



**FIRST
LEGO
LEAGUE
MALAYSIA**

FIRST® LEGO® LEAGUE MALAYSIA 2024

NEWSLETTER

**Inspiring Youth Through Hands-on
STEM Learning**



THE CHALLENGE

MASTERPIECESM



**FIRST
LEGO
LEAGUE
MALAYSIA**

CHALLENGE



**FIRST
LEGO
LEAGUE
MALAYSIA**

EXPLORE

FIRST[®] IN SHOWSM

PRESENTED BY Qualcomm

Lights, camera, STEAM! Science, technology, engineering, arts, and math (STEAM) inspire big ideas, bold action – and creativity. Our skills make it possible to create art and experiences that bring us together, entertain us, and move us.

During the 2023-2024 *FIRST[®]* season, *FIRST[®] IN SHOWSM* presented by Qualcomm, we're shining a spotlight on the role STEM plays in the arts and empowering young people to design and build a world of endless possibilities.

THE FUTURE IS YOURS TO CREATE

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[®]. *FIRST[®]* 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.

Inspiring Generations of Global Citizens



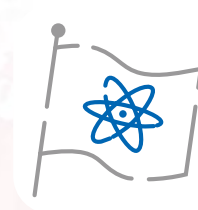
668K+ students
participated in the 2022-
2023 season



There are *FIRST[®]* teams in
100+ countries.



81% of *FIRST[®]* alumni
declare majors in STEM by
their fourth year of college



83% of *FIRST[®]* alumni
have confidence to take
leadership roles in school



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 use creativity and persistence to solve problems.



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.



Purpose, Vision and Mission

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



FIRST® exists to prepare the young people of today for the world of tomorrow.

VISION



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.

MISSION



The mission of *FIRST*® is to provide life-changing robotics programs that give young people the skills, confidence, and resilience to build a better world.



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



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.



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.

Proven, Verifiable Impact!



87% Express Interest in
Attending College



98% Problem Solving
Skills Increase



100% Teamwork Skills
Increase

THEMES & GLOBAL NUMBERS

(1998 - 2023)





ABOUT FIRST® LEGO® LEAGUE MALAYSIA

Sasbadi Holdings Berhad has been organising this competition in Malaysia since 2008. It's started with 20 participating teams held at Pusat Sains Negara and now the participating teams keep increasing. Currently, there is 2 divisions FIRST® LEGO® League in Malaysia which is Explore and Challenge. This competition platform is co-organised with the support of the Ministry of Education Malaysia and secured partnership with LEGO® Education and other education institutions.



CHALLENGE

EXPLORE

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 2023 MALAYSIA



62
TEAMS

OVER
470
PARTICIPANTS

AGES
6-16

16
STATES

OVER
100
COACHES

OVER
50
JUDGES

OVER
40
VOLUNTEERS

OVER
10
SPONSORS AND
PARTNERS

FIRST® IN SHOWSM Presented by Qualcomm and MASTERPIECESM

Welcome to the FIRST® IN SHOWSM season presented by Qualcomm. This year's FIRST® LEGO® League challenge is called MASTERPIECESM. Children will learn about how we share our own hobbies and interests while learning about experts in museums, theaters, and other creative fields.

People who work in the arts can teach us a lot about how to communicate, how to engage, and how to entertain an audience of any size. The team will use critical thinking and innovation to inspire others to learn and be entertained!

FIRST. IN SHOWSM

PRESENTED BY **Qualcomm**

MASTERPIECESM

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 GAME

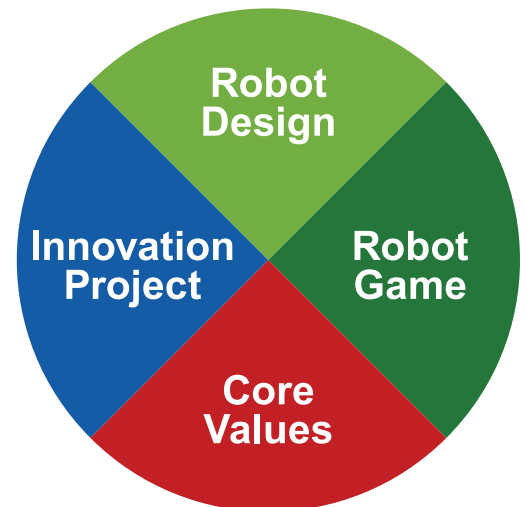
Your team will have three 2.5-minute matches to complete as many missions as possible.

