Resource Type	Name	Lab Title	Primary Subject	Secondary Subject	Primary Concept	Secondary Concept	Additional Concept	Description	Primary Coding Method	Level
STEM Lab	Meet Your Robot	Lab 1 - Hello, 123!	Literacy	N/A	What is a robot?	How do I use my 123 Robot?	N/A	Students learn about the features and functions of the 123 Robot by following along with Meet Your Robot, a read-a-long story.	Touch	Level 1
STEM Lab	Meet Your Robot	Lab 2 - Robot Rules	Literacy	Social-Emotional Learning	What is a robot?	How do I use my 123 Robot?	N/A	Students explore best practices for working with the 123 Robot and create a set of Robot Rules for the classroom.	Touch	Level 1
Activity Series	Meet Your Robot Activity Series	Activity 1 - Finding Features	Literacy	N/A	What is a robot?	How do I use my 123 Robot?	N/A	This Activity Series is based on the Meet Your Robot STEM Lab Unit. Students will listen to the Meet Your Robot story, and will make a Features Chart about the buttons and functionality of the 123 Robot.	Touch	Level 1
Activity Series	Meet Your Robot Activity Series	Activity 2 - Robot Rules	Literacy	Social-Emotional Learning	What is a robot?	How do I use my 123 Robot?	N/A	This Activity Series is based on the Meet Your Robot STEM Lab Unit. Students will recall the 'likes' and 'dislikes' of the 123 Robot from the story in the previous Activity. They will use what they know to collaboratively create Robot Rules for the classroom.	Touch	Level 1
STEM Lab	Touch to Code	Lab 1 - Code and Read	Coding	Literacy	Behaviors	Sequencing	Decomposition	Students use the touch buttons to code the 123 Robot to help them sound out and read words.	Touch	Level 1
STEM Lab	Touch to Code	Lab 2 - Code and Clean	Coding	Literacy	Behaviors	Sequencing	Decomposition	Students add an extension to the Art Ring. and code the 123 Robot to 'clean their room' by clearing objects off of a 123 Tile.	Touch	Level 1
STEM Lab	Number Line	Lab 1 - Adding with the 123 Robot	Math	N/A	Addition	Sequencing	N/A	Students code the 123 Robot to move on a number line in order to model and solve addition equations.	Touch	Level 1
STEM Lab	Number Line	Lab 2 - Number Values	Math	N/A	Addition	Sequencing	N/A	Students use manipulatives with the 123 Robot and number line to reinforce number values and solve addition equations.	Touch	Level 1
Activity Series	Number Line Activity Series	Activity 1 - Add It Up	Math	N/A	Addition	Sequencing	N/A	This Activity Series is based on the Number Line STEM Lab Unit. Students will code the 123 Robot to drive along a number line to solve simple addition equations.	Touch	Level 1
Activity Series	Number Line Activity Series	Activity 2 - Count It Up	Math	N/A	Addition	Sequencing	N/A	This Activity Series is based on the Number Line STEM Lab Unit. Students will code the 123 Robot to drive along a number line that shows quantities of objects to represent the numbers in order to solve simple addition equations.	Touch	Level 1
Activity Series	Number Line Activity Series	Activity 3 - Take It Away	Math	N/A	Subtraction	Sequencing	N/A	This Activity Series is based on the Number Line STEM Lab Unit. Students will code the 123 Robot to drive along a number line to solve simple subtraction equations.	Touch	Level 1
Activity Series	Dragon in the Village	Activity 1 - Get to the Castle!	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students code the 123 Robot to get the villagers to safety in this storytelling based activity.	Touch	Level 1
Activity Series	Dragon in the Village	Activity 2 - Gather Materials	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students code the 123 Robot to gather materials from the village and bring them to the castle in this storytelling based activity.	Touch	Level 1
Activity Series	Dragon in the Village	Activity 3 - Push the Dragon	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students build a dragon-pushing machine and code the 123 Robot to push the dragon out of the village in this storytelling based activity.	Touch	Level 1
