

**FIRST**  
**TECH**  
**CHALLENGE**  
UK & IRELAND

**More**  
**Than**  
**Robots**<sup>TM</sup>

# **FIRST** Tech **Challenge**

MoreThanRobots.UK

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# More Than Robots in under 3 minutes



[Click here](#)  
to watch  
full screen

# FIRST Tech Challenge

Six-months and student-led, our robotics programme supports young people aged 12-18 to develop the transferable skills that employers and inspection frameworks look for.

Teams design, build and code a robot to solve a new engineering challenge each year, culminating in epic regional and national competitions.

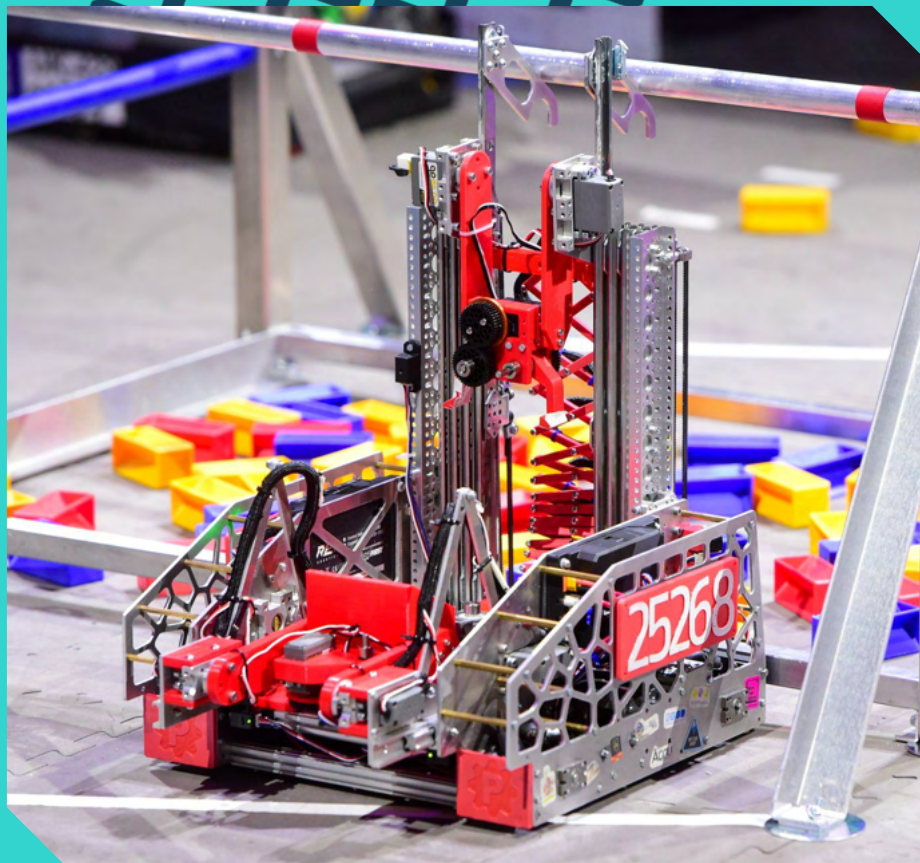


# More than a robotics programme

In teams of up to 15 members and meeting for 1-2 hours a week, teams work on:

- Building & design
- Programming
- Strategy & scouting
- Outreach
- Fundraising & sponsorship
- Events

Teams create a portfolio throughout the season to showcase and reflect on their development.



# A new challenge each season

Each year brings a new game presenting teams with a fresh engineering challenge to solve.

The 2026-27 season, BIOBUZZ<sup>TM</sup> presented by RTX, invites teams to address biodiversity.



# BIOBUZZ<sup>TM</sup>

PRESENTED BY  **RTX**

Game releases 12 September 2026



# What a season looks like



**Design & Build**  
Virtual content, making & outreach

**Compete**  
Events, awards & progression

Off-season

In-season activity

Off-season

Team Lead, Champion Org & Mentor support

Team reg

Team reg

Kick  
-off

Scrimmages

Qualifying  
Tournaments

Champs

# Skills development

Building future-ready skills through hands-on STEM learning.