ROBOT DESIGN

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

INNOVATION PROJECT

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



Official Competition Kits



**LEGO® Education
SPIKE™ Prime Set (45678)**



**LEGO® Education
SPIKE™ Prime Expansion Set (45681)**



**FLL Challenge Kit
MASTERPIECE (45823)**



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

HOW TO PARTICIPATE IN *FIRST*® LEGO® LEAGUE CHALLENGE 2024 MALAYSIA:

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 flf.sasbadi.com
or get a copy from our dealers/distributors.



FIRST IN SHOW

PRESENTED BY **Qualcomm**

MASTERPIECE

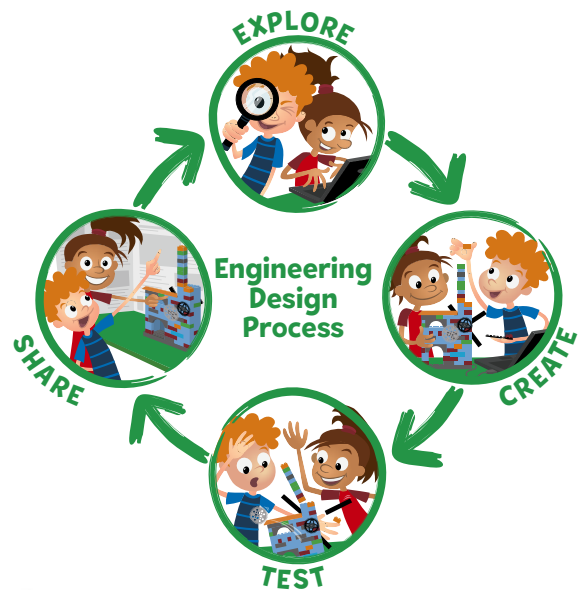
Working in Teams

Children work together in teams of up to three members using pieces from the LEGO® Education SPIKE™ Essential set, and an Explore set. They will collaborate and communicate to build, learn, and play together.

Children should be encouraged in every session to work with their teammates, listen to each other, take turns, and share ideas and pieces.

In FIRST® LEGO® League Explore, teams 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 LEGO® Education SPIKE™ Essential.

This year, children will learn about how people's passion for the arts are shared through STEM (Science, Technology, Engineering, and Math). During each session, they will experience the engineering design process. There is no set order for this process, and they may go through each part 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.



Official Competition Kits



LEGO® Education
SPIKE™ Essential Set (45345)



FLL Explore Set
MASTERPIECE (45824)



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

12 sessions

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

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 EXPLORE 2024 MALAYSIA:

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 fl.sasbadi.com or get a copy from our dealers/distributors.







Our Malaysian Teams on Global Stage!

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, Penang



"A remarkable journey unfolded as we saw a total of 108 teams from 58 countries worldwide taking part in the **FIRST®** LEGO® League Challenge Super Powered. It was akin to stepping onto the battlefield of robotics, facing off against the formidable teams from Spain, Germany, China, Japan, Korea, etc. This challenge went far beyond technical expertise; it put the teams' determination, team cohesion and profound passion for the world of robotics to the test.

The five-month strenuous journey was marked by moments of intense challenges, with each task requiring meticulous planning in every phase starting from design, construction, fine-tuning to completion. Our primary objective was crystal clear - achieving unwavering consistency and integrity, ensuring every aspect in robotics was rock solid.

Standing tall and resolute on the world stage, the teams from, our country, Malaysia, proudly displayed our exceptional capabilities, talent and indomitable spirit. Kita Anak Malaysia Terbaik!"

