



**FIRST
LEGO
LEAGUE
MALAYSIA**



UNIVERSITY
OF WOLLONGONG
MALAYSIA

PART OF THE UNIVERSITY
OF WOLLONGONG AUSTRALIA
GLOBAL NETWORK

16TH FIRST® LEGO® LEAGUE MALAYSIA 2025 NEWSLETTER

NATIONAL LEVEL

FIRST® DIVE

SM

PRESENTED BY **Qualcomm**

THE CHALLENGE



**FIRST
LEGO
LEAGUE
MALAYSIA**

CHALLENGE



**FIRST
LEGO
LEAGUE
MALAYSIA**

EXPLORE

“EVERYONE IS THE WINNER”

FIRST®

DIVESM

PRESENTED BY

Qualcomm



The ocean is more than what you can see on the horizon. Beneath the surface lie our planet's most complex ecosystems, full of life and potential for exploration and learning, where each inhabitant has a role to play in building a thriving environment.

During the 2024-2025 *FIRST* season, **FIRST® DIVESM presented by Qualcomm**, teams will use their STEM and collaboration skills to explore life beneath the surface of the ocean. Along the way, we'll uncover the potential in each of us to strengthen our community and innovate for a better world with healthy oceans.

EXPLORE THE FUTURE

Kids have a natural curiosity, creativity, and desire to explore. At *FIRST®*, we understand the power of STEM (science, technology, engineering, and math) to inspire their innovative spirit and boost self-esteem.

Project-based, hands-on *FIRST* programs introduce students to engineering and coding in engaging, inclusive, and creative learning environments in schools and local communities, where students work collaboratively to solve an annual, themed robotics challenge.

FIRST is More Than Robots®. Our programs are designed to help all young people develop creative problem-solving, leadership, and communications skills. Supported by a network of mentors, educators, volunteers, sponsors, parents, and alumni in over 100 countries, the *FIRST* experience gives participants lasting inspiration and confidence to build a better future for themselves and their communities.





About **FIRST**[®]

Our Mission, Purpose & Values

Founded in 1989 by inventor Dean Kamen, **FIRST**[®] (For Inspiration and Recognition of Science and Technology) is a global nonprofit (501(c)(3)) organization that prepares young people for the future through a suite of inclusive, team-based robotics programs for ages 4-18. **FIRST**[®] programs are suitable for schools or structured afterschool activities and receive support from a vast network of volunteers, educators, and sponsor/donors, including over 200 fortune 500 companies.



FIRST[®] Core Values

The **FIRST**[®] Core Values emphasize friendly sportsmanship, respect for the contributions of others, teamwork, learning, and community involvement and are part of our commitment to fostering, cultivating, and preserving a culture of equity, diversity, and inclusion. The **FIRST**[®] Community expresses the **FIRST**[®] philosophies of Gracious Professionalism[®] and Coopertition[®] through our Core Values:



**We are stronger
when we work
together**



**We respect each
other and embrace
our differences.**



**We apply what we
learn to improve
our world.**



**We enjoy and
celebrate what we
do!**



**We explore new
skills
and ideas.**



**We use creativity
and persistence to
solve problems.**



Gracious Professionalism[®]

Gracious Professionalism is part of the ethos of **FIRST**[®]. It's a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

Through Gracious Professionalism, fierce competition and mutual gain coexist. Participants compete intensely while treating each other with respect and empathy. There is no trash talking, nor disingenuous platitudes. Knowledge, competition, and empathy are comfortably blended.

The term was coined by Dr. Woodie Flowers, (1943 - 2019) Executive Advisory Board Chair Emeritus & Distinguished Advisor.



Coopertition[®]

Coopertition fosters innovation by promoting unqualified kindness and respect in the face of intense competition.

At **FIRST**[®], Coopertition means that teams help and cooperate with each other, even as they compete. It's about learning from teammates, teaching others, collaborating with mentors, managing and being managed. Coopertition embodies the spirit of competing while assisting and enabling others whenever possible.

FIRST® organizational statements are more than words on a page; they encapsulate *FIRST*® promise to build a thriving global robotics community and to remain at the very forefront of STEM education.

