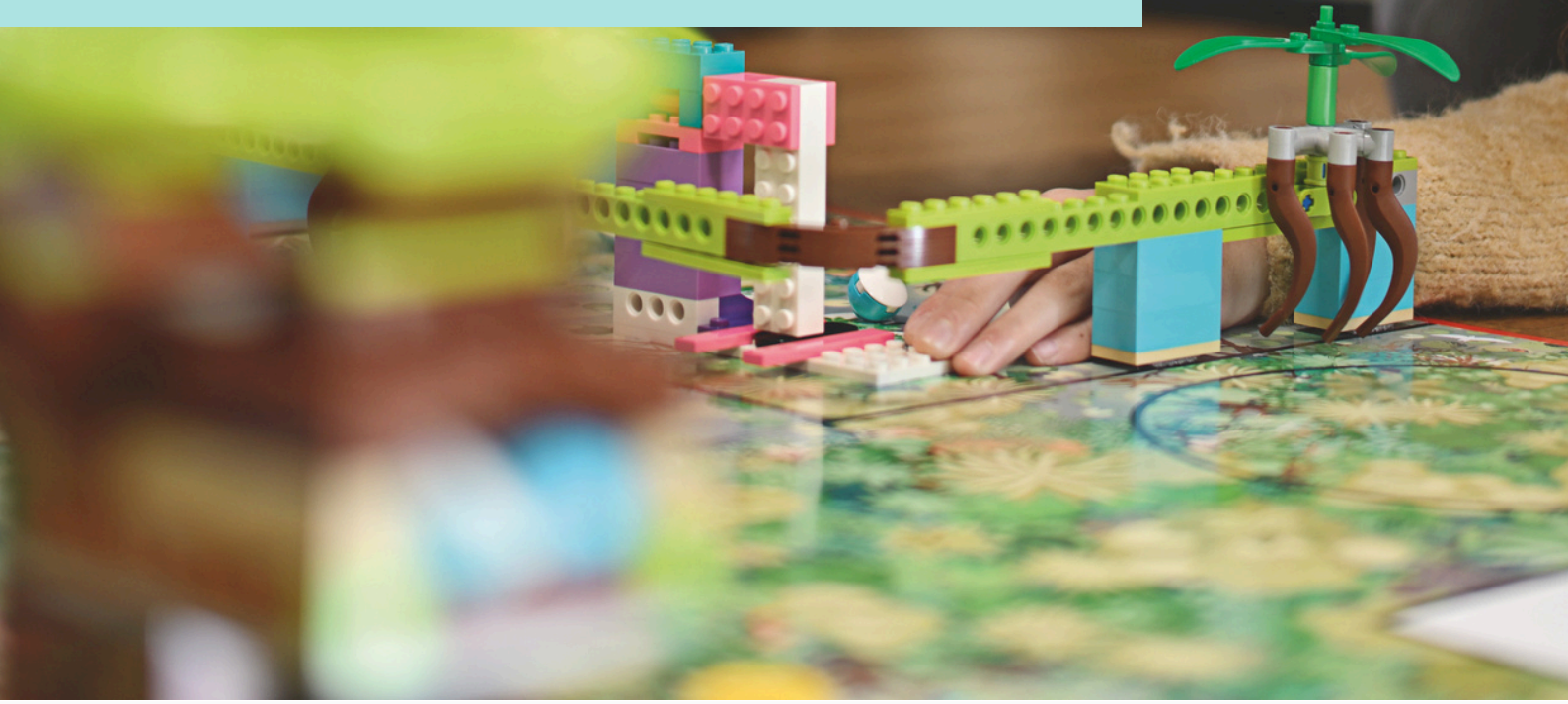
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FIRST® LEGO® League Future Edition

FIRST AUSTRALIA Australian Guide



FUTURE EDITION

FIRST AUSTRALIA | FIRST LEGO LEAGUE | LEGO education

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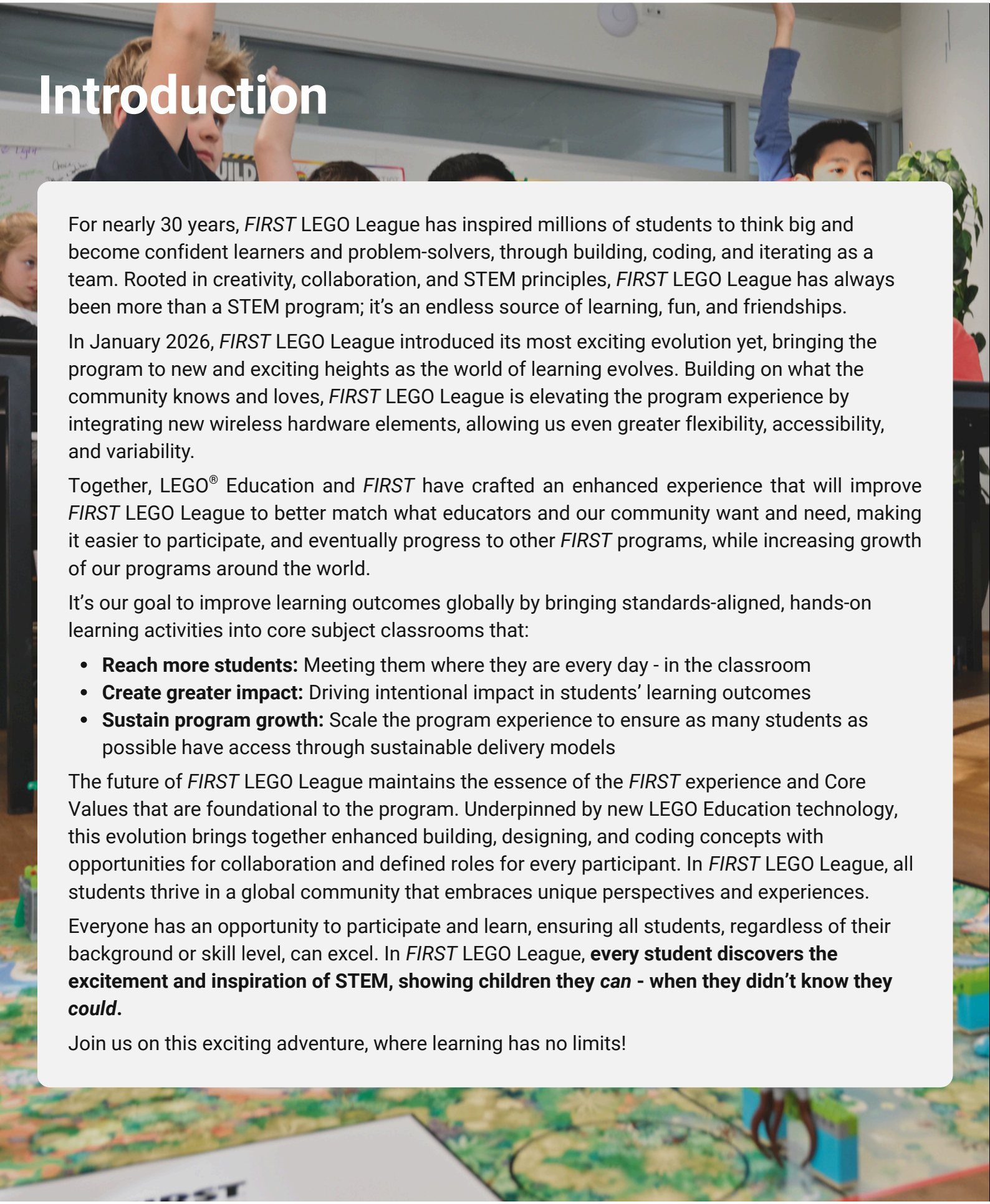
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Community EOI survey: Will your organisation be converting to Future Edition in 2026?

