. They will use these Six Bricks throughout the sessions to learn new skills and explore new ideas. When you finish the warm-up activity, collect the Six Bricks Sets and store them until the next session.

#### Explore Task

Explain what *FIRST*® LEGO® League Discover is to the children [pages 3-5]. The sessions that follow will explore the theme of **archaeology**, a science that studies how humans lived in the past. People who work in this field are called archaeologists.

Look at the **Discover Story** and discuss what the young archaeologists are doing in the illustrations. Ask the students what else they think an archaeologist might do.

An archaeologist could:

- Dig in the ground using **tools** like shovels, rakes, and brushes.
- Look for old things that people used a long time ago.
- Find treasures such as coins or art that might give us clues about how people used to live.

#### Create Task 2

Organize the children into teams of four. The children should work with the same team throughout the experience to develop their knowledge together. Use the STEAM Park Set to have the children build something related to archaeology. Encourage them to build freely to explore the theme. They could build tools, treasure, buildings, or a **dig site**. Look at the Discover Story for ideas.

#### Share Task

Have the children share what they built and how the pieces relate to archaeology. They could share in pairs or in their teams if they aren't comfortable sharing with the entire class. All the children's models will be meaningful, and there is no wrong answer to these tasks.

Have the children complete Session 1 on page 5 of their *Engineering Notebooks*.

When the tasks are finished, everything built in this session should be taken apart and returned to storage.

#### Outcomes

Teams will play with the STEAM Park Set, building creatively and trying new things.

Teams will identify LEGO® pieces and relate them to what they know about archaeology.

#### Tips

- 1 Send a Discover More Set home with each child for home learning and exploration. Check out page 7 for how to use this set for family engagement.



Scan for STEAM Park Lessons

- 2 Check out the Functional Elements lesson for examples.

#### Key Vocabulary

Archaeology, tools, dig site

# Six Bricks Activities



Scan for  
More  
Activities

## Discover Six Bricks I

### Base Activity

1. Each child separates their bricks and spreads them out.
2. They close their eyes and shuffle their bricks around.
3. With eyes still closed, each child picks up any brick and holds it up high.
4. Now, they can open their eyes and see what color they hold.

### Part 2

5. Let them pick any brick, look at it carefully, and turn it around and over in their hands.

### Guiding Questions

- *What color brick do you have?*
- *Can you name all the different colors?*
- *Can you sort the bricks into warm and cold colors?*
- *Can you create a rainbow with your bricks?*
- *How does your brick feel (e.g., rough, smooth, hard, soft, shiny, or dull)?*
- *What spaces and shapes can you see on your brick?*
- *How many studs does each brick have?*

### Children learn to:

- Play and become familiar with the bricks.
- Listen and respond to questions.
- Use descriptive language.



## Discover Six Bricks II

### Base Activity

1. The children lay out their bricks in any order. (See the picture.)
2. Give specific instructions about what to do with the bricks and ask the children to follow along. For example:
  - Put a finger on the red brick and move it left.
  - Turn the dark blue brick upside down.
  - Connect the green brick on the red and cover all studs.

Vary the instructions you give. Consider different colors, left vs. right, and alternate positions.

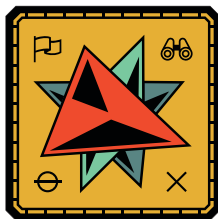
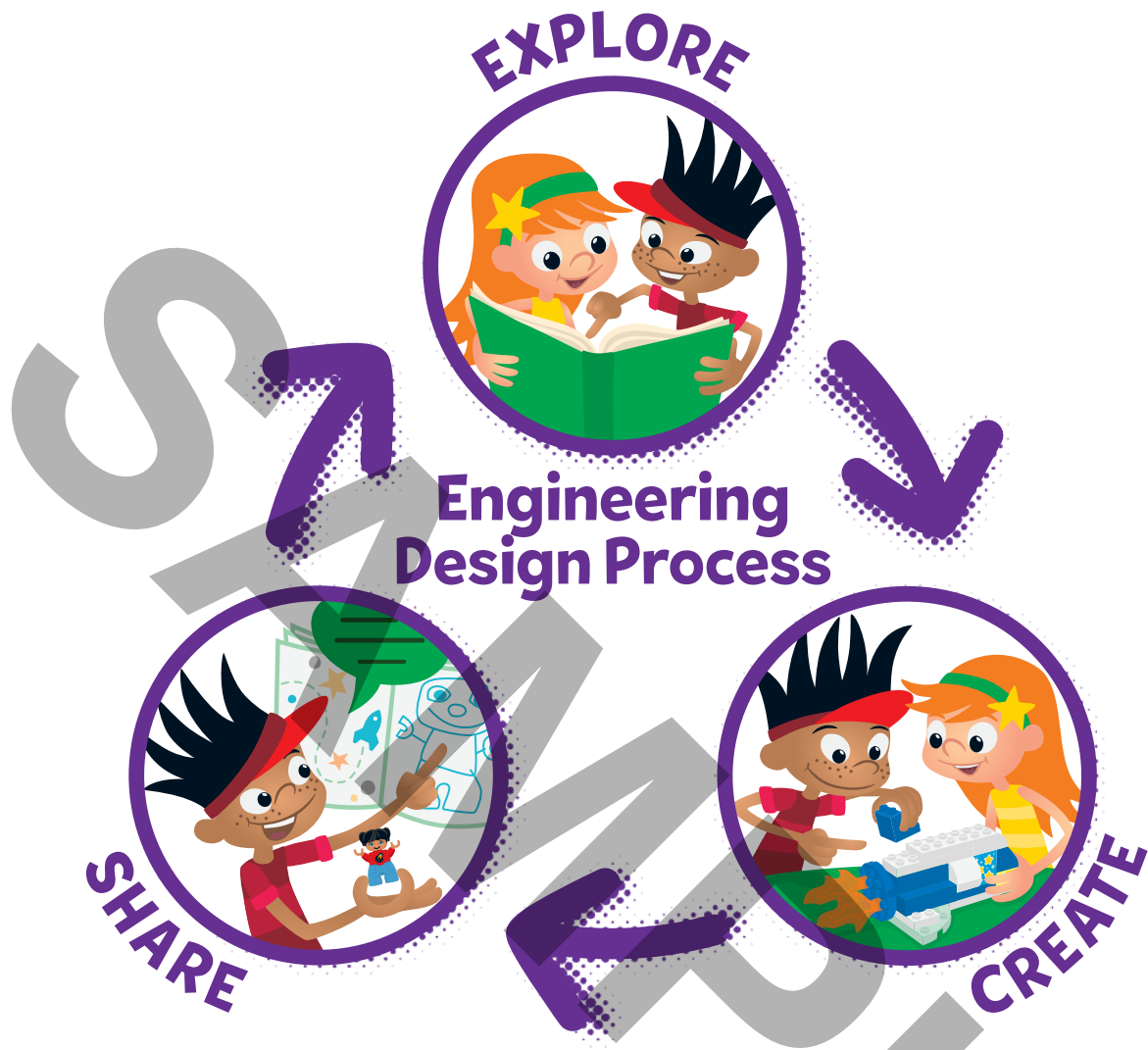
### Guiding Questions

- *How did you keep your attention?* (Encourage some of the children to explain in turn.)
- *How can we make this activity harder?* (Give more instructions, say them faster, and so on.)

### Children learn to:

- Use spatial skills to orient themselves.
- Keep attention and resist distraction.
- Initiate activities.





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