PURPOSE	VISION	MISSION
 <p><i>FIRST</i>® exists to prepare the young people of today for the world of tomorrow.</p>	 <p>To transform our culture by creating a world where science and technology are celebrated and where young people dream of becoming science and technology leaders.</p>	 <p>The mission of <i>FIRST</i>® is to provide life-changing robotics programs that give young people the skills, confidence, and resilience to build a better world.</p>



Founder

Dean Kamen is a prolific inventor, entrepreneur, and tireless advocate for science and technology. His passion and determination to help young people discover the excitement and rewards of science and technology are the cornerstones of *FIRST*. For over 30 years, Kamen has resolutely led the growth of *FIRST*® to where it is now universally recognized as the leading, not-for-profit STEM engagement program for kids worldwide.

"FIRST is More Than Robots. The robots are a vehicle for students to learn important life skills. Kids often come in not knowing what to expect – of the program nor of themselves. They leave, even after the first season, with a vision, with confidence, and with a sense that they can create their own future."

– Dean Kamen

Essential Skills Students Build With *FIRST*

Critical Thinking and Problem Solving

Collaboration

Adaptability

Innovative Thinking

Entrepreneurship

Communication

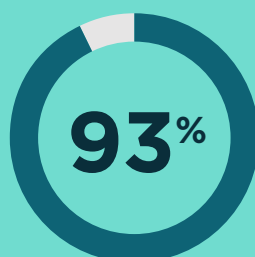
Accessing and Analyzing Information

Curiosity and Imagination

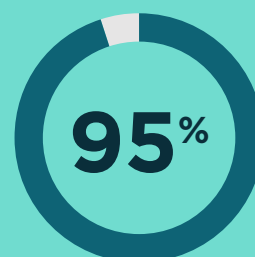
Gains In Skills



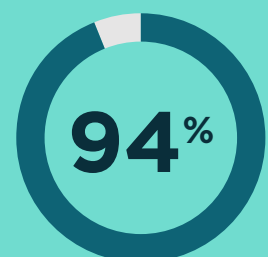
Communication
90% of students reported gains



Conflict Resolution
93% of students reported gains



Time Management
95% of students reported gains



Problem-solving
94% of students reported gains




FIRST® LEGO® League introduces science, technology, engineering and math (STEM) to children ages 4-16* through fun, exciting hands-on learning. FIRST® LEGO® League participants gain real-world problem-solving experiences through a guided, global robotics program, helping today's students and teachers build a better future together. In FIRST® LEGO®

League, students engage in hands-on STEM experiences, building confidence, growing their knowledge and developing habits of learning.


FIRST® LEGO® League's three divisions inspire youth to experiment and grow their critical thinking, coding and design skills through hands-on STEM learning and robotics.

**Ages vary by country*



**FIRST® LEGO®
League Discover**

For children ages 4-6, this playful introductory STEM program ignites their natural curiosity and builds their habits of learning with hands-on activities in the classroom and at home using LEGO® Duplo bricks.



**FIRST® LEGO®
League Explore**

In Explore, teams of students ages 6-10 focus on the fundamentals of engineering as they explore real-world problems, learn to design and code and create unique solutions made with LEGO® bricks and powered by a LEGO® Education robot.



**FIRST® LEGO®
League Challenge**

Friendly competition is at the heart of Challenge, as teams of students ages 9-16* engage in research, problem-solving, coding and engineering – building and programming a LEGO® robot that navigates the missions of a robot game. As part of Challenge, teams also participate in a research project to identify and solve a relevant real-world problem.

WE MAKE AN IMPACT



92%

Increased interest in
STEM subjects



71%

Increased problem-
solving ability



83%

Increased ability,
to express one's
own ideas



91%

Increased teamwork



FIRST[®]
LEGO[®]
LEAGUE
MALAYSIA



ABOUT **FIRST[®]** LEGO[®] LEAGUE MALAYSIA

Sasbadi Holdings Berhad, the esteemed National Partner of For Inspiration and Recognition of Science and Technology (FIRST) in Malaysia since 2008, has played a pivotal role organising the FIRST LEGO League across the nation. What started with just 20 participating teams at Pusat Sains Negara has grown significantly, with more teams joining each year.

