Instructor Notes: VEX GO Activity

Preparing for Your VEX GO Activity

What do I need to set up this Activity?

The materials below are needed for each group for all activities:
(recommended group size is two – three students):

- Student Handout
- VEX GO Kit
- A screen and/or projector (optional — to project the student handout or other materials)
- Certificates for each participant

Get the VEX GO Brain and Battery Ready
For activities that involve driving or coding a robot, each group will need:

- A charged VEX GO Battery
  A named GO Brain with updated firmware. Before running a VEX GO Activity, update each GO Brain and give it a unique name. This helps students quickly pair the correct Brain with VEXcode GO when the activity begins.
  - The **VEX Classroom App** is used to update the firmware on one or multiple GO Brains. It is also used to name each Brain. See this article for instructions.
- **Note:** If the activity only uses building pieces and does not use the GO Brain, this step is not needed.

See the Activity Notes for activity-specific preparation information.

Resources to Help You Get Started with VEX GO

If you are not already familiar with VEX GO, use the following articles to help you get started building:

- Pieces in the VEX GO Kit
- Using the VEX GO Pin Tool
- VEX GO Interactive Parts Poster
- Build Instructions can be found at this link.

If you need help getting started driving, see this article.

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Leading Your VEX GO Activity

All VEX GO Girl Powered activities follow the same structure.

1. **Introduction** – Set the stage for the activity by reading the context in the Activity Notes.
2. **Hands-on Activity** – Follow the steps in the Activity Notes to facilitate the hands-on portion of the activity.
    a. Project or give students the Student Handout to reference as they are practicing.
    b. Students should work collaboratively throughout the activity.
    c. Walk around the room to help students with activity tasks and to talk with them about what they are doing and learning.
    d. The goal of Girl Powered activities is to get students excited about STEM and robotics – not mastery of a concept or task.
3. **Wrap-up** – Come back together as a whole group for a brief discussion and celebration of learning.

Wrapping Up Your VEX GO Activity

After your students have completed the activity, wrap up the experience with a brief discussion.

- **For a strategy-focused discussion,** compare strategies to see how students approached the same challenge in different ways. Ask questions like:
    - How is this approach similar or different to yours?
    - What is something surprising you learned during the activity?
    - What is another way this group could have completed the activity?
- **For a collaboration-focused discussion,** ask questions about how students worked together, like:
    - What is one way you helped your partner?
    - What is something you learned from your partner today?
    - What was your favorite part of working with your partner?
- If you have a guest speaker, have them reflect on how this activity connects to their STEM experiences, and share that with the group.

Allow time for cleaning up.

- Have students clean off the Fields and return loose parts to their VEX GO Kits.
- If you intend to have students deconstruct robots and return parts to their Kits, allow extra time.

Celebrate Success!

After the activity has ended, celebrate with your students!

- **Distribute certificates to all workshop participants.** Add their names and the date, and any other details you would like to celebrate.
- **Share photos or videos of students with their certificates or robots!** Explain what makes that moment meaningful to you or the student(s). Tag your posts with **#GirlPowered** and **#WhyIAmGirlPowered** so others can celebrate with you!

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