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, Penang



"APOC FLL 2023 was far more than just a showcase of our technical skills; it was an immersive journey that celebrated innovation, collaboration and the pure joy of learning. Taking part in this event has enriched our understanding of robotics and its practical applications, offering us a stage not only to compete but also to grow and evolve as a team.

This competition was not just a challenge; it was a transformative experience that will leave a lasting imprint on our memories for years to come. APOC FLL 2023, with its emphasis on collaboration, friendship and a comprehensive approach to robotics, has set a new benchmark in the realm of competitions. We are honoured to be a part of this remarkable robotic odyssey."

THE TRIUMPH RETOLD : 2014 - 2019

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 Robot Performance Category - BRONZE
Team name: Nemesis-X Assassins
Assassins Robotics, 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 Mechanical Design Award - SILVER
Team name: #REVELES
SMJK Chung Ling, Ayer Itam, 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 2023 RESULTS



UOW Malaysia KDU University College,
Utopolis Glenmarie, Shah Alam, Selangor
14 to 16 July 2023

AWARD WINNERS - MAIN PRIZES



CHAMPIONS AWARD (GOLD)

KILOBYTES
SJK(C) KWANG HWA,
PULAU PINANG



CHAMPIONS AWARD (SILVER)

ZENITH
SMJK CHUNG LING,
PULAU PINANG



CHAMPIONS AWARD (BRONZE)

DOUBLE ACE
CR8 MELAKA,
MELAKA



FLL MALAYSIA 2023 RESULTS

AWARD WINNERS - BY CATEGORY

ROBOT PERFORMANCE

| CHAMPION | 1ST RUNNER-UP | 2ND RUNNER-UP |
|--|--|---|
| ZENITH SMJK CHUNG LING, PULAU PINANG | KILOBYTES SJK(C) KWANG HWA, PULAU PINANG | EDITH SMJK CHUNG LING, PULAU PINANG |

- | | |
|--|---|
| 4. SCRAP FORCE - CR8 ALOR SETAR, KEDAH | 8. NYX ASSASSINS - M SHAN ENTERPRISE, PULAU PINANG |
| 5. MAVERICKS - SJKC CHONG CHENG, PULAU PINANG | 9. DOUBLE ACE - CR8 MELAKA, MELAKA |
| 6. STEALTH ASSASSINS - ASSASSINS ROBOTICS, PULAU PINANG | 10. SMJK YOK BIN - SMJK YOK BIN, MELAKA |
| 7. TEAM ZERO - SMJK HENG EE, PULAU PINANG | |

CORE VALUES

| BEST CORE VALUES Award | INSPIRATION Award | TEAMWORK Award |
|---|---|--|
| TECHNOVATORS SMK MUADZAM SHAH, PAHANG | RIKI ASSASSINS ASSASSINS ROBOTICS, PULAU PINANG | STEALTH ASSASSINS ASSASSINS ROBOTICS, PULAU PINANG |
| | GRACIOUS PROFESSIONALISM® Award | |
| | DOUBLE ACE CR8 MELAKA, MELAKA | |

PROJECT

| BEST PROJECT Award | RESEARCH Award | INNOVATIVE SOLUTION Award |
|---|---|---|
| CODE CRUSHERS CODE IT COMPUTER SOLUTIONS, KEDAH | TEAM ZERO SMJK HENG EE, PULAU PINANG | SMJK YOK BIN SMJK YOK BIN, MELAKA |
| | PRESENTATION Award | |
| | KYRENA SEKOLAH SERI PUTERI, CYBERJAYA, SELANGOR | |

ROBOT DESIGN

| BEST ROBOT Award | MECHANICAL DESIGN Award | STRATEGY & INNOVATION Award |
|--|--|--|
| TEMPLAR ASSASSINS ASSASSINS ROBOTICS, PULAU PINANG | STEALTH ASSASSINS ASSASSINS ROBOTICS, PULAU PINANG | SCHS_ROBOTICS SABAH CHINESE HIGH SCHOOL, SABAH |
| | PROGRAMMING Award | |
| | RIKI ASSASSINS ASSASSINS ROBOTICS, PULAU PINANG | |