FIRST Australia staff will send out a survey in early March to gauge community uptake of LEGO Education Computer Science & AI and conversion to FLL Future Edition. **If your organisation is intending to convert for the 2026-2027 season, please make sure to complete the survey** to allow us to accurately plan regional events and delivery across Australia!



Introduction

For nearly 30 years, *FIRST* LEGO League has inspired millions of students to think big and become confident learners and problem-solvers, through building, coding, and iterating as a team. Rooted in creativity, collaboration, and STEM principles, *FIRST* LEGO League has always been more than a STEM program; it's an endless source of learning, fun, and friendships.

In January 2026, *FIRST* LEGO League introduced its most exciting evolution yet, bringing the program to new and exciting heights as the world of learning evolves. Building on what the community knows and loves, *FIRST* LEGO League is elevating the program experience by integrating new wireless hardware elements, allowing us even greater flexibility, accessibility, and variability.

Together, LEGO® Education and *FIRST* have crafted an enhanced experience that will improve *FIRST* LEGO League to better match what educators and our community want and need, making it easier to participate, and eventually progress to other *FIRST* programs, while increasing growth of our programs around the world.

It's our goal to improve learning outcomes globally by bringing standards-aligned, hands-on learning activities into core subject classrooms that:

- **Reach more students:** Meeting them where they are every day - in the classroom
- **Create greater impact:** Driving intentional impact in students' learning outcomes
- **Sustain program growth:** Scale the program experience to ensure as many students as possible have access through sustainable delivery models

The future of *FIRST* LEGO League maintains the essence of the *FIRST* experience and Core Values that are foundational to the program. Underpinned by new LEGO Education technology, this evolution brings together enhanced building, designing, and coding concepts with opportunities for collaboration and defined roles for every participant. In *FIRST* LEGO League, all students thrive in a global community that embraces unique perspectives and experiences.

Everyone has an opportunity to participate and learn, ensuring all students, regardless of their background or skill level, can excel. In *FIRST* LEGO League, **every student discovers the excitement and inspiration of STEM, showing children they *can* - when they didn't know they *could*.**

Join us on this exciting adventure, where learning has no limits!

Glossary

A Alliance

Alliances refer to two teams that are paired together for collaborative scoring on the FLL game table. This element of gameplay in FLL is introduced in FLL Future Edition. For more information, please see the **FLL Future Edition section.**

Alliance networking: With the new teamwork element of the FLL Future Edition gameplay, alliances may find it useful to network with their alliance partners ahead of the match and discuss strategy.

Autonomous

Autonomous robots complete missions based on pre-programmed code, without driver intervention. This mode of play is associated with the traditional FLL Founders Edition format.

C Colour sensor (Computer Science & AI kits)

The **colour sensor** is included in the new LEGO Education Computer Science & AI kits. For more information, please see the **Computer Science & AI accessories page.**



Useful Links

- ***FIRST* Australia Website:** https://firstaustralia.org/
- ***FIRST* Australia Dashboard:** https://firstaustralia.systems/
- **International FLL site:** https://www.firstlegoleague.org/
- **LEGO Education Computer Science & AI:** https://education.lego.com/en-au/lego-education-computer-science-and-ai/
- **Australian LEGO Education authorised distributors/resellers:**
  - **Moore Educational:** https://www.mooreed.com.au/
  - **Modern Teaching Aids:** https://www.teaching.com.au/
  - **CD Soft:** https://cdsoft.com.au/

Email the Australian *FIRST* LEGO League team: fll@mq.edu.au

Controller (Computer Science & AI kits)

The **controller** is included in the new LEGO Education Computer Science & AI kits. For more information, please see the **Computer Science & AI accessories page.**

Core Values

The ***FIRST* Core Values** are fundamental to *FIRST* and unique to its programs. These values are discovery, innovation, impact, inclusion, teamwork and fun. The *FIRST* philosophies of Coopertition and Gracious Professionalism are expressed through the *FIRST* Core Values.

Coopertition fosters innovation by encouraging teams to help and cooperate with each other, even as they compete.

Gracious Professionalism is a way of competing intensely while treating other participants with respect and empathy, with no trash talking or disingenuous platitudes.

D

Double motor (Computer Science & AI kits)

The double motor is included in the new LEGO Education Computer Science & AI kits. For more information, please see the **Computer Science & AI accessories page.**

Driver

The **Driver** role is introduced in **FLL Future Edition.** The Driver uses a controller to navigate a driving base around the field, collecting and delivering game elements.

E

Events

Events refer to *FIRST* LEGO League competitions, which may be **regional-** (including remote regionals) or **national-level** tournaments. Each level of competition is defined later in this glossary.

F

Field kit

The **field kit** refers to the seasonal theme mat released by *FIRST* LEGO League, including LEGO models.

Also referred to as: Game mat, FLL mat

FIRST Australia Dashboard

The **Dashboard (https://firstaustralia.systems/)** is where users register teams, manage payments, enrol in events, manage events, and volunteer. The season registration process takes place on the Dashboard.

FIRST Australia Remote Regional

The ***FIRST* Australia Remote Regional** is a remote FLL tournament hosted over Zoom for teams that cannot attend typical in-person events. This typically takes place in November each year.

FIRST Australia website

The ***FIRST* Australia website (https://firstaustralia.org/)** provides all information related to *FIRST* Australia programs.

FLL Founders Edition

FLL Founders Edition refers to the traditional *FIRST* LEGO League format, currently using SPIKE Prime technology. Founders Edition will conclude its final season in July 2028.

FLL Discover: Ages 4-6 using DUPLO blocks. Discover has concluded its final season in 2025-2026.

FLL Explore: Ages 6-10 using SPIKE Essential. Explore will be replaced by Future Edition 5-7.

FLL Challenge: Ages 9-16 using SPIKE Prime. Challenge will be replaced by Future Edition 8-16.

FLL Future Edition

FLL Future Edition is the new version of the *FIRST* LEGO League program launched in January 2026 and is intended to replace the traditional FLL Founders Edition. Future Edition utilises new LEGO Education Computer Science & AI technology and reimagines many aspects of the FLL program. For more information, please see the **Future Edition section** of this guide.

FLL Future Edition 5-7: Ages 5-7 using the 5+ CS & AI kit. Designed to replace FLL Explore.

FLL Future Edition 8-16: Ages 8-16 using the 8+ (with additional accessories) and 11+ CS & AI kits. Designed to replace FLL Challenge.