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**88%**

develop new skills

**80%**

improve their  
teamwork

**77%**

improve their  
communication

**76%**

develop greater  
resilience

**71%**

wish to pursue a  
STEM career

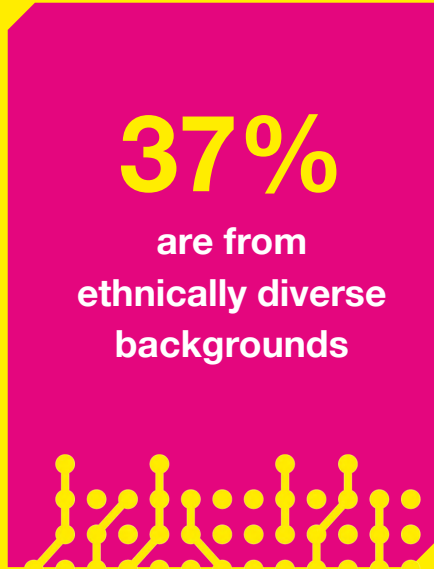
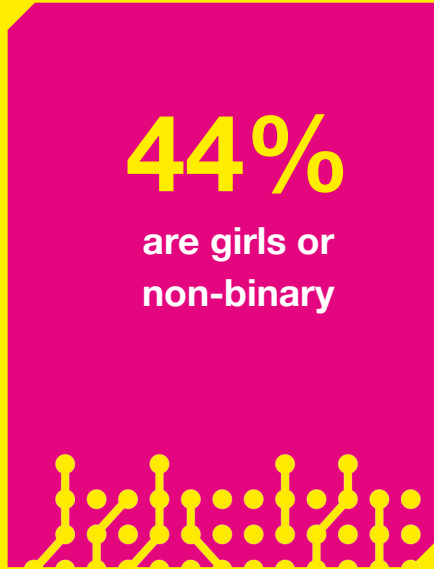
**84%**

of girls become more  
interested in STEM

[MoreThanRobots.UK](https://MoreThanRobots.UK)

# Who we reach

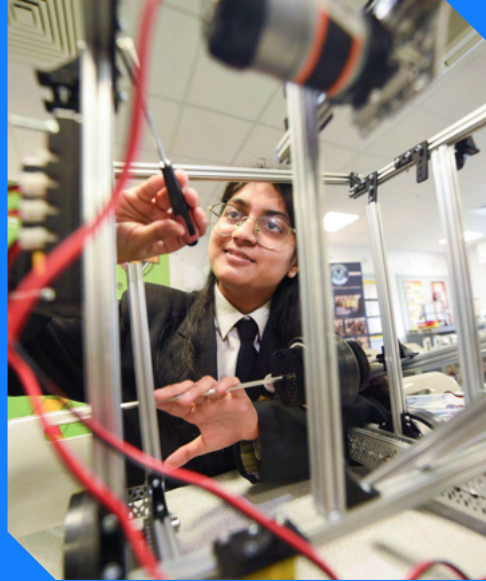
Reflecting the diverse future of STEM  
through inclusive participation.



## The latest tools

Our educational content is mapped to the KS3+4 curriculum and Gatsby Benchmarks.

Young people use tools and tech which they don't typically have access to at school or home – which they will encounter in later education and the workplace.



# Essential skills

Supporting skills development  
aligned to the Universal Skills  
Framework 2.0.



**Speaking** – presenting ideas, outreach and community engagement



**Problem-solving** – tackling technical and strategic challenges



**Creativity** – designing robots and innovative solutions



**Adapting** – responding to new problems or strategies



**Planning** – organising projects, roles and deadlines



**Leadership** – guiding the team and making decisions



**Teamwork** – collaborating to achieve shared goals



# Gatsby Benchmarks

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Bringing careers learning to life through real-world challenges and employer engagement.



