



Want to start your own chapter of ASPIRE? Learn how to start one today to make STEAM fun for young minds of all ages! Here's a step-by-step guide to help you establish a local chapter:

1. Reach out to ASPIRE

- Reach out to the ASPIRE team to express your interest in starting a chapter. We would love to set up a meeting to provide specific guidelines, support materials, and answer any questions you might have!

Instagram: [@aspiringeagles101](#)

Email: aspiringeagles101@gmail.com

2. Find adult support for this program

- Do you have a coach or teacher who would be available to monitor your camp? Let them know how interested you are in mentoring, so they are aware of the student support they will have. Consider your budget, how many students can you provide for?

3. Consider interest in your community

- Is it better for your ASPIRE program to be aimed at middle school students or elementary school students? Decide on target grade levels for participants based on your specific area and in accordance with conversations with the sponsor.

4. Finalize the amount of students who can participate in the camp

- Consider how many you'll be able to fund as well as how many teams you have mentors for. Depending on those factors, you'll be able to determine how many students that you'll be able to successfully mentor.

5. Finalize the date and location

- Explore school facilities and local event centers to find the best location for the camp. Make sure that you have enough space for the amount of students you plan to have, and find dates that work best for everyone.

6. Calculate the cost

- Determine how much you will charge for students to participate in the camp, factoring in t-shirt costs, venue costs, and food costs if applicable.

7. Design the camp game

- Decide on how to simplify the current FTC game, and choose a new theme for the game. It will be helpful to have experienced students to sign up to mentor the teams, so that they are able to provide guidance as students who have gone through the season.

8. Allow students to sign up for the camp

- Reach out to schools, teachers, and coaches to generate student interest to sign up to participate in the camp. This may be a joint effort between the students (social media, flyers, etc) and the teachers and coaches (informing their students about the program).

9. Divide students into teams

- Split students into teams based on experience and preferred subsection (build, programming, or marketing). Make sure that students are both having fun and learning new skills that they can apply to FTC in the future!

10. Prepare for the camps

- Set up the venue for the camp, and make sure to bring materials needed to build the robot as well as a field to practice and compete on. The better impression the students have of the program, the more likely they are to continue with FTC and robotics, so make sure they have the resources to enjoy the camp!

11. Start the camp and enjoy!

- Please don't hesitate to contact us if there is anything we can clarify, or if you just want to hear from another team that has run the ASPIRE program. We would love to hear from you!