Today, FIRST LEGO League Malaysia features two dynamic divisions, namely Explore and Challenge, offering students the unique opportunities and experiences to foster their creativity, critical thinking skills as well as teamworking skills. The inspiring programme is made possible with the invaluable support from the Ministry of Education Malaysia, in collaboration with LEGO Education and other leading educational institutions.

Sasbadi Holdings Berhad remains steadfast in its commitment to advancing innovation and STEM education, nurturing the next generation of problem solvers and future leaders.

ABOUT THE ORGANISER



As the organiser of **FIRST[®]** LEGO[®] League in Malaysia, Sasbadi believes that education is more than an academic performance but also a journey of nurturing skills. For a holistic learning experience, it is essential that the young generations of today develop 21st century skills to be prepared for a rapidly changing future. This includes life skills such as problem solving, critical thinking, creativity, good communication and working in teams.

With that, Sasbadi Learning Solutions was set-up as early as 2005 as a wholly-owned subsidiary of Sasbadi Group to promote hands-on learning through educational tools and learning platforms. As such, Sasbadi has been championing Science, Technology, Engineering and Mathematics (STEM) education and working closely with key partners such as the Ministry of Education (MOE) Malaysia and LEGO[®] Education through robotics. Sasbadi also organizes the annual National Robotics Competition (NRC) and National Robotics Open Competition (NROC).

A RECAP OF THE **FIRST[®]** LEGO[®] LEAGUE 2024 MALAYSIA



85
TEAMS

OVER
600
PARTICIPANTS

AGES
6-16

16
STATES

OVER
110
COACHES

OVER
40
JUDGES

OVER
30
VOLUNTEERS

OVER
10
SPONSORS AND
PARTNERS



2025 SEASON

FIRST® DIVE_{SM} presented by Qualcomm and SUBMERGED_{SM}



Welcome to the FIRST® DIVE_{SM} presented by Qualcomm season. This year's *FIRST*® LEGO® League challenge is called SUBMERGED_{SM}.

This season, children will learn about how and why people explore the oceans. Our discoveries beneath the ocean surface teach us how this complex ecosystem supports a healthy future for the plants and animals that live there.

During each session, teams will experience the engineering design process. There is no set order for this process, and they may go through each step several times in a single session. This means that during a session, children will be exploring the theme and ideas, creating solutions, testing them, iterating and changing them, and then sharing what they've learned with others.

More than 80% of the ocean remains unexplored, offering curious minds deep opportunities to dive into expeditions.

EXPLORE DIVE



Scan here to learn more
about this season.





**FIRST
LEGO
LEAGUE
MALAYSIA**

CHALLENGE

2025 CHALLENGE

FIRST® LEGO® League Challenge Overview

CORE VALUES

Demonstrate **FIRST®** Core Values in everything you do. Your team will be evaluated during the robot game and the judging session.

ROBOT DESIGN

Your team will prepare a short explanation on your robot design, programs, and strategy.

ROBOT GAME

Your team will have three 2.5-minute matches to complete as many missions as possible.

INNOVATION PROJECT

Your team will prepare a live, engaging presentation to explain the work you have done on your innovation project.

HOW IT WORKS

◀ CHILDREN AND YOUTH ▶



Learn Teamwork Skills



**Research Challenges Facing
Today's Scientists**



**Design, Build, and Program
Autonomous Robots**

◀ GET STARTED. YOU WILL NEED: ▶

Teams of up to
10
children and youth

Ages
9 to **16**

Facilitation by
Adult Coaches
and **Mentors**

A Meeting Place
(school, after-school,
homeschool, or
community space)

Support
from parents, teachers,
and community volunteers

**LEGO® Education
Robot Set and
Annual Challenge Set**

A minimum of
8
weeks

◀ WHAT IT OFFERS: ▶

- Application of science and math concepts
 - Hands-on problem solving
 - Programming experience
- A new real-world themed challenge each year
- An exciting sports-like tournaments with judges and awards



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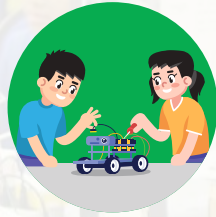
EXPLORE

2025 CHALLENGE



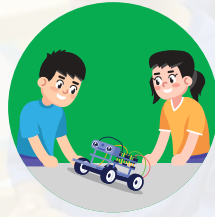
Explore

Children will be asked to investigate concepts in a variety of ocean environments. They should review the Explore story found in the Engineering Notebook for clues about ocean life and how people safely observe and support ocean habitats.



