

VEX V5 Override: Session 2 - Virtual Coding Station

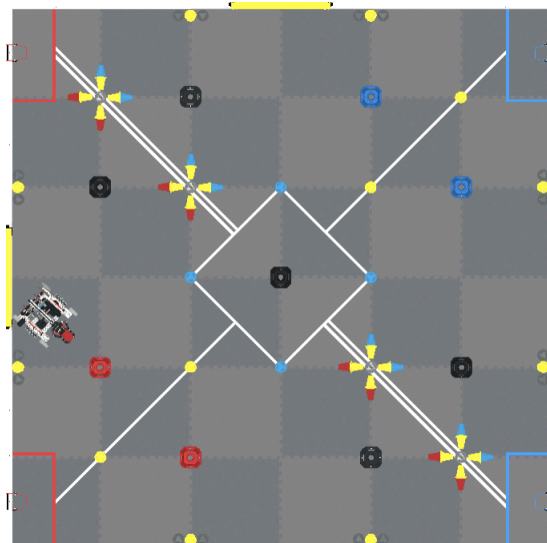
Activity: Code Flex to score points in V5 Override Virtual Coding Skills!

1. Go to vrskills.vex.com and select 'autonomous coding skills', or [open VEXcode VR](#). Select the **V5 Override 26-27** Playground.
 - You need your team's Number and Virtual Skills Key from your Coach in order to access the Playground.
2. Make a plan for how you will score points with Flex.
 - Robot Skills has some slightly different rules and scoring. Review those differences and similarities in [Section 3 of the game manual](#).
 - Use tools like images of the Field to help you plan and document your path for the robot when coding Flex.
3. Code Flex to score as many points as you can in 60 seconds!

Example Documentation:

Coding Steps:

1. 
2. 
- 3.
- 4.



Feeling Stuck?

- Remember that you can find more information about the Playground, Flex, and how to code in Virtual Skills at api.vex.com.

Discussion Questions

- How does your experience with Virtual Driving Skills Practice impact your plans for this activity?
- What do you think is the most efficient path for Flex to score points? Why?
- How are you deciding what blocks to use when coding?

Activity Checklist

- ☐ Each team member read the Robot Skills section of the manual.
- ☐ Each team member documented a plan for their code.
- ☐ Each team member took a turn coding Flex.