FLL MALAYSIA 2023 RESULTS

SPECIAL AWARD

| RISING STAR Award | AGAINST ALL ODDS Award |
|---|---|
| LAYAR ROBOTIC CLUB LAYAR EDUCATION DEVELOPMENT COMMITTEE, SARAWAK | SCRAP FORCE CR8 ALOR SETAR, KEDAH |
| JUDGES' CHOICE Award 1 | JUDGES' CHOICE Award 2 |
| MAVERICKS SJKC CHONG CHENG, PULAU PINANG | NYX ASSASSINS M SHAN ENTERPRISE, PULAU PINANG |
| JUDGES' CHOICE Award 3 | JUDGES' CHOICE Award 4 |
| GHOSTS CREATIVE ROBOTICS SETIA ALAM, SELANGOR | PHENGLOKTHEONE SJK(C) PHENG LOK, AIR KUNING, PERAK |

2023 FLL MALAYSIA CHALLENGE TEAM LIST

| | | | |
|----|--|----|---|
| 1 | SMK SEKSYEN 9, SELANGOR TEAM : VOLTADROIT | 23 | SMJK HENG EE, PULAU PINANG TEAM : TEAM ZERO |
| 2 | SK DATO' KLANA PUTRA, NEGERI SEMBILAN TEAM : DKP ROBOTIC TEAM | 24 | SJKC CHONG CHENG, PULAU PINANG TEAM : MAVERICKS |
| 3 | SMJK CHUNG LING, PULAU PINANG TEAM : ZENITH | 25 | SJK(C) KWANG HWA, PULAU PINANG TEAM : KILOBYTES |
| 4 | SMJK CHUNG LING, PULAU PINANG TEAM : EDITH | 26 | ASSASSINS MECHA, PULAU PINANG |
| 5 | SK MELAKA PINDAH, MELAKA | 27 | M SHAN ENTERPRISE, PULAU PINANG TEAM : NYX ASSASSINS |
| 6 | ROBOCOM, MELAKA TEAM : WHAT EVER IT TAKES | 28 | ASSASSINS ROBOTICS, PULAU PINANG TEAM : TEMPLAR ASSASSINS |
| 7 | CREATIVE ROBOTICS SETIA ALAM, SELANGOR TEAM : GHOSTS | 29 | SMK MUADZAM SHAH, PAHANG TEAM : TECHNOVATORS |
| 8 | SMK TINGGI BATU PAHAT, JOHOR TEAM : HSBP GOLD TYPHOON | 30 | SEKOLAH RENDAH ISLAM MITHALI AQRAB, PERLIS TEAM : #AQRABOT |
| 9 | SMK TINGGI BATU PAHAT, JOHOR TEAM : HSBP THE CHOSEN ONE | 31 | SMK TINGGI BATU PAHAT, SMK CONVENT & SMK (P) TEMENGGUNG IBRAHIM |
| 10 | SJK(C) PHENG LOK, PERAK TEAM : PHENGLOKTHEONE | 32 | SMJK YOK BIN, MELAKA TEAM : SMJK YOK BIN |
| 11 | SJKC YUK CHENG (LIAN HUAT ELECT.), KELANTAN | 33 | RS ROBOTIC CENTER, MELAKA TEAM : RS TEAM |
| 12 | SM SAINS KOTA TINGGI, JOHOR | 34 | KOLEJ GENIUS@PINTAR NEGARA UKM, SELANGOR TEAM : PERMATA ROBOTICS |
| 13 | SM SAINS KOTA TINGGI, JOHOR | 35 | LAYAR EDUCATION DEVELOPMENT COMMITTEE, SARAWAK TEAM : LAYAR ROBOTIC CLUB |
| 14 | SK JALAN BAHAGIA, PAHANG TEAM : JB INDUSTRIES | 36 | SEKOLAH SERI PUTERI, CYBERJAYA, SELANGOR TEAM : KYRENA |
| 15 | SABAH CHINESE HIGH SCHOOL, SABAH TEAM : SCHS_ROBOTICS | 37 | SK TAMAN BUKIT INDAH, SELANGOR TEAM : SK TAMAN BUKIT INDAH ROBOTIC TEAM |
| 16 | ASSASSINS ROBOTICS, PULAU PINANG TEAM : RIKI ASSASSINS | 38 | KOLEJ TUN DATU TUANKU HAJI BUJANG, SARAWAK |
| 17 | ASSASSINS ROBOTICS, PULAU PINANG TEAM : STEALTH ASSASSINS | 39 | VICTORIA INSTITUTION, W.P. KUALA LUMPUR TEAM : AMaI KL TWET |
| 18 | CODE IT COMPUTER SOLUTIONS, KEDAH TEAM : CODE CRUSHERS | 40 | MAKTAB SABAH, SABAH TEAM : AMaI SABAH |
| 19 | CR8 MELAKA, MELAKA TEAM : DOUBLE ACE | 41 | SMK (P) SULTAN IBRAHIM, JOHOR TEAM : AMaI JOHOR |
| 20 | SK BUKIT RAHMAN PUTRA, SELANGOR TEAM : PUTRA ROBOTICS TEAM | | |
| 21 | MECHACODE YOUNG ENGINEER, NEGERI SEMBILAN TEAM : MECHACODE | | |
| 22 | CR8 ALOR SETAR, KEDAH TEAM : SCRAP FORCE | | |

