

5TH AND 6TH CLASSES: COMPLETING THE VEX IQ CHALLENGE

BACKGROUND

Children are experiencing code in the classroom by using Lego WeDo 2.0. They are following a set of instructions to make a variety of objects such as a helicopter, a robot, a racing car.

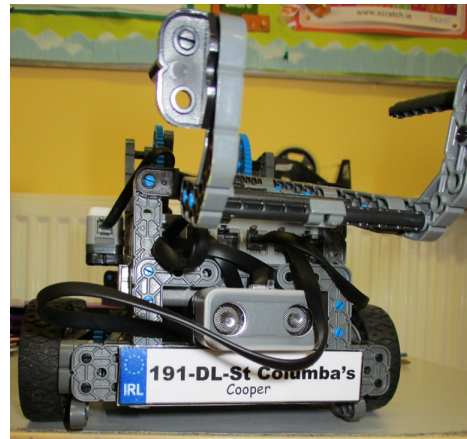
They have experience working in pairs and in groups at activity stations. This transferable skill was applied to the VEX IQ robotics project.

TASK

The children are given a VEX IQ set and asked to make and design their own VEX IQ robot and to programme the robot to operate using a controller manual.

Using their knowledge of Lego and Lego WeDo 2.0, the children follow a set of instructions provided in the accompanying VEX IQ manual.

The children design a robot that can complete a specific list of tasks. In groups they will decide on a design which best fits the remit.



CHILDREN'S WORK

As there was only one VEX IQ set, each group took turns building their robot. Each child in the group had a role to play and were given a title; Builder, Instructor, Supervisor, Designer.

Once completed, each group was shown the VEX IQ Challenge for 2018-2019. The rules were explained and then the children in their groups discussed strategies on how best to play each game with their robot.

Two teams were then chosen to go forward to compete on a competitive level with other schools organised by VEX robotics.