Create

The children will build ocean habitats, animals, vehicles, and places where research can be conducted. They will explore coding and motorizing parts of their team model toward the end of their experience.



Test

Encourage children to build freely and change their models as they have new ideas or when they've learned something new.



Share

The children will present their models and share what they've learned, showing their team posters and models to reviewers, families, and friends. Most importantly, they will HAVE FUN!

HOW IT WORKS

◀ CHILDREN ▶

- Build and program a model that moves using LEGO® Education SPIKE™ Essential Set
- Document their work in individual Engineering Notebooks and present their team research journey in a collaborative *Show Me* poster
- Learn teamwork skills
- Build self-confidence, knowledge, and life skills

◀ GET STARTED. YOU WILL NEED: ▶

Teams of up to
3
children

Ages
6 to **10**

Guidance by
Adult Coaches
and **Mentors**

A Meeting Place
(school, after-school,
homeschool, or
community space)

Support
from parents,
grandparents, teachers,
and community volunteers

LEGO® Education
Robot Set and
Annual Inspire Set

12
sessions

◀ WHAT IT OFFERS: ▶

- New Challenge each year, based on real-world topic
- Introduction to science and engineering concepts, the engineering design process, basic coding and research
 - Culture of sharing, learning, and fun
- Engagement of children in meaningful, hands-on experimentation
 - Presentation skills development





HOW TO PARTICIPATE IN *FIRST*® LEGO® LEAGUE MALAYSIA 2025

Complete the order form and send it back to us via email lego@sasbadi.com or fax to 03-6145 1199 / 6156 9080. You may download the form on our website fll.sasbadi.com or get a copy from our dealers/distributors.

FLL Challenge Official Competition Kits



LEGO® Education SPIKE™ Prime Set (45678)



LEGO® Education
SPIKE™ Prime Expansion Set (45681)



FLL Challenge Kit SUBMERGED (45826)



FLL Explore Official Competition Kits



LEGO® Education SPIKE™ Essential Set (45345)



FLL Explore Set SUBMERGED (45827)



THEMES & GLOBAL NUMBERS (1998 - 2024)



Our Malaysian Teams on the Global Stage!

THE TRIUMPHS RETOLD : 2014 - 2024

World Festival *FIRST*® Championship 2024 Houston, United States of America



Winner of Best Robot Performance Category - GOLD
Winner of Best Robot Design Award - Top 3
Team name: Team Kilobytes, SJKC Kwang Hwa, Pulau Pinang

FIRST® LEGO® League Asia Open Championship 2024 Hong Kong, China



Overall : 3rd Place
Team name: ZENITH, SMJK Chung Ling, Pulau Pinang

World Festival *FIRST*® Championship Houston, Texas, United States of America 2023



Winner of Best Robot Design Category - GOLD
Winner of Best Robot Performance Category -
2ND RUNNER UP
Team name: Silent-X Assassins, Pulau Pinang

FIRST® LEGO® League Challenge Asia Pacific Open Championship Macquarie University, Sydney, Australia 2023



Winner of Best Robot Design Category - 1ST RUNNER UP
Team name: Huntsman, Han Chiang High School,
Georgetown, Pulau Pinang

FIRST® Championship 2019 Houston, Texas, United State of America



Winner of the Robot Performance Award - GOLD
Winner of the Best Strategy Award - BRONZE
Team name: Team Huntsman
Han Chiang High School, Pulau Pinang

FIRST® LEGO® League Open International Turkey 2019 Izmir, Türkiye



Winner of the Strategy and Innovation Award - BRONZE
Team name: Stealth-X Assassins
Assassins Robotics, Pulau Pinang

FIRST® LEGO® League
The Estonian International Open 2018
 Tallinn, Estonia



Winner of the Robot Game Category - SILVER
 Team name: Silent-X Assassins
 Assassins Robotics, Pulau Pinang

FIRST® LEGO® League
World Festival 2018
 Houston, Texas



Winner of the Mechanical Design Award - SILVER
 Team name: #REVELES
 SMJK Chung Ling, Ayer Itam, Pulau Pinang