FLL MALAYSIA 2023 RESULTS



AWARD WINNERS

CHALLENGE SOLUTION AWARD

| CHALLENGE SOLUTION Award 1 | CHALLENGE SOLUTION Award 2 | CHALLENGE SOLUTION Award 3 | CHALLENGE SOLUTION Award 4 |
|--|---|---|---|
| BLACK + PINK SJKC AI CHUN 2, JOHOR | THE THINK TANK TENBY EDUCATION SDN BHD, SELANGOR | TRA TINTA SEKOLAH TINTA, SELANGOR | CYBER NINJA SK PUTRAJAYA PRESINT 11(2), W.P. PUTRAJAYA |

CODING AWARD

| CODING Award 1 | CODING Award 2 | CODING Award 3 | CODING Award 4 |
|--|--|---|---|
| NUTRIBOT-01 SK TANJONG GADING, JOHOR | BRICKIE BOTS YOUNG ENGINEERS IPOH, PERAK | MALIM MAGNOLIA SK MALIM, MELAKA | ROBO-TECH 07 SK TANJONG GADING, JOHOR |

CORE VALUES AWARD

| CORE VALUES Award 1 | CORE VALUES Award 2 | CORE VALUES Award 3 | CORE VALUES Award 4 |
|---|--|--|--|
| LEGIGO EXPLORER STEHLER SOLUTION PLT, JOHOR | TEAM TITANS TENBY EDUCATION SDN BHD, SELANGOR | THE TRIOS KINDERLAND IPOH, PERAK | ROBO WARRIORS CR8 KEPONG LEARNING CENTRE, W.P. KUALA LUMPUR |

TEAM POSTER AWARD

| TEAM POSTER Award 1 | TEAM POSTER Award 2 | TEAM POSTER Award 3 | TEAM POSTER Award 4 |
|---|--|---|--|
| BEARCAT SHUHAIDA MASNI CHE ABDULLAH, PERAK | CIT BOYS CODE IT COMPUTER SOLUTION, KEDAH | POWER RANGERS SJKC AI CHUN 2, JOHOR | CYBER SAMURAI SJKC UNION, SELANGOR |

TEAM MODEL AWARD

| TEAM MODEL Award 1 | TEAM MODEL Award 2 | TEAM MODEL Award 3 | TEAM MODEL Award 4 |
|--|--|--|---|
| SUPER ABV SJK CHUNG HUA BT. 4.5, SARAWAK | BAY SJK CHUNG HUA BT. 4.5, SARAWAK | CIT GIRLS CODE IT COMPUTER SOLUTIONS, KEDAH | ROBO RANGERS CR8 KEPONG LEARNING CENTRE, W.P. KUALA LUMPUR |

Organised by



Strategic Partner & Venue Sponsor



Strategic Partners



Supporting Partners



Powered by

