



ROBOTIC GAMES

'TURNING TECHNOLOGY INTO SPORT'

"CANADA FIRST DEFINITELY OFFERED AN EXPERIENCE YOU CANNOT FIND IN ANY SCHOOL OR TEXTBOOK."
MIRANDA LAM, STUDENT — RICHMOND SECONDARY SCHOOL, RICHMOND B.C.

WHAT IS CANADA FIRST?

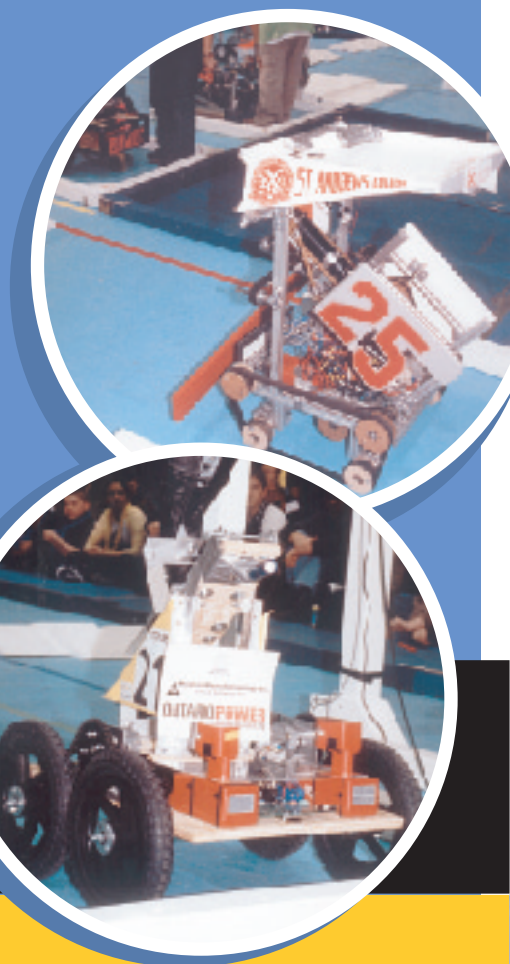
A new event, where science is turned into sport. Student teams, sponsored by corporations and other organizations, are given a kit of materials to build a remote-controlled robot.

Together with high school teachers and engineering mentors, students design and build a remote-controlled robot over an 8-week period. Each year the challenge and kit materials change.

Students compete with other student teams in a form of "Robot Games", an athletic-type competition in which robots play a sport (e.g. hockey, curling and basketball).

COMPETITION ELEMENTS

- Design and build a robot
- Produce a video documentary
- Prepare written documentation
- Make a presentation to an engineering panel
- Produce a website



PROBLEM SOLVING ENTREPRENEURSHIP PROJECT MANAGEMENT INNOVATION TIME MANAGEMENT



CANADA FIRST'S GOALS ARE:

- To enable students to explore math, science and technology in creative new ways and to pursue post-secondary studies and careers in science, math, technology and engineering.
- To provide students with life skills in innovation, project management, entrepreneurship, problem-solving, time management, mentorship and team-based decision-making.
- To build communication bridges between industry, educators, students and parents.
- To provide "living-learning" opportunities beyond the scope of traditional classroom education.
- To allow students to showcase their talents in national and international forums
- To prepare students to better meet the demands of an increasingly competitive global marketplace.

WHAT WE'RE ABOUT

Canada FIRST is about building bridges – in particular, bridges between business and education, between secondary and post-secondary institutions, and between young men and women. In our first eight years, we involved over 9000 students, teachers, and engineering mentors from seven Canadian Provinces, the Territory of Nunavut, and the state of California. Participation by female students has risen from about 5% in 1994 to over 30% by 2001. Through effective use of new technologies, particularly the Internet and the World Wide Web, we plan to reach out to even greater numbers of schools both nationally and internationally. Canada FIRST has worked collaboratively for eight years with Shad International to provide "Shad Grads" with exciting "Post Shad" experiences they can share with 25 to 50 of their high school or CEGEP colleagues.



Chris Hadfield, Canadian Astronaut carried Canada FIRST logos to the International Space Station in April 2001. He has been invited to attend the 2002 Canada FIRST Robotic Games.



PLANNED ACTIVITIES

JUNE 2001

Demonstrations at International Robots & Vision Show. Chicago, Ill.

JULY 2001

Presentations to 8 Shad Valley Campuses Promotion of Canada FIRST 2002.

OCTOBER 2001

Ontario Science Centre Demonstration/Display in conjunction with Royal Bank/Shad Entrepreneurship Cup Activities.

DECEMBER 2001

9th Annual Canada FIRST Robotic Games kick-off, Saturday, December 15, 2001 (locations TBA).

MARCH 2002

9th Annual Canada FIRST Robotic Games, Humber College, Athletic Centre, Toronto, Ontario — February 28, March 1 & 2.





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