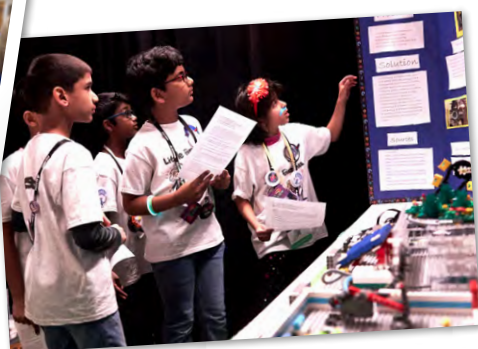# CLASS PACK FESTIVAL GUIDE

All you need to know about running a festival in your school.

Follow the advice and teacher tips in this section as you prepare to host your exciting festival to celebrate all the students' achievements at the end of the program.

Running Your Festival

Purpose: The school Festival is the culmination and celebration of the teams' work throughout the program.

PREPARATION (60 minutes before event)

Teacher:

- Set up the space as shown on page 5.
- If you have space, set up seating for spectators, team members, and families.
- Allocate each team a home area with a table where they will sit and work during the festival and display their team model and poster.
- Get materials ready for additional activities (if desired) for teams to do during the reviewing time.

Teacher/reviewer:

- Decide where the teams will present their work and whether this will be to the whole class or just to the teacher and/or volunteer reviewers.
- Make sure you have copies of the reviewing sheets (one per team).
- Look at the formative assessment the teacher has recorded to understand the progress each team has made since the beginning of the program.
- You may want to have additional activities for the teams to do while other teams are being reviewed. This could include free building with LEGO pieces or STEM-related activities.

Scaling up from the classroom

- If you have more than 5 teams, you can scale up the size of your festival and use a bigger room.
- The teams could do their presentations to reviewers in a separate room.
- You could provide STEM-related activities for teams.
- If there is sufficient capacity invite parents or other classes so teams can share the excitement with them.
- You could hold this event as a STEM night and invite the whole school and parents.

Running Your Festival

TASK 1: INTRODUCTION (10 minutes)

Teacher:

- Welcome the teams and share the schedule. See page 6.
- Emphasize the objective of the session is to allow teams to showcase their work. Remind them that the Core Values are an integral part of all they do.
- Show the *FIRST* LEGO League Teamwork Makes the Dream Work video. Encourage a FUN atmosphere.

Tips

- Sharing their work with an audience might be a new experience for some of the students, so encourage a supportive atmosphere and make sure your reviewers use positive language!
- Teams not being reviewed could serve as the audience during the presentations or share feedback with the team presenting.

TASK 2: Reviewing (1 hour)

Teams share their work on the Team Model and Poster

Teacher:

- Give 6-8 minutes for each team to present their Team Model and Poster in any order.
- Allow 3-4 minutes for each team to answer questions from the teacher/reviewer or other students.
- Teams not being reviewed could be completing additional activities or look at the other teams' work.

Teacher/reviewer:

- Fill out the rubric to record each team's achievement.
- This will add to the formative assessment the teacher has observed through the 12 sessions.

Running Your Festival

TASK 3: CLEANUP AND AWARD DELIBERATION

Teacher:

- Organize teams to clean up the classroom and put away their materials.

Teacher/reviewer:

- A reviewers' role is not to judge teams, but rather to show interest in each team's ideas.
- Use your observations of Core Values from throughout the program .
- Use pages 7-9 to help organize the reviewing experience and, if applicable, award selection.
- The goal of the event is to celebrate teams for their accomplishments.

TASK 4: CELEBRATION (15 minutes)

Teacher:

- Address the whole class and celebrate each team's achievements!
- Create a FUN atmosphere – you could repeat the *FIRST* LEGO League song.
- Give award(s) to the teams.

WHAT'S NEXT?

- Keep using the LEGO Education WeDo 2.0 sets in your lessons. There are plenty of activities available here.

