√E**×**123 Activity



Hello, 123!

Learn about the features of the 123 Robot through interactive stories and activities.

Step by Step:

1. Circle Time/Morning Meeting Area:

- Find a comfy spot in the classroom where we usually gather for Circle Time or Morning Meeting.
- Arrange our chairs or cushions in a circle to make it cozy and inviting.
- Place the 123 Robots in the middle of our circle, so everyone can see and play with them.
- Make sure we have plenty of room to move around and explore during our activities.

2. Visible VEX 123 Poster:

- Look for the big VEX 123 Poster hanging somewhere in our classroom.
- This poster shows us all the cool things our robots can do! Let's ensure it's in a spot where we can see it easily.
- We'll use the poster to learn about our robots' different parts and features. It's like our own robot cheat sheet!

3. Features Chart and Class Wonder Board:

- Head over to the Robot area of our classroom and find the Features Chart and Class Wonder Board.
- The Features Chart helps us keep track of all the cool stuff our robots can do. We'll add new features to it as we learn more!

The Class Wonder Board is where we can write down any questions, ideas, or cool things we notice about our robots. It's like our own brainstorming wall.

Objective

1. Students will identify the basic features and functions of the 123 Robot components with appropriate terminology.

Activity

1. Students will be introduced to each feature of the 123 Robot in a story-based guided introduction in the Engage section. In the Play sections, students will further explore and identify each feature through facilitated exploration.

Assessment

Students will identify the 123 Robot parts and complete a features chart that catalogs each feature, its name, and what it does in the Share Section of the Lab.

'Level-Up!'

 Time to give your 123 Robot a unique twist! Grab some cool craft supplies, stickers, markers, and whatever else sparks your imagination.

Pro Tip: Let Your Creativity Shine

 When it's time to jazz up your 123 Robot, don't hold back! Dive into your stash of craft supplies and unleash your imagination. Whether you're into superheroes, unicorns, or outer space, let your passions guide your robot's transformation.

Part 1 - Step by Step

Instruct

You must be seated in a circle, or to be in a position where you can see both the teacher AND the 123 Robot. As there will be some demonstration, and you will all get to touch and test the robot today.



Model

Model each action as you read the story to the children, and follow along with the instructions within the Meet Your Robot story.



Facilitate

Take turns in sharing observations and using the robot.

Mid-Play Break & Group Discussion

As soon as every group reads the story and completes the included actions, come together for a brief conversation.

- What can the robot do that you can also do?
- What is different? How or why?
- What makes this robot different from other devices you know and use?

Part 2 - Step by Step

Instruct

It's time to put our thinking caps on and see what we remember from the story about the 123 Robot. But wait, there's more! We will also uncover some additional features of the 123 Robot together. Get ready for some exciting discoveries!

123 Robot Feature Chart			
Draw	Name	Write	
1	Move button	Moves robot ↑ or 1 square	
4 €	Sound button	Plays a sound	

Model

Model how to create a Features Chart by testing and writing on the chart together.

- 1. Point to a feature from the VEX 123 poster or the 123 Robot, for all to see.
- 2. Draw a symbol for the feature in the Draw column.
- 3. Ask students the name of this feature, and write that in the Name column. Use the poster to help support the use of accurate terminology, if needed.
- 4. Ask students what they think this feature does or makes the 123 Robot do.
- 5. Test their ideas, by pressing the button, or using the feature, and watching what happens.
- 6. If the behavior matches the student's description, celebrate the success and add it to the Write column. If it is different, quickly discuss the difference, and add the correct description to the Write column.



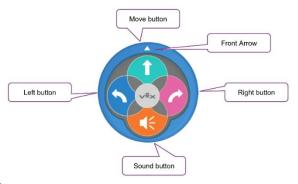
Create a Features Chart Together.

Facilitate

Facilitate this process of naming, describing, and testing features to complete the chart.

Ask questions to engage students thinking about how the 123 Robot works, by asking questions like:

- What do you think that behavior can help our 123 Robot do?
- Why do you think the Front Arrow is important?
- Why might you want your 123 Robot to make a sound?
- Why do you think the Start button has a light?



Share

Discuss and display your learning.

Active Share

Create a "Wonder Board" using the following prompts and display them in the classroom.



Discussion Prompts

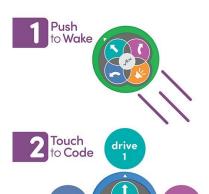
- What is one thing you want to try to do with our 123 Robots?
- What is one thing you wonder about our 123 Robots?

Materials Needed

The following is a list of all the materials and teaching resources that are needed to complete the VEX 123 Lab. First listed are the materials needed for the entire Lab, including the 123 Robot. In certain Labs, links to teaching resources in a slideshow format have been included. Not all Labs will include a slideshow. These slides can help provide context and inspiration for your students. All slides are editable and can be projected for students or used as a teacher resource.

Materials	Purpose	Recommendation
123 Robot and charger	For demonstration.	1 for teacher facilitation
*Check Teacher's Resources For Meet Your Robot Storybook PDF	Tell the narrative as a read- aloud to introduce the 123 Robot.	1 for teacher facilitation
*Check Teacher's resources for the Teacher Guide for Meet Your Robot Story Story Slideshow	A how-to guide for adding interactive components to a read-along story.	1 for teacher facilitation
VEX 123 Poster	Visual Aid to show 123 Robot features.	1 for teacher facilitation
*Check the Teacher's resources for the Lab 1 Image Slideshow	Includes visual aid for the Lab.	1 for teacher facilitation
Paper and markers	For creating a class Wonder Board.	1 set per class, 1 per student if leading a synchronized lesson





3 Shake to Erase

EVENT

turn left



turn right

RED

when start 1	23
go to start	
ACTION	GREEN
act sad	8
act crazy	•
act happy	•

TIME	GRAY
wait 1 second	Ö
wait 2 seconds	Ö
wait 4 seconds	Ö

Coding Starts Early



glow off

(vEx)

end if

