



COACH RESOURCES

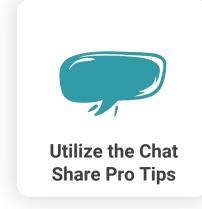
Leslie Cruse, Meredith Hale and Emily Bruning

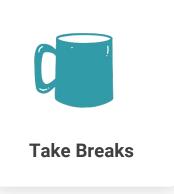


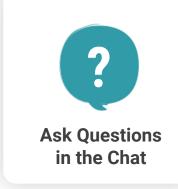
BEFORE WE BEGIN

BEST PRACTICES

This is for YOU - the Coaches. Please ask questions when you have them.











Leslie Cruse
Team Engagement Manager
AL, GA, TN AND KY

Volunteer for VEX Robotics tournaments

Certified VEX Educator in VEX 123, VEX GO, VEX IQ, VEX V5, and CS with VEXcode VR.

6 years with the REC Foundation

Team Engagement Manager for AL, GA, KY & TN

Teacher Training Manager

Volunteer Preference: Queen of Queuing!









Meredith Hale
Team Engagement Manager
Nevada & Southern California

Has more than 20 years of experience working with teachers, programming, and curriculum through museum education, libraries, and schools

Really loves to help people - ask me anytime!

Is a lifelong maker, artist, tinkerer, and dog person

Likes coding, but LOVES building

Volunteer Preference: Emcee!

meredith hale@roboticseducation.org



Emily Bruning
Team Engagement Manager
Indiana, Ohio, & West Virginia

Has more than 12 years of experience in the field of education as a classroom teacher and State Department of Education Specialist

Prior VIQC coach and event partner

Loves building, iterating, designing, and perfecting the engineering notebook

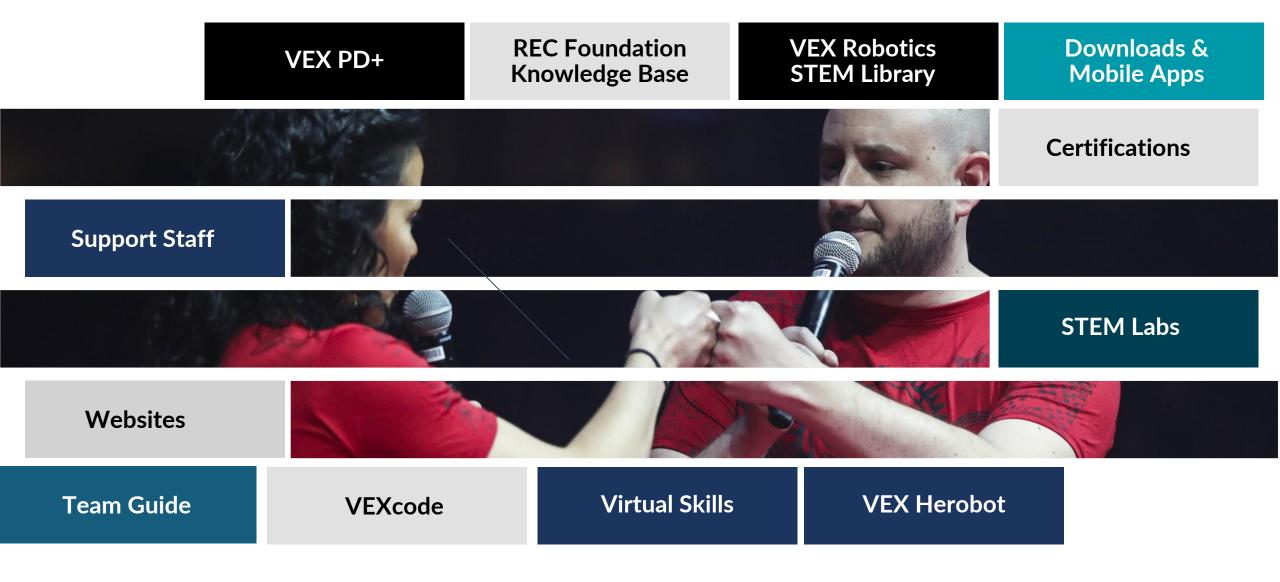
Loves baking, hiking, and parenting

Volunteer Preference: Queuing



emily_bruning@roboticseducation.org

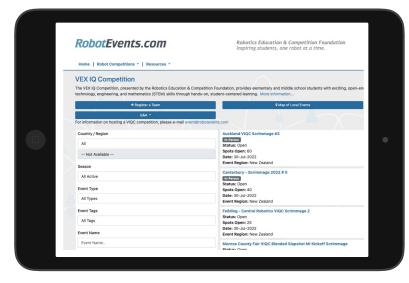




WEBSITES

There are 3 websites you will want to bookmark for easy access.