Activity Series	Gnome in the Forest	Activity 1 - Help Baby Bunny	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students build an attachment for the 123 Robot to help move a rock to rescue a trapped baby bunny.	Touch	Level 1
Activity Series	Gnome in the Forest	Activity 2 - Reach That Leaf	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students build a ladder attachment for the 123 Robot to help reach leaves in a tall tree.	Touch	Level 1
Activity Series	Gnome in the Forest	Activity 3 - Picnic Pary	Literacy	N/A	Storytelling	Sequencing	Decomposition	Students code a path for a gnome to get home from the tree where he just helped a friend, in time for a surprise party.	Touch	Level 1
STEM Lab	Moving from Touch to Coder	Lab 1 - Go See the Lions	Coding	N/A	Transitioning from Touch button Coding to using the Coder	Path Planning	Decomposition	Students use the touch buttons to code their 123 Robot to visit the Lions in the zoo, are introduced to the Coder and Coder cards, and follow a process to begin using them to code the 123 Robot.	Touch/Coder	Level 1
STEM Lab	Moving from Touch to Coder	Lab 2 - Visit the Tigers and Bears	Coding	N/A	Transitioning from Touch button Coding to using the Coder	Path Planning	Decomposition	Students use the Coder and Coder cards to build and test a project to visit the tigers and bears in the zoo.	Coder	Level 1
STEM Lab	Intro to Coding	Lab 1 - Robot Dance	Coding	N/A	Programming Language	Behaviors	Sequencing	Students plan and test a coding project to have the 123 Robot perform a dance move.	Coder	Level 2
STEM Lab	Intro to Coding	Lab 2 - Robot Treasure Hunt	Coding	N/A	Decomposition	Behaviors	Sequencing	Students decompose and sequence behaviors to drive the 123 Robot to the treasure.	Coder	Level 2
STEM Lab	Find the Bug	Lab 1 - Find and Fix the Bug	Coding	N/A	Debugging	Behaviors	Sequencing	Students use a debugging process to identify, find and fix bugs in projects.	Coder	Level 2
STEM Lab	Find the Bug	Lab 2 - Step up to the Bug	Coding	N/A	Debugging	Behaviors	Sequencing	Students use a the Step button on the Coder to debug projects.	Coder	Level 2

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STEM Lab	Role Play Robot	Lab 1 - Act Happy	Social-Emotional Learning	Literacy	Identifying Emotions	Sequencing	Decomposition	Students observe how the 123 Robot acts happy or sad using the Action Coder cards, then they create their own emotion code.	Coder	Level 2
STEM Lab	Role Play Robot	Lab 2 - Match the Feeling	Social-Emotional Learning	Literacy	Empathy	Sequencing	Debugging	Students listen to a story and code the 123 Robot to match a character's feeling.	Coder	Level 2
STEM Lab	Calm Down Robot	Lab 1 - Rowdy Robots	Social-Emotional Learning	N/A	Identifying Emotions	Sequencing	N/A	Students create projects to represent human actions associated with feeling out of control or in control with their 123 Robot.	Coder	Level 2
STEM Lab	Calm Down Robot	Lab 2 - Calm Down Code	Social-Emotional Learning	N/A	Self-regulation strategies	Identifying Emotions	Sequencing	Students create project to represent calm down strategies with their 123 Robot, sequencing them together to create Calm Down Codes.	Coder	Level 2
STEM Lab	Coding Fundamentals	Lab 1 - Robot Brain	Coding	N/A	Programming Language	Behaviors	Sequencing	Students learn about what a programming language as they test the behaviors that are executed with different Coder cards.	Coder	Level 2
STEM Lab	Coding Fundamentals	Lab 2 - Robot Speak	Coding	N/A	Programming Language	Behaviors	Sequencing	Students create and test a project using Coder cards to have the 123 Robot drive in a square.	Coder	Level 2
STEM Lab	Coding Fundamentals	Lab 1 - Robot Move	Coding	N/A	Programming Language	Sequencing	Decomposition	Students code the 123 Robot to drive from one location to another on a community map.	Coder	Level 2
