



Engineering

Vex VR Coding

Maximize a Perimeter

May 12, 2020



Engineering Lesson: **5/12/2020**

Reference the other Vex lessons for review
4/29, 5/4 to 5/6, & 5/11

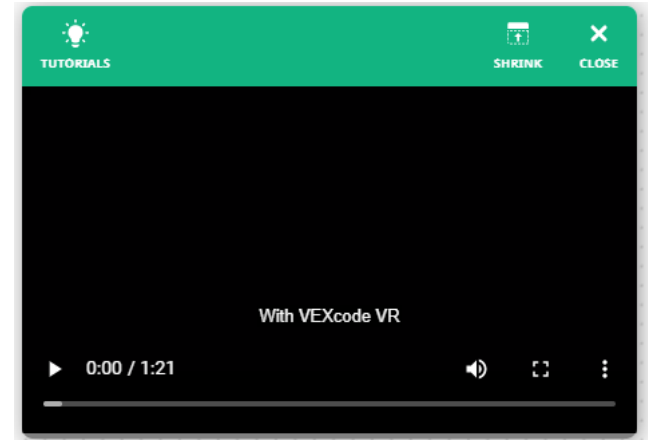
Objective/Learning Target:

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

Review of how to access
[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.





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

[New Resource link HERE](#)
click tutorials at the top.

- [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.

Maximize a Perimeter

You will complete all Level's for this activity.



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