**Renaissance West STEAM Academy**

***FIRST*® LEGO® League Team**

Congratulations!

You have been selected to be on Renaissance West STEAM Academy’s FIRST Lego League Team.

We will meet on Tuesdays and Thursdays from 3:45 to 5:00 here at the school. We will have our first practice/meeting on Thursday, September 28th. There is a lot of work to be done, so here are some reminders of what our expectations are of the team:

* FLL’s Core Values (<http://firstlegoleague.org/mission/corevalues>) stress teamwork, so you must be committed to work with others to find compromise and be able to give and receive positive/constructive feedback as your team develops their solutions – you must be a **team player**
* Your ability to work hard as part of team to complete whatever task needs to be addressed is essential – you must be **flexible**
* Regular attendance at the club is vital – you must be **reliable**
* Some work outside of club hours will be required (research, preparation, competitions) – you must be **committed**
* Students do all the work at FLL, so you will be expected to multi-task and take on responsibilities outside of your comfort zone – you must be willing to **grow**
* You will be representing your school at the club and competitions, so your behavior must be exemplary at all times – you must be **mature**

Please complete the bottom of this sheet and return it to either of us. We look forward to working with you and we will see you on the 28th.

Respectfully,

Mr. Joy-Hogg and Ms. Graham

I, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, allow \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to participate in the Renaissance West STEAM Academy’s FIRST Lego League Team on Tuesdays and Thursdays from 3:45 – 5:00 at RWSA. My contact phone number is: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

Please check the following that applies:

\_\_\_\_\_\_ I will pick my child up by 5:00 \_\_\_\_\_\_ My child has permission to walk home from practice