

Preparing for a VEXcode VR Activity

What Do I Need to Set Up The Activity?

Materials needed for each group (recommended group size is two students):






- A computer with access to [VEXcode VR](#)
- Student Handout(s)
- Certificates for each participant
- A screen and/or projector (optional – to demonstrate using VEXcode VR)

Resources to Help You Get Started with VEXcode VR

If you're new to VEXcode VR, use the following articles to help you get started.

- [Accessing VEXcode VR on Supported Browsers](#)
- [Introduction to VEXcode VR](#)
- [Using the Get Started Tour in VEXcode VR](#)
- [Using Blocks Example Projects in VEXcode VR](#)
- [Viewing Tutorial Videos in VEXcode VR](#)

The table here can also be used as a quick reference.

<p>Navigate to vr.vex.com to launch VEXcode VR.</p>							
	<p>The Start button will start your project.</p>		<p>The Stop button will stop your project.</p>		<p>The Reset button will reset the Playground.</p>		
		<p>Use the Camera buttons to change the camera view and see the reef from a different perspective.</p>				<p>Use the Open Playground button in the Toolbar to open the Playground Window.</p>	

Leading a VEXcode VR Activity

All VEXcode VR 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 the Activity

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

- **For a coding-focused discussion**, compare projects to see how students approached the same challenge in different ways. Ask questions like:
 - How is this project similar to or different from yours?
 - What is something that surprised you about this project?
 - If you were to continue this project, what would you do next? Why?
- **For a collaboration-focused discussion**, talk about how students worked together. Ask questions like:
 - What is one way you helped your partner when it was their turn to code?
 - What was your favorite part of working with your partner?
 - What is something you learned from your partner today?
- If you have a guest speaker, have them reflect on how this activity connects to their STEM experiences, and ask them to share their reflections with the group.

Celebrate Success!

After the activity has ended, celebrate with your students!

- **Distribute certificates to all workshop participants.** Add each participant's name, the date, and any accomplishments you'd like to highlight.
- **Share photos or videos of students with their certificates or talking about their projects.** Explain what makes that moment meaningful to you or the students. Tag your posts with **#GirlPowered** and **#WhyIAmGirlPowered** so others can celebrate with you!