G Game table

The **game table** refers to the wooden FLL table required for competitions. Build instructions can be found on the ***FIRST* Australia website.**

Also referred to as: Robot Game table, FLL table

I Innovation Project

The **Innovation Project** is a key feature of the *FIRST* LEGO League program, providing students with a prompt relating to the season theme and requiring them to investigate and propose a creative solution to an issue faced by experts in the field. Students present their Innovation Project as part of the judging process at FLL events.

L LEGO Education

LEGO Education (https://education.lego.com/en-au/) is a specific arm of the LEGO Group that works with educators across the globe to combine educators' expertise, the LEGO brick, and learning through play with a deep understanding of educational standards to create engaging, hands-on, inquiry-based lessons designed for the classroom. LEGO Education supply the technology behind *FIRST* LEGO League, from the SPIKE Prime technology to the new Computer Science & AI kits.

LEGO Education Coding Canvas

The new **LEGO Education Coding Canvas** is the student-facing programming sandbox that comes with the Computer Science & AI kits, where students create and code their projects. The Coding Canvas replaces the SPIKE app that came with the SPIKE Prime robots.

LEGO Education Computer Science & AI

LEGO Education Computer Science & AI is the new technology introduced by LEGO Education in January 2026 to replace the existing SPIKE Prime technology. FLL Future Edition is based on these kits.

LEGO Education distributors

Australian **LEGO Education distributors** are authorised to sell LEGO Education products such as SPIKE Prime and Computer Science & AI kits, which cannot be purchased through *FIRST* Australia. In Australia, these resellers are **Moore Educational (https://www.mooreed.com.au/)**, **Modern Teaching Aids (https://www.teaching.com.au/)**, and **CD Soft (https://cdsoft.com.au/)**.

Also referred to as: LEGO Education resellers, authorised distributors, authorised resellers

N National Championship

The **National Championship** is the conclusion of the FLL season in Australia, with four Nationals hosted across the country (North, South, East and West). Teams must qualify for Nationals from regional events. From Nationals, teams may qualify for international FLL events.

Also referred to as: Nationals, Nationals North, Nationals South, Nationals East, Nationals West

O Operator

The **Operator** role is introduced in **FLL Future Edition**. The Operator designs and uses a mechanical tool to handle and trigger game elements in their area.

P Professional development (PD)

Professional development (PD) in the context of FLL refers to training for teachers to familiarise them with the new program structure and provide insights about the season ahead. For more information, please keep an eye out for communications from the *FIRST* Australia team.

R Regionals

FLL **Regionals** are local competitions held across Australia as part of the regular *FIRST* LEGO League season. All teams must compete in a regional competition. Successful teams may qualify to compete at National Championships based on their achievements at regionals. For more information about what regionals are available in your area, please see the **Events** page of the ***FIRST* Australia website** or keep an eye out for communications from the *FIRST* Australia team.

S Single motor (Computer Science & AI kits)

The **single motor** is included in the new LEGO Education Computer Science & AI kits. For more information, please see the **Computer Science & AI accessories page**.

Specialist

The **Specialist** role is introduced in **FLL Future Edition**. The Specialist controls the team device and one or more robotic game elements on the field.

SPIKE Prime

The **SPIKE Prime** system is the LEGO Education technology and STEAM robotics tool introduced in 2019 and retiring in June 2026. FLL Founders Edition is based on these SPIKE Prime robots.

T Teacher portal (Computer Science & AI kits)

The new **Teacher Portal** is part of the LEGO Education Computer Science & AI kits, providing teachers with structured lesson plans and resources to introduce students to block programming.

Technician

The **Technician** role is introduced in **FLL Future Edition**. The Technician designs and uses a robotic tool to handle and trigger game elements in their area and around the field.

Tele-operated

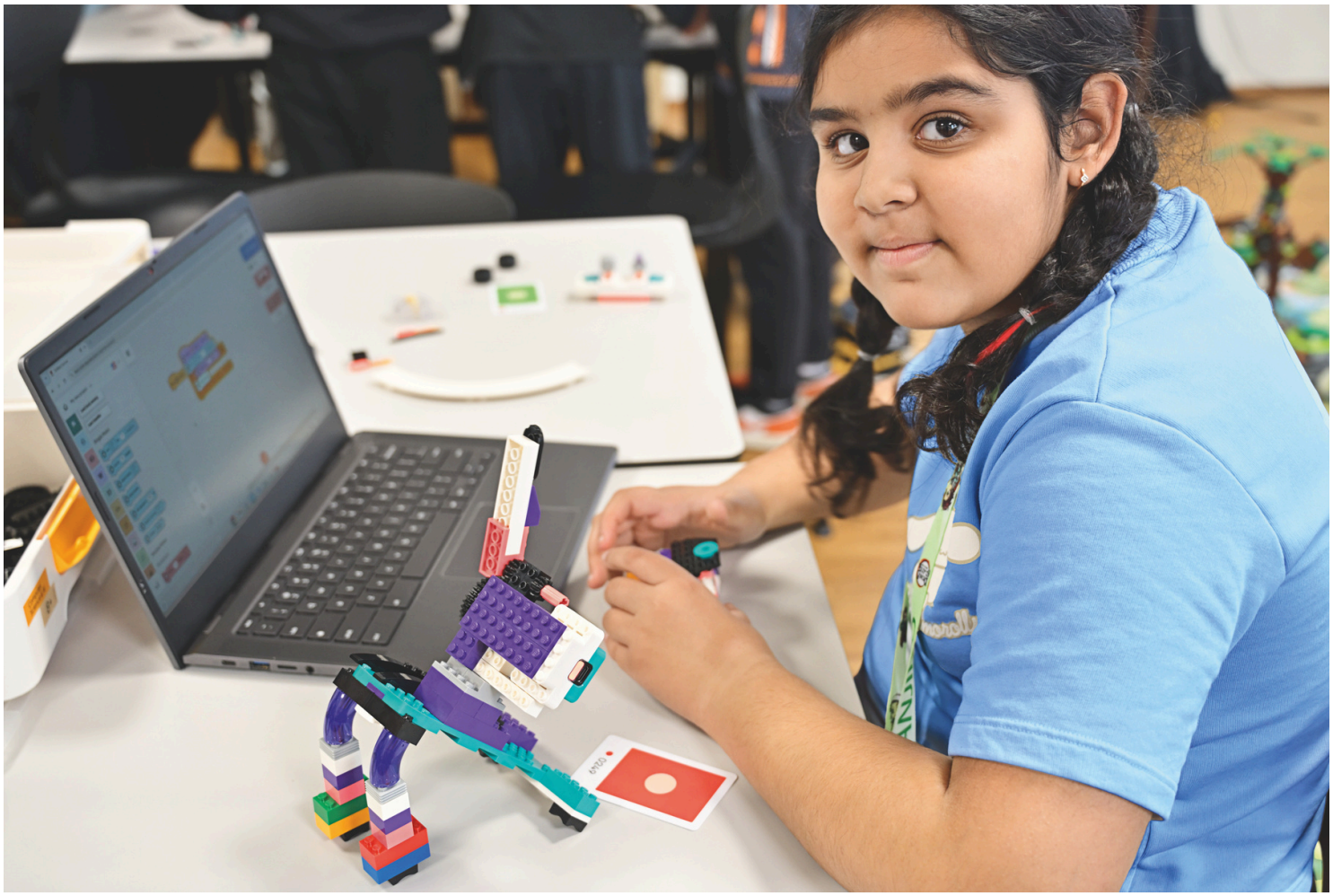
Tele-operated gameplay requires students to actively operate their robots with controllers. This feature of gameplay is introduced to the *FIRST* LEGO League program with the new **FLL Future Edition.**