roboticseducation.org

robotevents.com

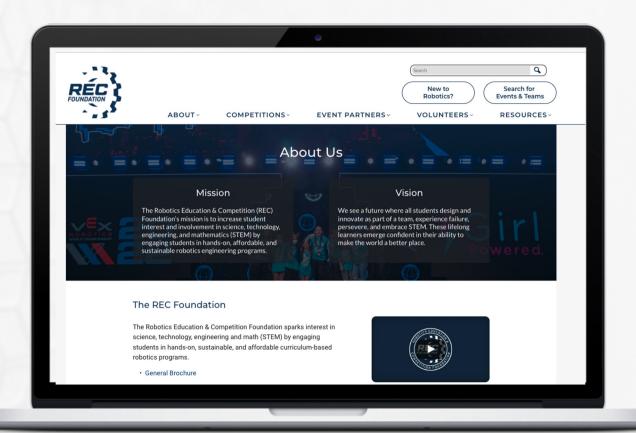
vexrobotics.com



REC FOUNDATION

https://www.roboticseducation.org/

Competition Teams Event Partners Volunteer Information





COMPETITION INFORMATION

26,293+ Pts

- Game Manuals
- Team Guide & Event Partner Guides
- Team Registration
- Student-Centered Policy and Code of Conduct

- Design Notebook Samples
- Participaction Release Forms
- and More!





RADC DownDraft2 is played on a 28'x28' field. Two (2) Alliances - one (1) "red" and one (1) "blue" - composed of two (2) Teams each, compete in 3-minute matches. The object of the game is to attain a higher score than the opposing alliance by scoring small and large balls in corner and floor goals and landing drones in the landing zone at the end of the match. Teams also compete in the Programming Skills Challenge where one drone takes to the sky to score as many points as possible through programming. Register a Team Resources Levent Resources Parrot Mambo Resources Additional Resources



REC FOUNDATION KNOWLEDGE BASE

https://kb.roboticseducation.org/hc/en-us

REC Foundation Knowledge Base is a library of resource information for coaches, event partners, volunteers, and parents. This is the place to find anything from running a team, to hosting your first event and how to prepare your volunteers!





MOBILE APP LIBRARY

https://www.roboticseducation.org/mobile-app-library/



The VRC and VIQC Apps are the ideal competition companions for teams, spectators and event partners. They include:



- Searchable, easy to use, official game manual.
- Calculator to keep score for the current game.
- Timer to run your own practice matches (with official game sounds).



VEX Tournament Manager Mobile app can be used at scrimmages and tournaments. Referees can submit match scores from their devices



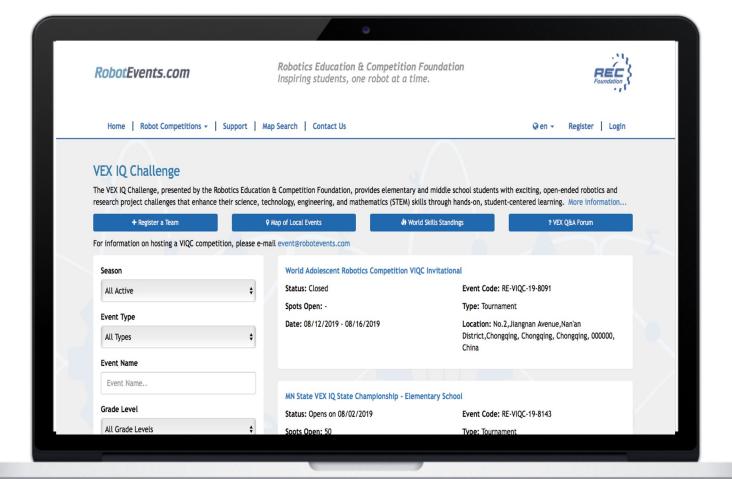
VEX via allows you to follow the progress and results at local competitions.