## 4. Linking curriculum learning to careers

Students apply computing, D&T, science and maths skills to a real engineering challenge

## 5. Encounters with employers and employees

Teams can access industry mentors – a practicing STEM professional – to support them throughout the season

## 6. Experiences of workplaces

Teams function like real industry teams with defined roles. Teams receive structured feedback from industry volunteers at events.

## 7. Encounters with further and higher education

Universities and apprenticeship providers frequently volunteer at events and as mentors.

# Being a Team Lead



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Teams typically meet for 1-2 hours a week. You're there to facilitate, not teach. No experience needed – we provide training to get you up to speed.



*FIRST* Tech Challenge has been the catalyst in transforming the lives of the young people I teach. It brings together so many skills and builds confidence outside the classroom.

James Rhee, Director of Learning for Design,  
Technology & Art, Harris Academy Sutton



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# Season support

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Access a local community of supporters; not to mention the global network of other teams taking part around the world.

Be supported by an organisation local to you that knows the programme inside out.



Access our pool of industry mentors, ready to support your team in achieving their goals.



Access our e-learning platform, Makerspace, to get you trained up to lead and your team to get started.



Get to know your HQ Hub Coordinator, an expert on your region and the teams in your hub.



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# £3,000 of STEM enrichment

The monetary value of the programme is £3,000 but the impact is far greater.

Thanks to the support of our industry partners, we're able to make the programme accessible to young people across the UK who wouldn't otherwise have access to these opportunities.

Financial support is available to non-fee-paying schools and registered youth organisations.



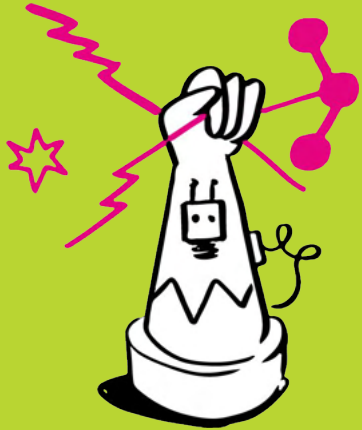
# Fees and financial support

**Making industry-backed skills development accessible to those who will benefit most.**

Bursaries are available to non-fee-paying schools and registered youth organisations to offset the cost of the kit.

	<b>Full bursary</b>	<b>Partial bursary</b>	<b>Self-funded</b>
Robotics kit (one-off)	Covered	£300	£1,200
Commitment fee (annual)	£399	£399	£399
<b>Total (VAT incl)</b>	<b>£399</b>	<b>£699</b>	<b>£1,599</b>

Bursaries are limited and awarded against an objective needs assessment.