Also referred to as: Tele-op

Tournament Directors

Tournament Directors are local hosts of *FIRST* LEGO League Regionals. The Tournament Director is the point of contact for any information about their FLL Regional and will manage and run their event, including organising the venue, volunteers, catering and logistics. You can apply to become a Tournament Director and host an event by submitting a draft tournament for review on the ***FIRST* Australia Dashboard.**

Also referred to as: TDs



LEGO Education Computer Science & AI

In January 2026, LEGO Education announced a new hands-on solution and curriculum for computer science and artificial intelligence (AI) for K-8 classrooms that fosters collaboration, creativity, and learning outcomes. Shipping from April 2026, **LEGO Education Computer Science & AI** enables schools and districts to expand critically needed access to computer science and AI education.

Key product information

- Single kits and classroom bundles will be available in three age groups: 5+, 8+, and 11+
- Each kit is a stackable box containing LEGO bricks, interactive hardware, connection card(s), charging cable(s), and building instructions
- LEGO Education Coding Canvas offers an intuitive, block-based coding experience with word and icon blocks (available on a web browser or as an iOS app); LEGO Education Coding Canvas requires no student login, and data is only saved locally
- Free unlimited access to the online **Teacher Portal** includes getting started materials, facilitation notes, classroom presentations, standards-aligned lessons, and more
- Collaborative experiences invite students to build, code, and create their own AI interactions
- ***FIRST* LEGO League Future Edition** deepens the learning from LEGO Education Computer Science & AI in the classroom



5+

Includes all parts needed for **FLL Future Edition 5-7**



8+

Suitable for **FLL Future Edition 8-16** with the purchase of additional motor and controller



11+

Includes all parts needed for **FLL Future Edition 8-16** with purchase of 2 kits per team



LEGO Education Computer Science & AI kits for 24 students

FLL Future Edition 5-7	FLL Future Edition 8-16
One class pack equals 6 teams One team needs one kit	One class pack equals 3 teams One team needs two kits





Plus additional accessories:





Computer Science & AI accessories



Single motor

- New precision drivetrain and absolute encoding for maximum control and flexibility
- USB-C chargeable and Bluetooth Low Energy 4.2 connectivity



Double motor

- Built-in motion sensor, new precision drivetrain and absolute encoding
- USB-C chargeable and Bluetooth Low Energy 4.2 connectivity



Controller

- 2x levers with high-resolution magnetic encoders
- Doubles as an activation sensor
- USB-C chargeable and Bluetooth Low Energy 4.2 connectivity



Colour sensor

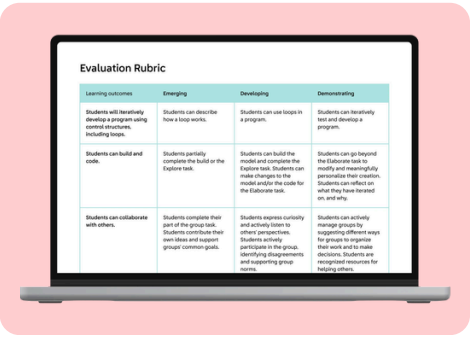
- Senses 6 LEGO colours straight out the box
- Sensor range of 4-16mm
- USB-C chargeable and Bluetooth Low Energy 4.2 connectivity



Connection cards

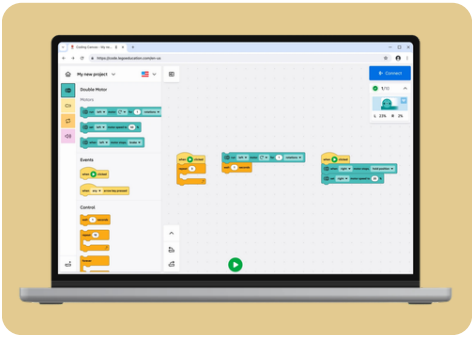
- Assign motors, controllers or sensors to a team

Ages 8-16 materials



Teacher Portal

Computer Science & AI resources for teachers, including structured units, lesson presentations, facilitation notes, getting-started materials and support



LEGO Education Coding Canvas

Web and iOS app using block-based coding for all ages, allowing student access via PIN rather than stored logins or passwords



LEGO Education Computer Science & AI kit x2

Each individual kit includes LEGO bricks, building instructions and interactive hardware accessories, including 2 connection cards

The future of FLL: Where to from here?

FIRST and LEGO Education are thrilled to present *FIRST* LEGO League Future Edition, a brand new robot game which, over time, will replace the current game table and SPIKE Prime robots. FLL Future Edition introduces new and innovative technologies that integrate LEGO Education Computer Science & AI, creating more interactive gameplay that focuses on equal opportunity within the team and exciting Coopertition® at the game table.

FLL Future Edition makes it easier to get started with the *FIRST* LEGO League program in classroom, after-school, and at-home settings, designed to better support teachers and coaches juggling multiple teams. New features include wireless hardware, a teaching portal for easy introduction, and a digital coding canvas.

Both Future Edition and the familiar SPIKE-based *FIRST* LEGO League program, FLL Founders Edition, will run competitions simultaneously for two years. Future Edition will begin its first season in August 2026, and Founders Edition will complete its final season in July 2028. At this point, LEGO SPIKE Prime robots will retire and no longer be supported or sold by any official retailers.

FIRST LEGO League Future Edition

What is *FIRST* LEGO League Future Edition?

- A new experience powered by LEGO Education Computer Science & AI
- Wireless hardware including motors, sensors, and controllers
- Interactive game models with embedded hardware
- Semi-cooperative gameplay on a shared field
- Provides clearly defined student roles so every participant has an active part (see further information later in document)
- Part of a transition period where Future Edition runs alongside Founders Edition until the conclusion of the 2027-2028 season
- Offered across two age groups:
  - **FLL Future Edition 5-7** (members per team TBC)
  - **FLL Future Edition 8-16** (4-8 members per team)



Built for classrooms to ensure that everybody gets a chance to enjoy the experience

FIRST LEGO League Future Edition is designed for multiple-team facilitation, making it easy for one teacher or coach to run several teams in a single classroom, with less prep and management and more students actively participating.

A new game experience

LEGO have evolved the game experience, the hardware and the rules to create a better experience for more students and teachers/coaches.