ROBOTEVENTS

https://www.robotevents.com

Register Teams
Register for Events
Official Q&A Forums





SUPPORT STAFF

https://www.robotevents.com/support

Click on your Country or State to find your support team contact information





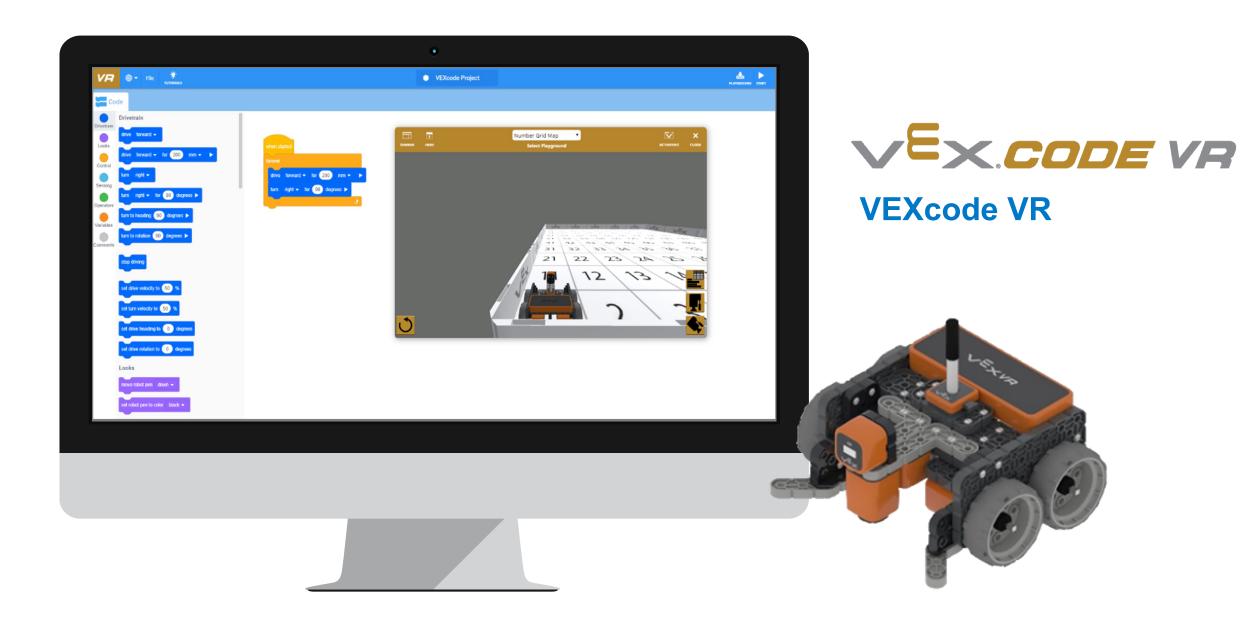


www.vexrobotics.com

VR Skills
Mentor PD+
STEM Library
Certifications
and STEM Labs







VEX.CODE VR RESOURCES

VEXcode VR Information

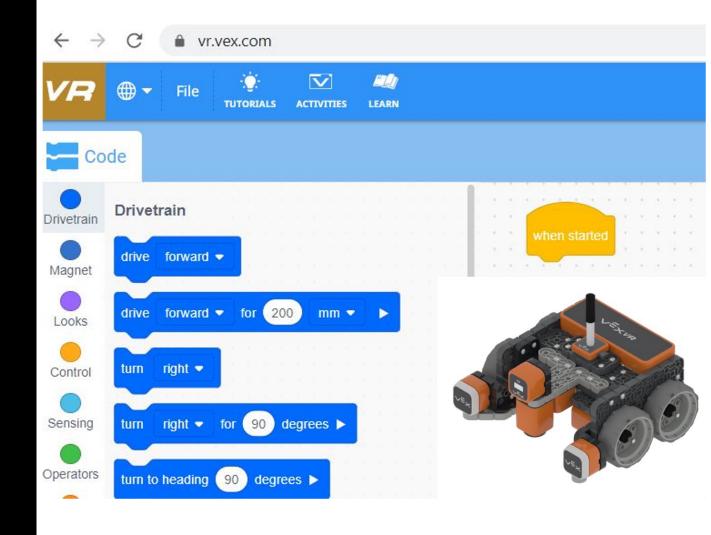
Getting Started

Tutorials on VEXcode VR Features

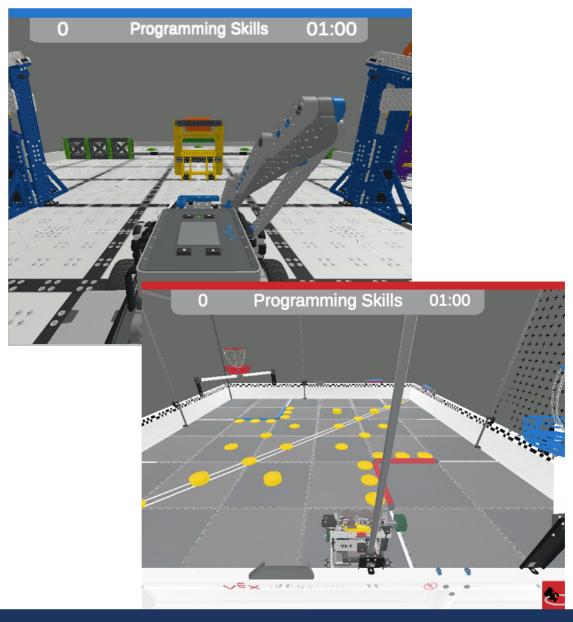
Using Activities

Sharing Projects

Teacher Portal







VR SKILLS

- Included in your team registration
- Drag, Drop, Drive
- Video Tutorials
- 22-23 Game
- Block and Text Based Options

