RoboCup Junior Australia Queensland

RoboCup Junior Queensland

Inspiring the next generation of engineers and innovators

7,000+ Students Australia Wide

Participate in RoboCup Junior competitions each year.

Open Robotics Platforms

Use LEGO, Arduino, Micro Bits or other classroom robots.

500+ STEM Educators & Teachers

Supporting robotics learning across Australia.

4 Consistent Challenges

Sumo · Rescue · Soccer · OnStage

Teacher Workshops & Resources

Professional development and classroom support.

Beginner to Advanced Levels

Accessible for first-time teams through to advanced robotics.

Accessible to all Schools | Primary & Secondary Students | Beginner Friendly

Teams of 2-4 Students | No specific robots required | Low cost of entry



50,000 Students worldwide

7,000+ Australian students

500+ Australian Teachers

1000+ Queensland Students

65% QLD Regional & Rural Schools

1:3 Female QLD Participation

25+ Years of RoboCup in Queensland

Schools can participate by forming a student robotics team and entering a regional RoboCup Junior event.

Workshops and resources are available to help schools get started.

Contact Us:
qld@robocupjunior.org.au

What is RoboCup?

RoboCup Junior is an international robotics education program where students design, build, and program fully autonomous robots to solve real-world challenges. Students compete in local, state, national events, with no qualification required - they are open to all teams.

The program combines hands-on learning with exciting robotics competitions, helping students explore STEM in a fun and engaging way.

Sumo (Queensland Entry Challenge)

Build an autonomous robot that competes in robot sumo matches by detecting and pushing opponents out of the arena.

Sumo is a beginner-friendly challenge designed to help students get started with robotics before progressing to the RoboCup Junior leagues.

Website: https://www.robocupjunior.org.au/qld/
More info: https://rcjqld.github.io/

Why Schools Join RoboCup Junior

Schools participate to help students develop:

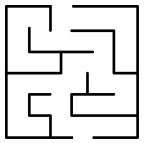
- Robotics and coding skills
- Engineering and design thinking
- Creativity and innovation
- Collaboration and teamwork
- Confidence in STEM learning

The competition supports curriculum-aligned project learning across Science, Digital Technologies, Engineering, and the Arts.



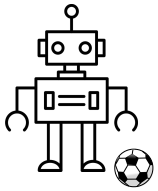
Rescue Line

Program a robot to follow a complex path and deliver aid to victims in a simulated disaster environment.



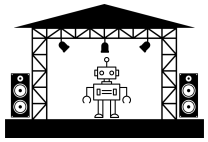
Rescue Maze

Build a fully autonomous robot capable of navigating a maze and locating victims.



Soccer

Design autonomous robots that compete in fast-paced robot soccer matches.



OnStage

Combine robotics, creativity, and storytelling in a robot-assisted performance.