STEM Lab	Coding Fundamentals	Lab 2 - Robot Help	Coding	N/A	Programming Language	Sequencing	Debugging	Students debug a project and correctly sequence Coder cards to code their 123 Robot to complete a specific goal.	Coder	Level 2
STEM Lab	Little Red Robot	Lab 1 - Drive to Grandmother's	Coding	N/A	Sequencing	Using the Eye Sensor	Decomposition	Students create a project to have 'Little Red Robot' drive to grandmother's house.	Coder	Level 2
STEM Lab	Little Red Robot	Lab 2 - Watch out for the Wolf!	Coding	N/A	Selection	Using the Eye Sensor	Decomposition	Students create a project using the Eye Sensor to 'scare away' the Wolf and drive to Grandmother's house.	Coder	Level 2
STEM Lab	Little Red Robot	Lab 3 - Wolf Detecting Algorithm	Coding	N/A	Algorithm	Loops	Decomposition	Students build on what they learned in the previous Lab to use the color detection of the Eye Sensor to build a 'Wolf Detecting Algorithm' that performs different behaviors based on the color detected.	Coder	Level 3
STEM Lab	Mars Rover: Surface Operations	Lab 1 - Collect a Sample	Coding	Science	Sequencing	Driving and Turning	Decomposition	Students code the 123 Robot to collect a sample on Mars (a 123 Field).	VEXcode 123	Level 3
STEM Lab	Mars Rover: Surface Operations	Lab 2 - Collect and Bury Mission	Coding	Science	Sequencing	Driving and Turning	Decomposition	Students code the 123 Robot to complete a challenge to collect several samples and bring them back to the Mars Base.	VEXcode 123	Level 3
STEM Lab	Mars Rover: Landing Challenge	Lab 1 - Detect Obstacles	Coding	Science	Sequencing	Using the Eye Sensor	Decomposition	Students create a project to have the 123 Robot drive until it detects an obstacle on the Mars landing area (a 123 Field).	VEXcode 123	Level 3
STEM Lab	Mars Rover: Landing Challenge	Lab 2 - Clear the Landing Area	Coding	Science	Sequencing	Using the Eye Sensor	Decomposition	Students complete a challenge to code the 123 Robot to detect obstacles and clear the landing area for a Mars landing.	VEXcode 123	Level 3
Activity	Path Finder	N/A	Math	N/A	Sequencing	Driving and Turning	N/A	Students code the 123 Robot follow drawn lines.	Touch	Level 1
Activity	Act It Out	N/A	Literacy	N/A	Storytelling	Sequencing	N/A	Students code the 123 Robot help them tell a story.	VEXcode 123	Level 3
Activity	Around the Town	N/A	Coding	N/A	Sequencing	Driving and Turning	N/A	Students code the 123 Robot to drive to a friend's house.	VEXcode 123	Level 3
Activity	Block Pull	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students design an attachment on the Art Ring and code the 123 Robot to pull a block.	Touch	Level 1
Activity	Building a Tunnel	N/A	Math	N/A	Sequencing	Driving and Turning	N/A	Students make a tunnel then code the 123 Robot to drive under it.	Touch	Level 1
Activity	Clean Your Room	N/A	Coding	N/A	Sequencing	Driving and Turning	N/A	Students design an attachment for the Art Ring to clear off a 123 Tile with a 123 Robot.	Coder	Level 2
Activity	Coder Monster	N/A	Literacy	N/A	Storytelling	Sequencing	N/A	Students use the Art Ring to turn the 123 Robot into a monster and code it to move, glow, and make sounds.	Coder	Level 2
Activity	Corner Color	N/A	Math	N/A	Counting	Sequencing	N/A	Students code the 123 Robot to drive to, then glow in the corner of a 123 Tile.	Coder	Level 2
Activity	Crash and Debug	N/A	Coding	N/A	Sequencing	Debugging	N/A	Students test and debug given code to have the 123 Robot drive to a specific location on a 123 Tile	Touch	Level 1
Activity	Cross the Bridge	N/A	Coding	N/A	Sequencing	Sequencing	N/A	Students make a bridge and code the 123 Robot to drive over it.	VEXcode 123	Level 3
Activity	Cross the Finish Line	N/A	Science	N/A	Using the Eye Sensor	Sequencing	N/A	Students code the 123 Robot to drive until it reaches the finish line to win a race.	VEXcode 123	Level 3