FIRST® LEGO® League
Open European Championship 2017
 Aarhus, Denmark



Winner of the Champion's Award - GOLD
 Team name: Phantom-X Assassins
 Assassins Robotics, Pulau Pinang

FIRST® LEGO® League
World Festival 2016
 St. Louis, United States of America



Winner of the Robot Performance Category - BRONZE
 Team name: Nemesis-X Assassins
 Assassins Robotics, Pulau Pinang

FIRST® LEGO® League
Asia Open Championship 2016
 Sydney, Australia



Winner of the Best Presentation Award - GOLD
 Team name: Bintulu Hawks
 SMK Bintulu, Bintulu, Sarawak

FIRST® LEGO® League
World Festival 2014
 St. Louis, United States of America



Winner of the Mechanical Design Award - SILVER
 Team name: JS Flawless
 SMJK Jit Sin, Bukit Mertajam, Pulau Pinang

FLL MALAYSIA 2024 RESULTS



University of Wollongong Malaysia,
Utropolis Glenmarie, Shah Alam, Selangor
6th to 8th September 2024

AWARD WINNERS - MAIN PRIZES



CHAMPIONS AWARD (GOLD)

SILENT - ASSASSINS ROBOTICS, PULAU PINANG



CHAMPIONS AWARD (SILVER)

MECHANIZED MASTERS
SJKC CHUNG KWOK, W.P. KUALA LUMPUR



CHAMPIONS AWARD (BRONZE)

NEMESIS ASSASSINS
ASSASSINS ROBOTICS, PULAU PINANG

FLL MALAYSIA 2024 RESULTS

AWARD WINNERS - BY CATEGORY

ROBOT PERFORMANCE



1ST RUNNER-UP

EDITH - SMJK CHUNG LING, PULAU PINANG

2ND RUNNER-UP

NEMESIS ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG

4. NYX ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG
5. HUNTSMAN - HAN CHIANG HIGH SCHOOL, PULAU PINANG
6. MAVERICKS - SJKC CHONG CHENG, PULAU PINANG
7. DARK HORSE HT - SMK (P) TEMENGGONG IBRAHIM & SMK TINGGI BATU PAHAT, JOHOR
8. DOUBLE ACE - CR8 ROBOTICS MELAKA, MELAKA
9. PHANTOM ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG
10. MARSH MORNACH - SMJK YOK BIN, MELAKA

CORE VALUES



1ST RUNNER-UP

TECHNOARTS - PUSAT KEMAHIRAN IRC, NEGERI SEMBILAN

2ND RUNNER-UP

PHANTOM ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG

4. DOUBLE ACE - CR8 ROBOTICS MELAKA, MELAKA
5. EDITH - SMJK CHUNG LING, PULAU PINANG
6. MARSH - SMJK YOK BIN, MELAKA
7. GHOST - ROBO TINKERS SERVICES, SELANGOR
8. #AQRABOT_RIPPER - SEKOLAH RENDAH ISLAM MITHALI AQRAB PERLIS
9. NEXUS ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG
10. THE POWER PUFF GIRLS - PENANG CHINESE GIRLS' PRIVATE HIGH SCHOOL, PULAU PINANG

PROJECT



RESEARCH AWARD

NANOBYTES - SJKC KWANG HWA, PULAU PINANG

INNOVATIVE SOLUTION AWARD

1 UNITED - SMK CHUNG HUA (CF) MIRI, SARAWAK

PRESENTATION AWARD

WINNOVENGERS - WINDSOR INTERNATIONAL ACADEMY SELANGOR

ROBOT DESIGN



MECHANICAL DESIGN AWARD

JD CHALLENGE - SJKC JALAN DAVIDSON, W.P. KUALA LUMPUR

PROGRAMMING AWARD

APEX ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG

STRATEGY & INNOVATION AWARD

DARK HORSE HT - SMK (P) TEMENGGONG IBRAHIM & SMK TINGGI BATU PAHAT, JOHOR

FLL MALAYSIA 2024 RESULTS

SPECIAL AWARDS

AGAINST ALL ODDS AWARD

SCHS ROBOTICS
SABAH CHINESE HIGH SCHOOL, SABAH

RISING STAR AWARD

SSEMS NOVABOT
SEKOLAH SENI MALAYSIA SARAWAK, SARAWAK

JUDGES' CHOICE AWARD

BACKSTREET BOTS - PUSAT PERMATA@PINTAR NEGARA UKM SELANGOR
HSBP - SMK TINGGI BATU PAHAT, JOHOR
MODULUS - SMJK HENG EE, PULAU PINANG
HWA AIK - SJK(C) HWA AIK, PERLIS
IRSYAD RANGERS - SEKOLAH RENDAH ISLAM AR IRSHAD, PAHANG