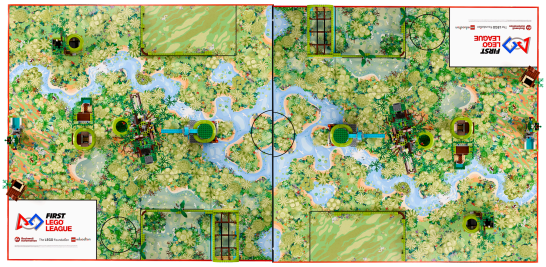
A new team experience



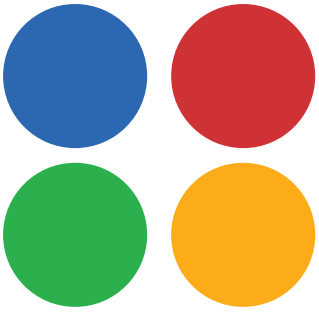
Wireless hardware with built-in, paired functions



Game models with embedded hardware



Collaborative matches on a shared game field



Four unique player roles with guided missions

Four unique student roles with guided tasks and missions

LEGO have evolved the game experience, the hardware and the rules to create a better experience for more students and teachers/coaches.



Driver role

The Driver uses a **controller** to navigate a **driving base** around the field, collecting and delivering game elements.



Operator role

The Operator designs and uses a **mechanical tool** to handle and trigger game elements **in their area.**



Technician role

The Technician designs and uses a **robotic tool** to handle and trigger game elements **in their area and around the field.**



Specialist role

The Specialist controls the **team device** and one or more **robotic game elements** on the field.

New age divisions

FIRST LEGO League Founders Edition

FIRST LEGO LEAGUE DISCOVER

AGES 4-6

GRADES PreK-1

FIRST LEGO LEAGUE EXPLORE

AGES 6-10

GRADES 2-4

FIRST LEGO LEAGUE CHALLENGE

AGES 9-16

GRADES 4-8

FIRST LEGO League Future Edition

FIRST LEGO LEAGUE

AGES 5-7

AGES 8-16

Comparison: FLL Founders Edition vs FLL Future Edition

	Founders Edition	Future Edition
	FOUNDERS EDITION	FUTURE EDITION
	1x team per table (scoring individually)	2x teams per table (scoring collaboratively)
	1x game mat per table	2x game mats per table (half-size)
	2-4 team members at the table	4 members per team, 8 total at the table
	No specific roles for students	4x different roles for gameplay
	Devices cannot be used at the game table	Devices must be used at the game table
	Wired motors and sensors	Wireless motors and sensors
	Autonomous robot missions	Tele-operated robot missions
	Laptop uploads code to hub, which translates to motors and sensors	Laptop controls motors and sensors directly
	Themed lessons available via the SPIKE Prime app	Unit-based lesson plans available via new Teaching Portal
	Three age divisions: • **Discover:** Ages 4-6 • **Explore:** Ages 6-10 • **Challenge:** Ages 9-16	Two age divisions: • Ages **5-7** • Ages **8-16**

Future of FLL events

What does this mean for *FIRST* LEGO League events?

New

- Alliance networking between teams
- Match schedule and structure
- Clear pathway from classroom to partner events

Not Changing

- Core event elements
- Volunteer roles
- Venue requirements
- Overall event timing
- Gracious Professionalism®

How will we be implementing FLL Future Edition events across Australia?

For the first season of *FIRST* LEGO League Future Edition in 2026-2027, the *FIRST* Australia team will be working with regional Tournament Directors in major metropolitan areas to deliver FLL Future Edition 8-16 events. These may run in conjunction with or independently from the typical FLL Founders Edition Challenge regionals running in the Australian season. **Please keep an eye out for further information from *FIRST* Australia and Tournament Directors as the season approaches.**

There will also be a National Championship hosted at Macquarie University in December for the FLL Future Edition 8-16 program. Further information on the qualification process for this event will be made available ahead of the upcoming season.

Based off the information we have as of January 2026, FLL Future Edition 5-7 Festivals will operate similarly to how Explore Festivals have operated in past seasons, with Festivals as non-mandatory events hosted by teams, schools, or local organisations. *FIRST* Australia will hold a National Festival at Macquarie University in December to provide an opportunity for teams to present their hard work if there are no alternate opportunities in their area.



Approximate Regional Schedule - Australia

- **February:** TDs start submitting applications to host regionals
- **April:** Communications around FLL Future Edition events will be released
- **May:** Registration (including event registration) opens for teams
- **October - November:** FLL Founders and Future Edition events take place

Transition plan: Founders to Future

FLL Future Edition will have its first season in 2026-2027. **FLL Founders Edition** will be available for a further two seasons and will conclude in July 2028.

2026 - 2027 Season

Founders Edition



Regionals across Australia

4x Nationals - North, South, East, West

Future Edition



Aim 1x regional in NSW, VIC, QLD, WA

One Nationals at Macquarie University

2027 - 2028 Season

Founders Edition



Regionals across Australia

4x Nationals - North, South, East, West

Future Edition



Regionals in major metropolitan areas

Aim for 2x Nationals, incl. at MQ

2028 - 2029 Season



Regionals across Australia

4x Nationals - North, South, East, West

Registering for FLL Future Edition in 2026

As with previous seasons, registration for both FLL Future Edition and FLL Founders Edition in 2026 will take place via the ***FIRST* Australia Dashboard (https://firstaustralia.systems).**

Coaches will have the option to select which version of the program they are intending to register for on the team creation page. **Existing teams that have previously competed in FLL Founders Edition can be transitioned across to the FLL Future Edition program.**

Please keep an eye out for more detailed information from the *FIRST* Australia team as the season approaches, including for detailed step-by-step instructions for registering your teams and which areas will be serviced with FLL Future Edition regional events in 2026.



2026-2027 Season Registration Opens: Monday 4 May*

Team registration for FLL Founders and Future Edition will open via the ***FIRST* Australia Dashboard** on **Monday 4 May 2026*.**

Visit the *FIRST* Australia Dashboard

**This date is subject to change as the season approaches. Please keep an eye out for communications from the FIRST Australia team.*

Purchasing bundle kits from LEGO Education distributors

For the first time, Australian FLL teams will have the option to purchase bundle kits from Australian LEGO Education distributors including the season field kit, unique team registration code and/or LEGO Education CS & AI kits.

When purchasing these bundle kits, teams will be provided with a unique code for team registration that will need to be redeemed on the FIRST Australia Dashboard in order for teams to compete in the Australian FLL season. Please keep an eye out for detailed instructions from FIRST Australia staff as the season approaches.

This new model will allow for more direct, local distribution from these official resellers and provides teams with more payment options. **Please note that the only official Australian LEGO Education resellers that work with *FIRST* Australia are Moore Educational, Modern Teaching Aids and CD Soft.**

Season kits will continue to be available from the *FIRST* Australia Dashboard using the same system as previous seasons.

Registering teams via *FIRST* Australia Dashboard

Regardless of whether you are buying kits directly through *FIRST* Australia or registering for Founders/Future, all teams across all editions will need to register their team via the ***FIRST* Australia Dashboard (https://firstaustralia.systems)** to receive a team number. This allows you to compete in the Australian season and register for Australian events. Please keep an eye out for more information.

