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LONDON

Innova Business Park, Electric Ave, Enfield, UK





Program Overview

This program takes the students on a journey into computer science. Using VEXcode and engaging in robotics-based activities, students will learn about project flows, loops, conditionals, and algorithms.

The students will learn to code a virtual robot using a block-based coding environment to perform several activities like navigation, decision making etc.

Resources

A computer device is needed to get the most out of this program. Access to the internet is a must as kids will execute their codes using online tools and platforms.



Module (Week 1-2)

Introduction And Fundamentals

In this module, the student will be taught the fundamentals of Virtual Robotics and how to use the platform. They will also learn how to move the robot using the Drivetrain commands.

At the end of the module, the student will learn how to use sequences of commands to move the robot around a virtual playground, destroying castles while on it.







Module 2 (Week 3)

Repeat Behaviors

The student will learn how to use the Pen tool on a VR Robot to draw different shapes on the Art Canvas Playground. They will learn how to use Loops to perform repetitive actions.





Module 3 (Week 4-5)

Navigations And Detections

In this module, the student will be taught how to use sensor inputs to navigate the VR Robot regardless of its surroundings, The student will work on the Wall Maze Challenge to navigate through the Wall Maze Playground, from start to finish.

The student will learn how to use the Distance Sensor on the VR Robot with comparison blocks to go through the Maze Wall without bumping into them.

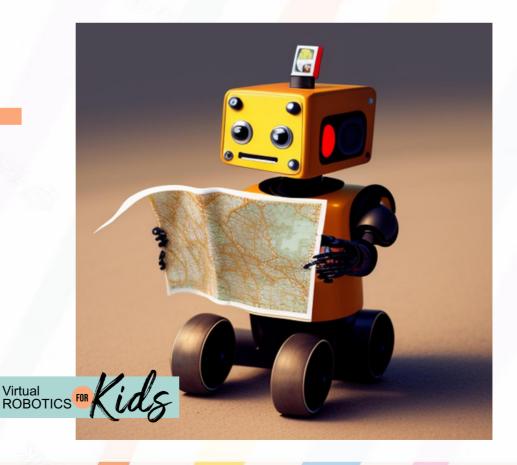




Module 4 (Week 6)

Location Mapping

The student will be taught how to use the Location Sensor to navigate the VR Robot to three different numbered locations on the Number Grid Map Playground! They will apply blocks from the Drivetrain, Sensing, and Control categories in the correct sequence in order to solve the Drive to Three Numbers challenge.



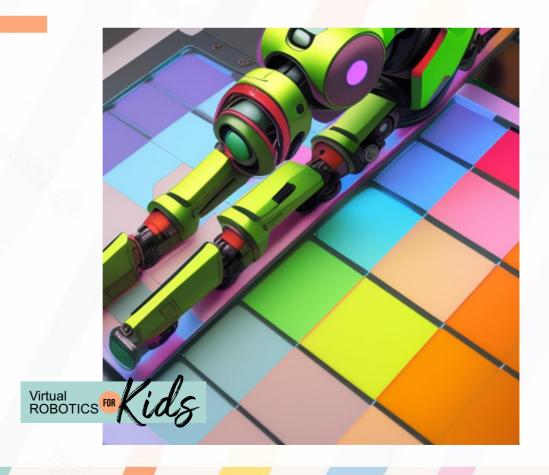


Module 5 (Week 7)

Color Sensing

In this Unit, the student will learn how to use the Eye Sensor and conditional statements to solve the Disk Maze Challenge.

In the Disk Maze Challenge, the VR Robot will navigate through the Disk Maze Playground from start to finish using the Eye Sensor to detect colors.





Project (Week 8)

Final Project Presentation and Graduation

After several weeks of learning and rogramming virtual robots, the student will be tasked with building one to be submitted and presented at their final session.

The graduation ceremony follows afterward.





Virtual ROBOTICS for Kids BROCHURE



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