THE REVOLUTIONARIES

Parent & Student Information Meeting

READ → CODE → COMPETE

BUILD and LEAD run through every part of what we do

Welcome to The Revolutionaries. What follows is a plain, direct look at how the program works, what it asks of your family, and what your student will be doing each week. Our promise is simple: young people who can read closely, think in code, and compete with excellence — and who carry themselves, in every room they enter, as leaders.

READ | CODE | COMPETE

1 Reading & Literacy

Reading is not an add-on here — it is a non-negotiable part of being a Revolutionary. Every participant will:

- Hold an active library card.
- Read at least one book each week.
- Choose books based on personal interest — comics, manga, science, history, biography, fiction, graphic novels, and more.
- Share two to three sentences with the group about what they read.

2 Coding & Technology

Students learn programming, computational thinking, and problem-solving — including how sensors, logic, and debugging work together to control a robot.

3 Competitive Robotics

This is the center of gravity for our older Revolutionaries, who prepare to compete in the FIRST LEGO League Challenge. Students will:

- Design and build a LEGO robot.
- Program the robot to complete missions autonomously.
- Practice repeatedly on the competition field.
- Work as a team to solve real engineering problems.
- Develop an Innovation Project connected to the season's theme.
- Prepare for official FIRST LEGO League events and tournament-style competition.

Eligibility: FIRST LEGO League Challenge is generally open to students ages 9 and up, per the applicable FIRST LEGO League regional eligibility rules (exact age ranges vary by country and season). We will confirm your student's eligibility directly with you before registration.

2026–2027 FIRST LEGO League Season: BIOGLOW™

The 2026–2027 season, BIOGLOW, is centered on biodiversity and the connections between nature, technology, and innovation. The Challenge combines robot-game missions with research, problem-solving, coding, engineering, and an Innovation Project. Our goal is simple: build young innovators who can **Read, Code, Build, Compete, and Lead.**

4 Practice Commitment

We are preparing for competition — not simply attending robotics classes.

- Minimum of two practices per week.
- As a competition or event date approaches, practices may increase to three days per week.
- Students are expected to arrive prepared, focused, and ready to participate.
- Consistent attendance matters — the robot, the programming, the research project, and the team's responsibilities all depend on everyone showing up.

Revolutionaries Uniform

Parents and guardians are responsible for purchasing:

- Official Revolutionaries team shirt
- Black Revolutionaries beret
- Black cargo pants or cargo shorts

Worn for all practices, competitions, and events. Clothing should allow students to move, build, and program comfortably.

Personal Coding Devices

Students may bring a personal laptop, tablet, or coding device if they choose. Personal devices are optional.

The Revolutionaries program, coaches, mentors, and organization are not responsible for personal devices that are lost, stolen, misplaced, damaged, or broken.

Questions? We're here for you.

revolutionariesclub@proton.me • **rockstarrobotics@gmail.com**