2024 FLL MALAYSIA CHALLENGE TEAM LIST

1	SABAH CHINESE HIGH SCHOOL TEAM : SCHS ROBOTICS	22	SMK BERAPIT TEAM : BERAPIT LIONS	44	COLLINZ INTERNATIONAL SCHOOL TEAM : LEGO MASTERMINDS
2	CODE IT COMPUTER SOLUTION TEAM : CODE CRUSHERS	23	SJKC PIN HWA 1 TEAM : ZYRIX	45	L&L COUPLE TRADING TEAM : L&L
3	CR8 ROBOTICS MELAKA TEAM : DOUBLE ACE	24	CR8 ALOR SETAR TEAM : NORTH STAR 7	46	LEDC BETONG TEAM : LAYAR ROBOTIC CLUB
4	ROBO TINKERS SERVICES TEAM : GHOST	25	SMK CONVENT (M) & SJKC AI CHUN 2 TEAM : DEMON SLAYER	47	SMK CHUNG HUA (CF) MIRI TEAM : 1 United
5	SMK (P) TEMENGGONG IBRAHIM & SMK TINGGI BATU PAHAT TEAM : DARK HORSE HT	26	SMK TINGGI BATU PAHAT TEAM : HSBP	48	WINDSOR INTERNATIONAL ACADEMY TEAM : WINNOVENGERS
6	CR8 ALOR SETAR TEAM : SCRAP FORCE	27	SEKOLAH TINGGI NAN HWA TEAM : SEKOLAH TINGGI NAN HWA	49	SMK METHODIST TANJUNG MALIM TEAM : MESSIAN ROBOTICS
7	SK KING GEORGE V TEAM : SK KING GEORGE V	28	SJKC JALAN DAVIDSON TEAM : JD CHALLENGE	50	TENBY SCHOOLS SETIA ECO GARDENS TEAM : TENBY SEG
8	SMJK HENG EE TEAM : MODULUS	29	PUSAT KEMAHIRAN IRC TEAM : TECHNOARTS	51	SMK ST. PAUL TEAM : SMK ST. PAUL
9	SJKC CHONG CHENG TEAM : MAVERICKS	30	PENANG CHINESE GIRLS' PRIVATE HIGH SCHOOL TEAM : THE POWER PUFF GIRLS	52	PUSAT PERMATA@PINTAR NEGARA UKM TEAM : SUPERMATA
10	SJKC KWANG HWA TEAM : NANOBYTES	31	ASSASSINS ROBOTICS TEAM : NEMESIS ASSASSINS	53	PUSAT PERMATA@PINTAR NEGARA UKM TEAM : BACKSTREET BOTS
11	SMJK YOK BIN TEAM : MARSH MORNACH	32	ASSASSINS ROBOTICS TEAM : PHANTOM ASSASSINS	54	SK CLIFFORD TEAM : SK CLIFFORD
12	RS ROBOTIC CENTER TEAM : RS OPTIMUM	33	ASSASSINS ROBOTICS TEAM : MAJESTIC ASSASSINS	55	SEKOLAH RENDAH ISLAM AI-IRSYAD BALOK TEAM : IRSYAD RANGERS
13	SJKC CHUNG KWOK TEAM : MECHANIZED MASTERS	34	ASSASSINS ROBOTICS TEAM : SILENT		
14	MRSM MUAR TEAM : TS EMPIRE - PROJECT X3	35	ASSASSINS ROBOTICS TEAM : NYX ASSASSINS		
15	ASPIRATION INTERNATIONAL SECONDARY SCHOOL TEAM : INTECHLIGENT	36	ASSASSINS ROBOTICS TEAM : NEXUS ASSASSINS		
16	SM SAINS SULTAN MAHMUD TEAM : REMUS	37	HAN CHIANG HIGH SCHOOL TEAM : HUNTSMAN		
17	SEKOLAH RENDAH ISLAM MITHALI AQRAB TEAM : #AQRABOT_RIPPER	38	PRIVATE TEAM : TEAM ADVENTURE TIME		
18	SMK ST. MARY TEAM : I SERVE	39	PRIVATE TEAM : ENOVATION TEAM		
19	SEKOLAH SENI MALAYSIA SARAWAK TEAM : SSEMS NOVABOT	40	ASSASSINS ROBOTICS TEAM : APEX ASSASSINS		
20	MECHACODE SDN BHD TEAM : MECHACODE CHALLENGER	41	SJK(C) HWA AIK TEAM : HWA AIK		
21	SMK BERAPIT TEAM : BERAPIT LIONS	42	KOLEJ SEPULUH, UPM TEAM : KOLEJ SEPULUH, UPM		
		43	COLLINZ INTERNATIONAL SCHOOL TEAM : BRICKBUSTERS		