FOUNDERS EDITION

FUTURE EDITION

Registration opens Monday 4th May 2026* via *FIRST* Australia Dashboard

Option 1

Purchasing bundles through LEGO Education distributors

Season Field Kit

+

1x Team Registration Voucher

Items shipped via LEGO Education distributor

Redeem team registration purchased through distributor on *FIRST* Australia Dashboard

Enter voucher code when creating team to redeem

Option 2

Registering and ordering kit through *FIRST* Australia

Register team via *FIRST* Australia Dashboard

Select 'Ship kit' for each team that you would like to purchase a field kit for (these can be shared between teams)

Season Field Kit

+

1x Team Registration

Items shipped via *FIRST* Australia

Option 3

Purchasing bundles through LEGO Education distributors



x2 Age 11+ kits

+

Season Field Kit

+

1x Team Registration Voucher

Items shipped via LEGO Education distributor

Redeem team registration purchased through distributor on *FIRST* Australia Dashboard

Enter voucher code when creating team to redeem

Option 4

Registering and ordering kit through *FIRST* Australia

Register team via *FIRST* Australia Dashboard

Select 'Ship kit' for each team that you would like to purchase a field kit for (these can be shared between teams)

Season Field Kit

+

1x Team Registration

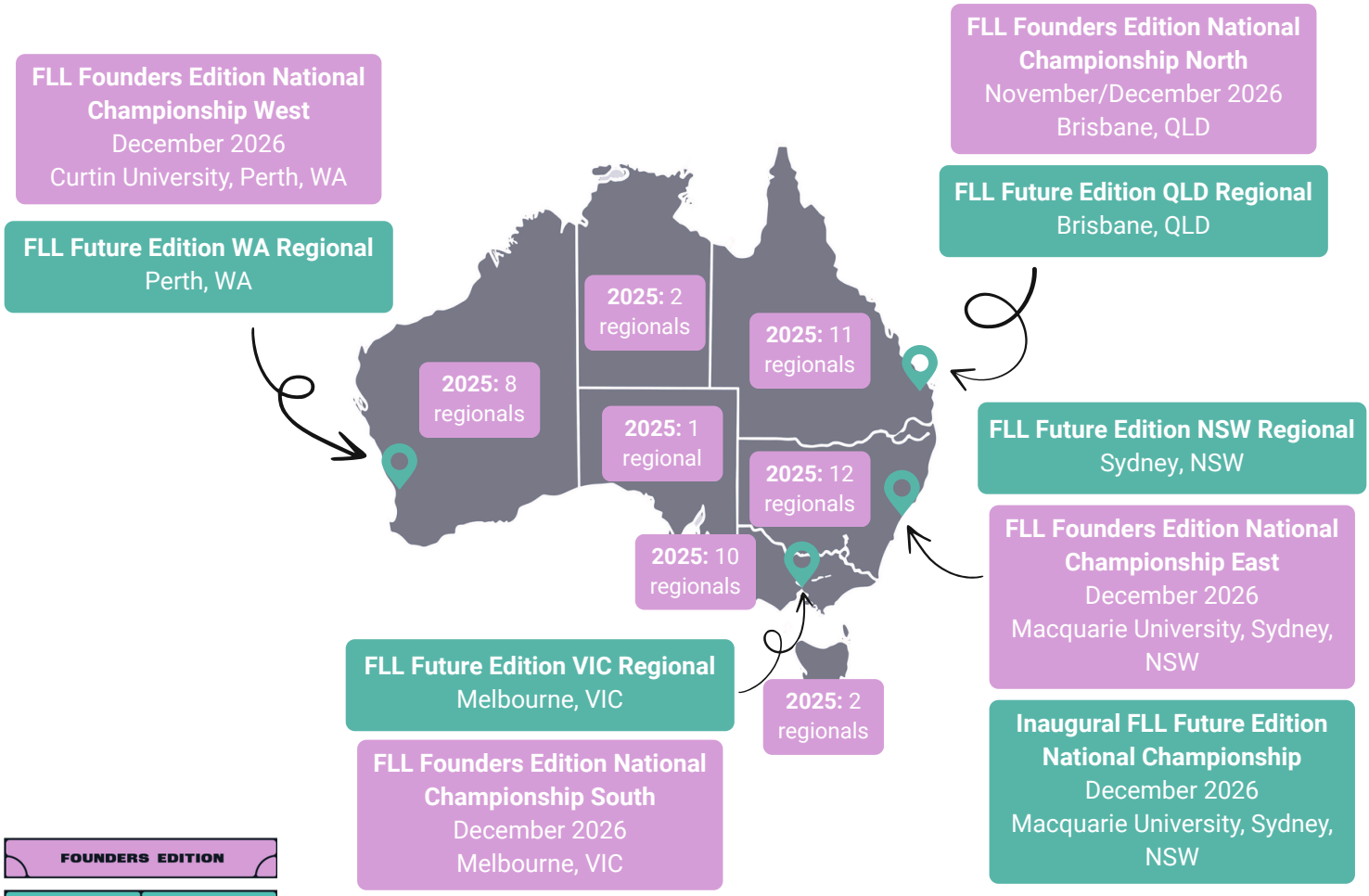
Items shipped via *FIRST* Australia

**Date may be subject to change as the season approaches. Please keep an eye out for information from FIRST Australia staff.*

Major FLL Regional and National Events across Australia in 2026

The following map shows an approximate forecast of events that *FIRST* Australia is aiming to facilitate alongside regional Tournament Directors in 2026. Please note that this is a draft plan only and may be subject to change. FLL Founders Edition remains the most-serviced program in 2026 and includes more coverage than is shown on the map, with a full list available in the coming months.

Teams can register for events via the ***FIRST* Australia Dashboard (https://firstaustralia.systems).** Tournament Directors can also submit draft tournaments for approval on the Dashboard.



FOUNDERS EDITION

FUTURE EDITION



Interested in hosting an FLL Future Edition event in 2026?

FIRST Australia aims to host at least one FLL Future Edition regional in Brisbane, Sydney, Melbourne and Perth in 2026, as well as a National Championship at Macquarie University in December. If your school or organisation is interested in hosting a Future Edition event, please reach out via email to **fll@mq.edu.au**.

Frequently asked questions

These FAQs are taken from the webinar hosted by *FIRST* Australia on Wednesday 14th January 2026, as well as official communications from the international *FIRST* LEGO League headquarters at *FIRST* Inspires in the US. **Please note that the information in these answers may be subject to change in subsequent versions of this guide- any changes will be clearly indicated.**

An ongoing list of FAQs can be found on the ***FIRST* Australia website** (**https://www.firstaustralia.org/frequently-asked-questions**).

Equipment, kits and compatibility

Can teams use iPads for the LEGO Education Coding Canvas, or will we need laptops?

Yes, teams can use iPads to access the new LEGO Education Coding Canvas. Further information about how to access this platform will come in the following weeks.

If we purchased SPIKE Prime recently, can these kits still be used in FLL Future Edition?