VIQC and VRC VR Skills



VEX MENTOR PD+

Reshaping STEM Education Together

https://pd.vex.com/









Competition Day Best Practices





Competition Information





VEX STEM LIBRARY

https://kb.vex.com/hc/en-us

123

IQ

V5

Education

CORTEX

GO

EXP

VEX.CODE VR

General

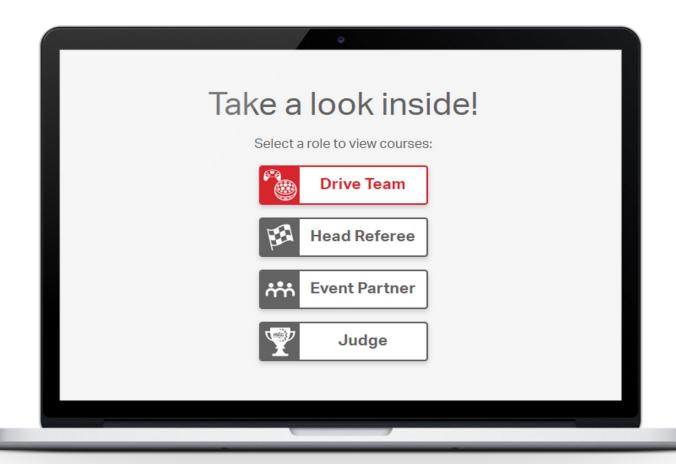
VEX Robotics STEM Library is a wealth of information about all things VEX. This self-serve support is there to help users quickly find information about VEX products, services, or programming.



CERTIFICATIONS

Drive Team
Head Referee
Event Partner - Judge

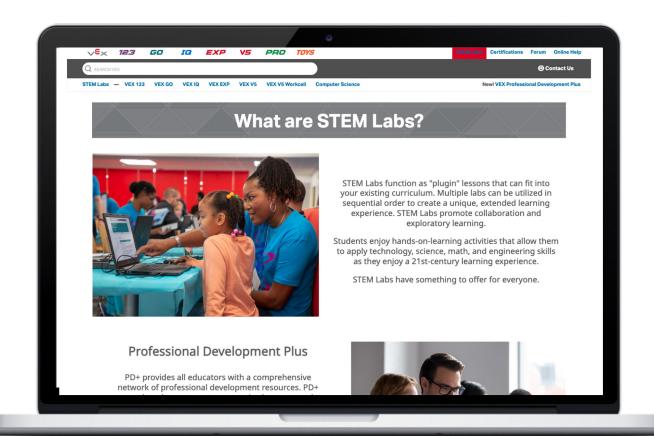
https://certifications.vex.com/



STEM LABS

STEM labs function as "plugin" lessons that can fit into your existing curriculum