Celebration Tips

- Can you print a certificate for each child? You can also give a small prize like a medal.
- A fun way to recognize teams is a note home to parents about the program and what the teams have accomplished.
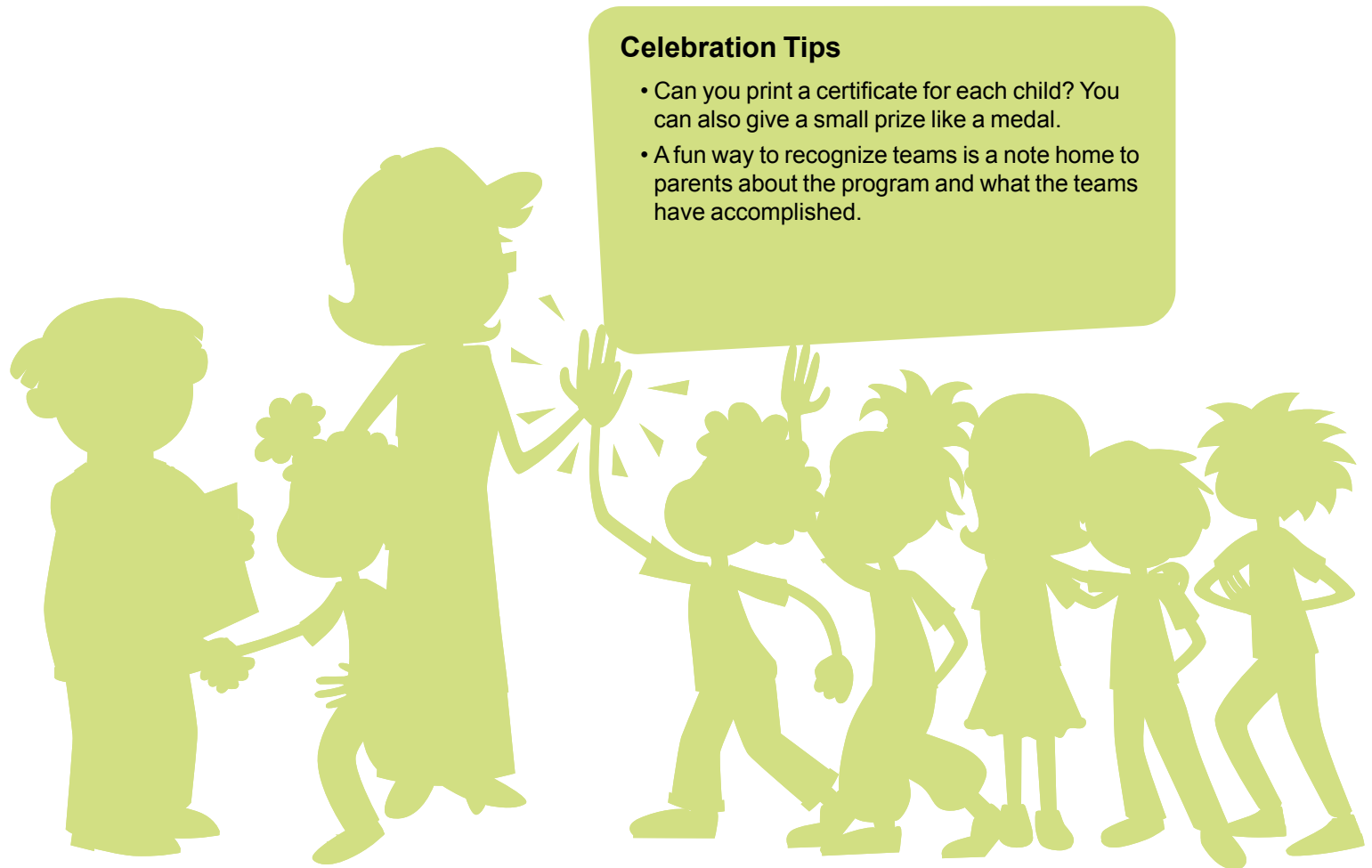
Festival Setup

Layout of your classroom

Team home area with tables where teams sit and set up their materials. This can also be the space from where they present their work. Alternatively, they could take turns to move to a presentation area.

Space for spectators
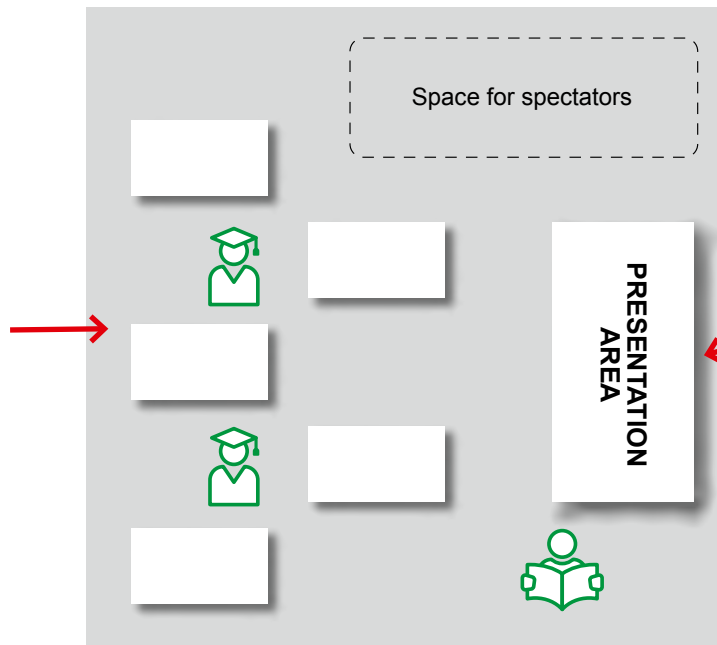
PRESENTATION AREA

If you do not choose for teams to present their work at their home areas, you will need a presentation area. This could be at the front of the classroom, to one side, or in a separate room.