N**o, SPIKE Prime is not compatible with the FLL Future Edition system.** The new Future Edition program utilises the recently announced LEGO Education Computer Science & AI technology, which is not backwards compatible with SPIKE Prime. Teams can continue to use SPIKE with the FLL Founders Edition program until its conclusion in July 2028.

Do teams need exactly two kits? Can extra LEGO be added?

For FLL Challenge Future Edition (ages 8-16), **two age-appropriate Computer Science & AI kits per team are required.** One set will be used for their team solutions, and one set will be used at the game table during matches.

As always, teams can utilise any LEGO bricks, including LEGO Technic bricks, to create their team solutions.

What about teams with students that span the age ranges of the kits?

Teams can accommodate students in the age ranges of 5-7 and 8-16. It is recommended that age 11+ Computer Science & AI kits are used when spanning multiple year groups.

Are touch and distance sensors still included?

No - traditional touch and distance sensors are not part of the new system, although the controller can be used in a similar way to a touch sensor.

Is there a limit on motors or sensors per team?

Any limits on motors and sensors will be outlined in the new game rules upon release.

Are the motors required for the field included in the two kits?

Yes - the motors needed to animate the on-field game models are **included within the team kit allocation** sold by LEGO Education distributors.

Cost and purchasing

How much will the new kits cost in Australia?

Kit pricing will be set by the Australian LEGO Education distributors rather than by *FIRST* Australia.

The official Australian LEGO Education distributors are:

- **Moore Educational** (https://www.mooreed.com.au/)
- **Modern Teaching Aids** (https://www.teaching.com.au/)
- **CD Soft** (https://cdsoft.com.au/)

When will the new kits be available?

LEGO Education Computer Science & AI is **expected to launch around April.** Availability will be confirmed by local resellers. The season kit will be available in the typical August timeframe.

Will there be financial support or grants to help teams transition to FLL Future Edition?

No specific programs have been announced yet. **Support options are still being explored.**

Schools, classes and shared kits

Can schools share kits across multiple teams or classes?

Yes, but each individual competing team should have access to two dedicated kits. Schools running multiple teams or classes may need multiple sets, depending on scheduling.

How does this affect rural, remote, or grant-funded schools?

FIRST Australia is aware of these concerns. **The *FIRST* Australia Remote Regional competitions are expected to continue,** and equity considerations remain a priority. We will provide updates to the community when available.

What are the minimum and maximum numbers of students in one team?

The recommendation is a **minimum of 4 team members and a maximum of 8 team members.** Future Edition is purposely designed to enable a coach to simultaneously work with 3-4 teams of 8 in a classroom or after school club.

How are community and school-based teams supported at local events?

Community teams are an essential part of the ethos and *FIRST* Core Values of *FIRST* LEGO League, and they are fully supported in the program. **More information will be shared soon regarding kit bundling and the best ways for community teams to stay involved.** At *FIRST* Australia events, community teams are treated the same as school-based teams, ensuring an inclusive and equitable experience for all participants.



Regional competitions

Will Tournament Directors be expected to host both Founders and Future Edition events this year?

No. Most Tournament Directors are expected to run only the Founders Edition tournaments for the 2026-2027 season. *FIRST* Australia will be reaching out to particular Tournament Directors in major metropolitan areas to make arrangements for Future Edition regionals, with the aim of having at least one FLL Future regional event in Sydney, Melbourne, Brisbane and Perth, as well as Nationals in Sydney.

When will we know which competitions are running in each region?

Regional competition details will be released once registrations and expressions of interest are finalised. Please keep an eye out for an email from the *FIRST* Australia team once season registrations are open for an update on available competitions.

Will registration fees differ between Founders and Future Editions for the 2026-2027 season?

Registration fees for the 2026-2027 season have not yet been confirmed. Please keep an eye out for communication from the *FIRST* Australia team closer to season registration opening in early May.

Can teams compete in both Founders and Future Editions for the 2026-2027 season? How will judging work?

Yes. **Teams can choose to compete in one or both** of the FLL Founders and Future Edition competitions, depending on their own capacity and equipment. Events will have separate judging, matches, awards and advancement paths.

What are the table setup, referee, and robot rules for FLL Future Edition events?

Each competition table will have **two referees.**

For audience viewing, the **current camera set up used at your regional** in previous seasons is recommended.

Rules regarding how much of the robot movement is remote-controlled (tele-operated) or if there is an all-autonomous period for the 2026-2027 season will be **released at Season Kickoff in August.**

Gameplay, team size and tables

How many students are at the table during a match?

FLL Future Edition teams have between 4 and 8 students, with 4 active roles rotating at the table.
When two teams play together, up to 16 students may be present at the table.
The four active roles are as follows:

- **Driver:** uses a controller to navigate a driving base around the field, collecting and delivering game elements
- **Operator:** designs and uses a mechanical tool to handle and trigger game elements in their area
- **Technician:** designs and uses a robotic tool to handle and trigger game elements in their area and around the field
- **Specialist:** controls the team device and one or more robotic game elements on the field

Do teams play side-by-side on one table or on separate tables?

Teams play side-by-side on the same table, each on their own field area (half the size of a typical FLL game mat).

How are teams paired during matches?

Pairings will rotate across matches, similar to the alliance models in the FTC/FRC programs. Alliances are randomly generated.

How will scoring work if teams have different experience levels?

Both teams will work collaboratively to maximise their collective score, regardless of individual team experience. Which teams are matched with other teams will be determined by luck of the draw.

What are the expected cycle times for matches?

Future Edition will run 2.5 minute matches as the current FLL program does today. Sample schedules are being created to help event organisers plan time for teams to set up for a match.

Programming, AI and learning

Is programming still part of the program if gameplay is tele-operated?

Yes. Programming remains important, including logic, sequencing and strategy- even with tele-operated gameplay.

Can Python or text-based coding languages be used in *FIRST* LEGO League Future Edition?

Yes. **For text-based coding options, LEGO Education Computer Science & AI includes a Python API package** that can be integrated into any Integrated Development Environment (IDE), e.g. VS Code, so teams can use the IDE they are already using for text-based coding. With the new API, teams can connect directly to any of the hardware.

Is the LEGO Education Coding Canvas app free?

Yes.

Where does AI fit into the program? Are there AI blocks?

AI features are planned, but not all will be available at launch. More detail on AI functionality and timelines will be shared by LEGO Education and *FIRST* LEGO League as development progresses.

Innovation Project and Core Values

Is the yearly challenge still theme-based?

Yes - the challenge remains theme-based and changes each year. The season theme will be announced in April/May at World Championships in Houston.

Is the Innovation Project still required in Future Edition?

Yes - the Innovation Project and Core Values remain central to both Founders and Future Editions.

Can the same Innovation Project be used in both editions?

This has not yet been confirmed and will be clarified in official guidance from *FIRST* LEGO League.

Will there still be a robot design presentation, or just the Innovation Project?

Teams will speak to judges at events about what they learned and how they worked as a team. Details and corresponding judging rubrics will be released at season kickoff.

How will Core Values and the Innovation Project be weighted compared to the table game?