FLL MALAYSIA 2024 RESULTS



AWARD WINNERS

CHALLENGE SOLUTION AWARD



- MINECRAFT - SJKC AI CHUN 2, JOHOR
- CYBERKNIGHT - CR8 CYBERJAYA SELANGOR
- ROBLOX - SJKC AI CHUN 2, JOHOR
- CIT BOYS - CODE IT COMPUTER SOLUTION, KEDAH
- MECHACODE EXPLORER A - MECHACODE SDN BHD, NEGERI SEMBILAN

CODING AWARD



- IKIGAI TITANS - IKIGAI ACADEMY, SELANGOR
- CYBERNINJA - CR8 CYBERJAYA SELANGOR
- INCREDIBOTS - ASPIRATION INTERNATIONAL PRIMARY SCHOOL, SELANGOR
- MECHACODE EXPLORER B - MECHACODE SDN BHD, NEGERI SEMBILAN

CORE VALUES AWARD



- IKIGAI TECHIES - IKIGAI ACADEMY, SELANGOR
- LEGO MASTER - E21 ACADEMY, PERAK
- GENIUS GENES - ASPIRATION INTERNATIONAL PRIMARY SCHOOL, SELANGOR
- ROBO WIZARDS - ASPIRATION INTERNATIONAL PRIMARY SCHOOL, SELANGOR

TEAM POSTER AWARD



- NINJA FORT - E21 ACADEMY, PERAK
- ELEVEN2 CYBERSPARTANS - SK PUTRAJAYA 11(2), W.P. PUTRAJAYA
- THE MECH MAVERICKS - SJK (C) YUK CHOI, SABAH
- BEARCAT - SHUHAIDA MASNI, PERAK
- CYBERSAMURAI - CR8 CYBERJAYA, SELANGOR

TEAM MODEL AWARD



- THE ACHIEVERS - TENBY EDUCATION SDN BHD, SELANGOR
- SKMR ROBOTIC - SK MERU RAYA, PERAK
- JD EXPLORE - SJKC JALAN DAVIDSON, W.P. KUALA LUMPUR
- THE INNOVATORS - TENBY EDUCATION SDN BHD, SELANGOR
- A TEAM - E21 ACADEMY, PERAK



ACKNOWLEDGEMENT

The organiser would like to congratulate and thank the following partners for helping to make the **FIRST® LEGO® League Malaysia 2024** a roaring success.

Organiser



Strategic Partner & Venue Sponsor



UNIVERSITY
OF WOLLONGONG
MALAYSIA

PART OF THE UNIVERSITY
OF WOLLONGONG AUSTRALIA
GLOBAL NETWORK

Strategic Partners



MINISTRY OF EDUCATION



PUSAT SAINS NEGARA



The Institution of
Engineering and Technology

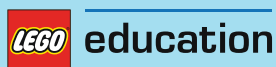
Supporting Partners



Cawangan Kelantan
Kampus Machang



Powered by



To find out more, visit us at:

fll.sasbadi.com

Sasbadi Learning Solutions Sdn Bhd (201401011473)

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