



Engineering

Intro to Vex VR

April 29, 2020



Engineering

Lesson: **4/29/2020**

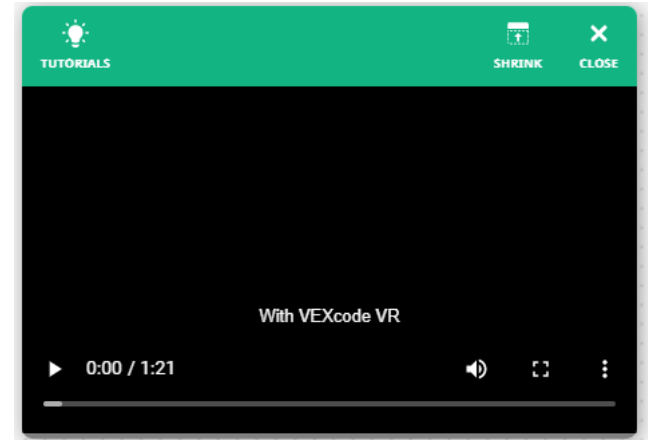
Objective/Learning Target:

- **Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process.**
- **Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended.**

[Click on this Link to access VEX VR](#)

Click Tutorials at the top left of the screen. Click getting started and watch all three videos.

After the videos you make your robot move, play with the environment.





Got through each of the resources provided to the right to gain a better understanding of the VEX VR Environment.

- [How to Launch - VEX code VR](#)
- [How to Create a Project - VEXcode VR](#)
- [How to Start and Stop a Project - VEXcode VR](#)
- [How to Select a Playground - VEXcode VR](#)
- [How to Access Help - VEXcode VR](#)
- How to Open a Project
([macOS](#), [iPad](#), [Chromebook](#), [Windows](#), [Android](#)) - VEXcode VR
- [How to Name and Save a Project - VEXcode VR](#)
- [Deleting a Block - VEXcode VR](#)



Click on the link to gain access to your final task for the day.

[Activity: Basketball Drills](#)

You will complete the activity Basketball drills for Level 1, 2, and 3.



- What drivetrain commands did you learn today?
- What did each of these commands do?
- Of the drive commands you learned, write down questions you still have about the command code blocks.



- In the basketball drills activity what new command group did you use?
- What new command in this group did you learn and what does the code block do?
- Write down any questions you have about the code blocks, contact your teacher with any questions you have from today.