Future Edition will still value and celebrate all areas of the *FIRST* LEGO League experience. **Details will be released at season kickoff.**

Age groups and divisions

Are the division names (FLL Explore/Challenge) going away?

Yes. After Founders Edition runs its last season in 2027-2028, the *FIRST* LEGO League division names (currently Discover, Explore, and Challenge) will be retired in favour of a simpler, more unified structure focused on age and skill.

Will 8-year-olds and 16-year-olds compete together?

Yes - as with the Founders Edition, mixed ages may compete at the same events.

What does the program look like for FLL Future Edition 5-7?

FLL Future Edition 5-7 teams will use the age 5+ kit with no additional add-ons. Program format details will be released separately.

Tables, fields and logistics

Can teams practice with a half-size FLL table?

A full-size table is recommended, especially if teams will practice side-by-side. Half-size tables may be used if team's space or budget is limited.

Do the LEGO models on the field need to be individually charged?

No. However, in order to play the Robot Game, **teams are required to insert their own motors and sensors** into particular models to make them work correctly for the duration of their game. As such, teams **must ensure their own motors are charged** before coming to the Robot Game table.

What hardware and field setup are required for *FIRST* LEGO League Future Edition events?

Teams competing in Future Edition 8-16 will need two age-appropriate LEGO Education Computer Science & AI kits. One set will be used for their team solutions, and one set will be used at the game table during matches. Both sets are used throughout the season to support creative building and coding, giving students more elements to experiment with, iterate on, and test their team solutions. No hardware is provided by the event host or organiser. All hardware brought to the game table is used, programmed, and managed by the team and is returned to them after each match.

Future Edition competitions will use one 121cm x 244cm table shared by two teams during a match, with two half mats filling the entire space. Any hardware the team uses on the table will be returned to the team following their match. Each team must bring all eight required hardware pieces to set up their half of the game field, and no additional hardware is allowed. Some game models are programmable, allowing students to code and iterate on them as part of their mission strategy.

There will be no overlap in hardware between legacy LEGO Education SPIKE Prime kits and the LEGO Education Computer Science & AI kits during the transition, as the legacy products' hardware is not compatible with the Future Edition program.

As always, teams can utilise any LEGO bricks, including LEGO Technic bricks, to create their team solutions.

Training, support and next steps

Will there be training for coaches, teachers and community teams?

Yes - we are intending to support teacher and community professional development (PD) sessions in the lead-up to the season.

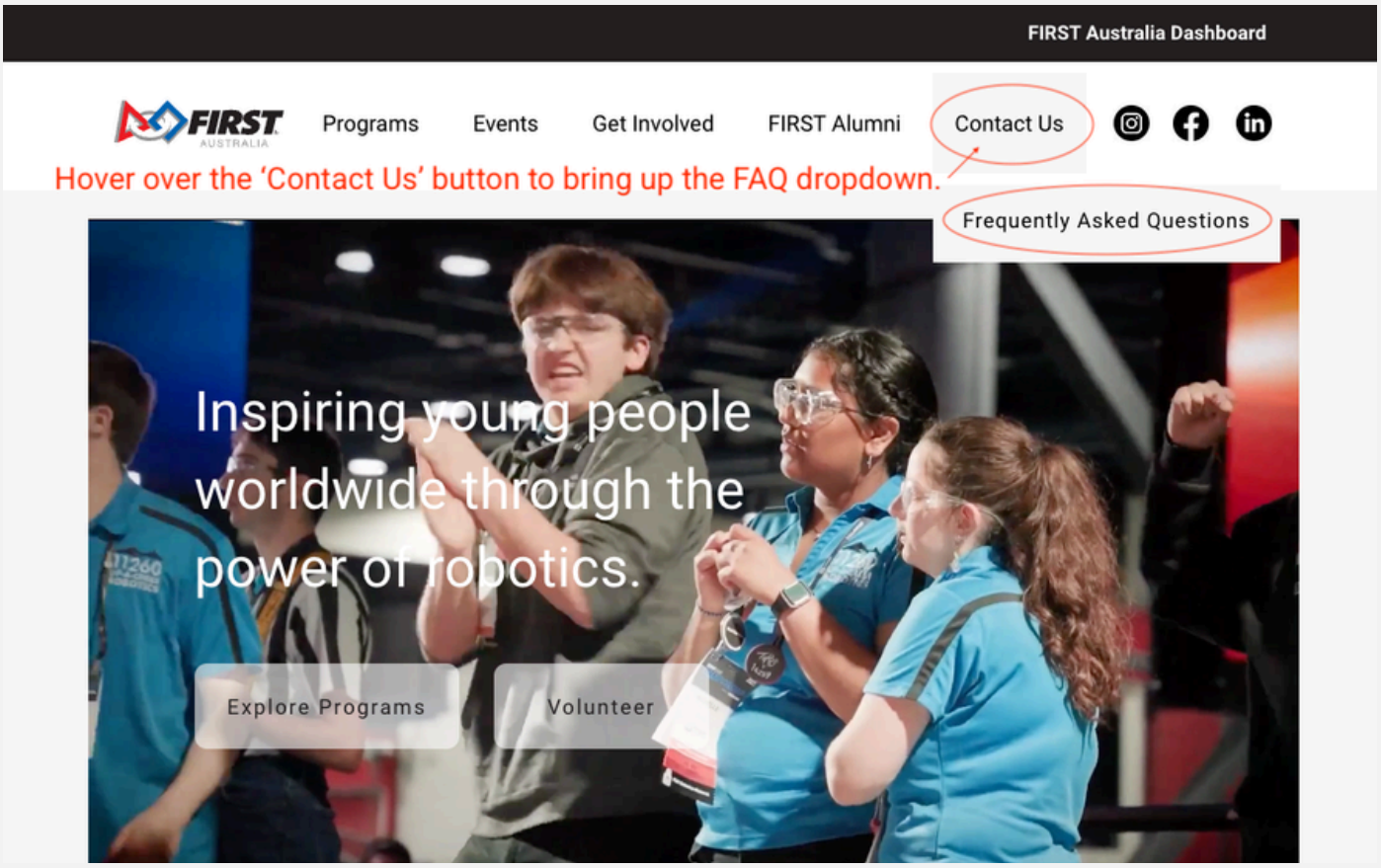
How can schools express interest in hosting or competing in Future Edition events?

We are intending to survey the *FIRST* community ahead of the season to gauge the level of uptake in 2026 to assist with season planning. Please keep an eye out for further communication from *FIRST* Australia staff.



Have further questions about FLL Future Edition?

As the launch of LEGO Education Computer Science & AI and FLL Future Edition progresses, we are continuously updating the **Frequently Asked Questions page** of the *FIRST* Australia website (**https://www.firstaustralia.org/frequently-asked-questions**) with further information. **Please read through this page to find answers to any questions you may have about the upcoming program.** See the screenshot below for how to find the FAQs from the *FIRST* Australia home page.



If your question is not yet answered on this page, please reach out to *FIRST* Australia staff via email at **fll@mq.edu.au** for assistance.