Activity	Flamingos in the Wild	N/A	Art	N/A	Mixed-media	Sequencing	N/A	Students turn their 123 Robot into a flamingo using the Art Ring, and code it to walk and get a drink of water by the pond.	Coder	Level 2

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Activity	Invention Time!	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students design an attachment for the Art Ring and code 123 Robot to clean their room.	Touch	Level 1
Activity	Jellyfish Creation	N/A	Art	N/A	Mixed-media	Sequencing	N/A	Students turn their 123 Robot into a jellyfish using the Art Ring, and code it to move in the ocean.	Coder	Level 2
Activity	Make 10	N/A	Math	N/A	Addition	Sequencing	N/A	Students code the 123 Robot to drive to pairs of numbers (shown as quantities on the Tile) that add up to make 10.	Touch	Level 1
Activity	More or Less	N/A	Math	N/A	Counting	Sequencing	N/A	Students code their 123 Robot to drive to the smaller number written on a 123 Tile.	Touch	Level 1
Activity	Move Around	N/A	Coding	N/A	Sequencing	Driving and Turning	N/A	Students code the 123 Robot to move around things in its way.	Coder	Level 2
Activity	Peacock Party	N/A	Art	N/A	Mixed-media	Sequencing	N/A	Students transform the 123 Robot into a peacock using the Art Ring and create a Coder project to make it strut.	Coder	Level 2
Activity	Recycle Robot Rush	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students create a tool for the 123 Robot to move and collect trash, using the Art Ring.	Coder	Level 2
Activity	Ring and Run	N/A	Literacy	N/A	Storytelling	Sequencing	N/A	Students code the 123 Robot to ring a doorbell and run away using Sound and Motion Coder Cards.	Coder	Level 2
Activity	Robot Bowling	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students code the 123 Robot to knock all the pins down in a bowling game.	Coder	Level 2
Activity	Robot Count	N/A	Math	N/A	Counting	Sequencing	N/A	Students code and count with the 123 Robot as it drives along numbers from 1 to 5.	Touch	Level 1
Activity	Robot Parade	N/A	Coding	N/A	Sequencing	Driving and Turning	Decomposition	Students turn their robot into a parade float and code it to travel the parade route.	Touch	Level1
Activity	Robot Race Car	N/A	Math	N/A	Counting	Sequencing	N/A	Students code the 123 Robot to drive on a race track.	Touch	Level 1
Activity	Robot Word Search	N/A	Literacy	N/A	Reading	Sequencing	N/A	Students play a word search game by finding and spelling words with the 123 Robot.	Touch	Level 1
Activity	Sailing Adventure	N/A	Art	N/A	Mixed-media	Driving and Turning	N/A	Students transform the 123 Robot into a sailboat using the Art Ring and code it to find a treasure.	Touch	Level 1
Activity	Tow Truck Challenge	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students make a tow using pipe cleaners and the Art Ring, then code the 123 Robot to tow an object to the end of a 123 Tile.	Touch	Level 1
Activity	Tower Crash	N/A	Science	N/A	Push and Pull Forces	Sequencing	N/A	Students build a tower, the code the 123 Robot to knock it down.	Touch	Level 1
Activity	Traffic Cone	N/A	Coding	N/A	Sequencing	Driving and Turning	N/A	Students code the 123 Robot to drive around a traffic cone.	VEXcode 123	Level 3
Activity	Training Your Pet	N/A	Social-Emotional Learning	N/A	Identifying Emotions	Sequencing	N/A	Students decorate the 123 Robot to be a pet using the Art Ring, and code it to do a trick.	Coder	Level 2
Activity	What Time Is It?	N/A	Math	N/A	Telling Time	Sequencing	N/A	Students code the 123 Robot to drive to the time that is shown on each clock in the Activity.	Touch	Level 1
Activity	Word Play	N/A	Literacy	N/A	Phonics	Sequencing	N/A	Students spell and read a word with the 123 Robot.	Touch	Level 1
Activity	Word Problems	N/A	Math	N/A	Addition	Word Problems	Sequencing	Students code the robot to drive along a number line in order to solve a word problem and write the number sentence that goes with it.	Touch	Level 1