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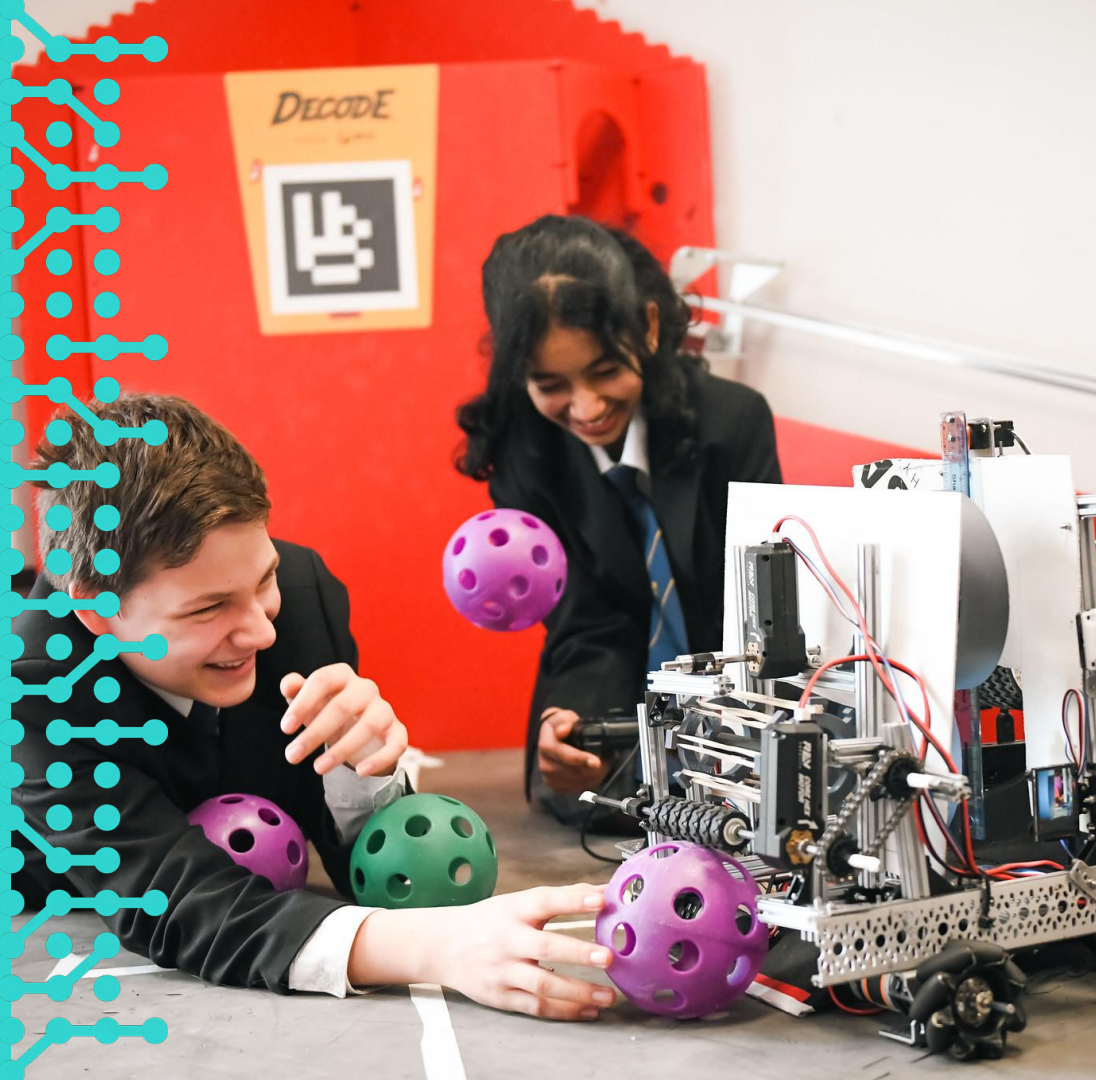


# What's the commitment fee?

The commitment fee is your season registration.

It includes:

- Seasonal game pieces
- Access to online educational content
- Support from an experienced local organisation
- Access to free events
- Access to an industry mentor
- Access to training and CPD
- Access to awards and accreditations



# Don't listen to us Hear what our community are saying

“

The challenge opens young people's minds to opportunities which are unimaginable. It kickstarts their creative juices around the future.

Helene Rodger,  
Project Director,  
Passion4Fusion

“

Before *FIRST* Tech Challenge, I had no idea what I wanted to do. Now I've found robotics, it's become a part of me. It's so much fun.

Vidula, team Equuleus,  
Nonsuch High School for  
Girls

“

Without *FIRST* Tech Challenge, I wouldn't have picked up all the wider skills I now have to support me in the future.

Deyan, team DeGreeS of  
Freedom, Derby  
Grammar School

“

They don't just challenge themselves in terms of building a robot – they have to develop a business plan, a strategy with the game, plan their own outreach and **fundraise**.

Toby Osborne,  
Assistant Headteacher,  
Bournemouth School  
for Girls

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# Build More Than Robots

Ready to get started?

[Read the FAQs](#)

[Register a team](#)

[MoreThanRobots.UK](https://MoreThanRobots.UK)





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SEPTEMBER  
**12**

**Save the date!  
Season kick-off**

**BIOBUZZ™ presented by RTX**