Time

- When: During lessons in the school day, during an assembly, or after school.
- Timing: 2-3 hours depending on number of teams competing. This could be split over two different lessons.

Space

- The festival space could be a classroom, school hall, or other large room.
- A private space for the teacher and volunteers to deliberate the awards could be helpful.

Awards and Certificates

- An award list on page 9 is provided to recognize teams' achievements.
- Certificates or even small prizes are all very popular.

Staff

- 1 teacher can run this event.
- 2-3 volunteers would be useful if they are available. These could be teachers, school staff, older students, or parents.

- The teacher/reviewer needs a simple understanding of the program and the reviewing sheet.

Sample Festival Schedule

Detailed Schedule

Time	Activity
9:00-9:10	Introduction
9:10-9:15	Transition
9:15-10:50	Reviewing
9:20-9:30	Team 1
9:40-9:50	Team 2
10:00-10:10	Team 3
10:20-10:30	Team 4
10:40-10:50	Team 5
10:50-11:00	Break
11:00-11:15	Cleanup and Deliberation
11:15-11:30	Celebration

All times are flexible and can be changed to suit your school schedule

A Festival can be delivered across one or two sessions, after school, or on the weekend.

Schedule Tips

- The sample schedule is for five teams. You will need to adjust the schedule to fit the number of teams participating.
- Additional activities can be completed during the Reviewing time.

Let's Celebrate!

Reviewing Sheet

Name: _____   **Team Name:** _____

Reviewers are required to tick one box on each separate line to indicate the team's achievement.

Reviewing Criteria:

Beginning: This item was beginning to develop in the team's model, poster, presentation, or answers.

Accomplished: The team clearly showed this item in their model, poster, presentation, or answers.

Exceeds: The team went above and beyond the challenge in this area.

		Beginning	Accomplished	Exceeds
CHALLENGE SOLUTION				
What did your team learn about the challenge?	The team learned about the challenge and explored the multiple solutions.	☐	☐	☐
How could this impact your community?	The team's solution has the potential to make a great impact on the community.	☐	☐	☐
CORE VALUES				
How did you use Core Values?	Team members explained how they worked as a team and understood the Core Values giving examples.	☐	☐	☐
What skills did you learn from each other?	Team members showed they had learned new skills when working together.	☐	☐	☐
TEAM MODEL				
Describe your team model.	The team described the team model and the solutions to the challenge that it represented.	☐	☐	☐
Did you include the treadmill, the heart game, or the combined build?	The team included one or more of the components in their team model.	☐	☐	☐
CODING				
What part of your model is motorized?	Team used motor(s) and sensors to make their model move and be interactive.	☐	☐	☐
How did you code your motorized part?	Team members explained how their code(s) made their model move.	☐	☐	☐
TEAM POSTER				
What did you include in your team poster?	The poster showed information about their challenge solutions, team model, coding, and their team.	☐	☐	☐
How does it show your team journey?	Team members told or showed how they worked as a team to create their poster.	☐	☐	☐

Reviewing Questions

Here are a series of questions to prepare for the event. You can use these questions to help the teams explain their journeys, what they learned and created.

Challenge Solution

• What did your team learn about the challenge?

• How could this impact your community?

Core Values

• How did you use Core Values?

• What skills did you learn from each other?

Team Model

• Can you describe your team model?

• Did you include the treadmill, the heart game, or the combined build?

Coding

• What part of your build is motorized?

• How did you code your motorized part?

Team Poster

• What did you include in your team poster?

• How does it show your team journey?

Awards List

Use the reviewing sheet to help with the allocation of awards. Each team should receive one award. The same award can be given to several teams.

Coding Award

These teams gave effective explanations about how their code made their team models move and showed good communication skills.

Challenge Solution Award

These teams showed excellent problem-solving skills to create an innovative and helpful solution to the challenge.

Core Values Award

These teams demonstrated great teamwork as they explored the challenge, showing they fully understood the *FIRST*® Core Values.

Team Poster Award

These teams showed creativity on their team poster and clearly explained what they had learned through their *FIRST*® LEGO® League Explore team journey.

Team Model Award

These teams displayed innovation and creativity through the design and building of their team models.

Name Your Own Award

These teams can be recognized for achievements outside the award list, for example, the Community Impact Award.