https://education.vex.com/







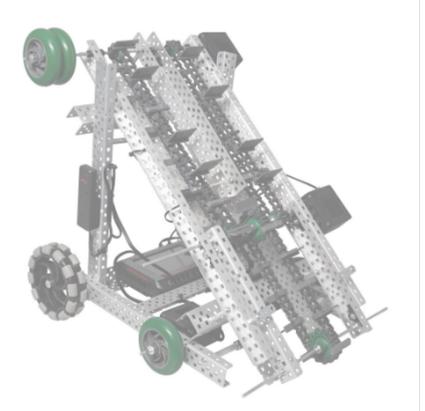
2022-2023 Hero Bot Build

Meet Snapshot

- ✓ Snapshot Gen 1 and Gen 2 IQ Build Instructions
- √ VIQC Hero Bot Snapshot Video Part 1
- ✓ VIQC Hero Bot Snapshot Video Part 2







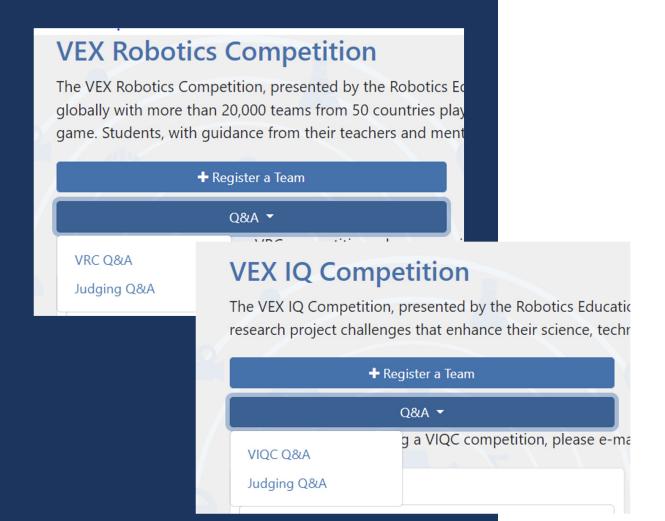
COMING SOON

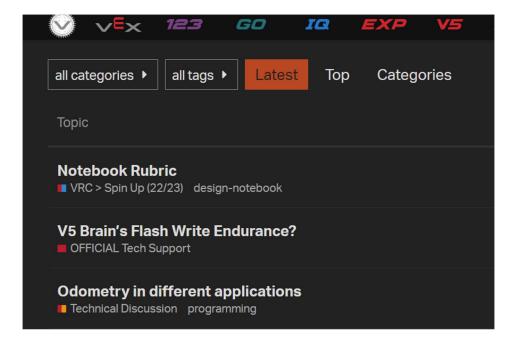
2021-2022 Hero Bot Build

Meet Disco

- √ VRC Hero Bot Disco Video Part 1
- √ VRC Hero Bot Disco Video Part 2







VEX Forum

RobotEvents Official Q&A



Plobatics Notebook Notebook 276-7504 VRC 2022-2023 Scoring Element Kit



Register your team today

Your team registration includes:

2022-2023 VEX Competition Welcome kit

Mentor PD+

The Mentor PD+ is a video library of resource information for coaches, event partners, volunteers and parents. You will find anything from running a team, to hosting your first event, to preparing your volunteers.

REC Foundation Knowledge Base

The RECF Knowledge Base is a library of resource information for coaches, event partners, volunteers and parents. You will find anything from running a team, to hosting your first event, to preparing your volunteers.

Virtual Skills

VR Skills is designed to allow teams compete in a virtual environment with the 22-23 Slapshot or Spin Up

Register your team today

2022 - 2023 Initial RECF Registration fee of \$200

- First change in team registration fees since June 2017
- US Teams Only: VIQC, VRC, VEX U, and Aerial Drones Competition
- Access to Online Challenges
- RECF program staff support
- Annual Coach and Event Partner Summits (both inperson and virtual)
- Access to educational materials & training

NEW Flat Organizational Fee

- \$150 Registration fee for next three teams
- \$650 max Registration fee for up to 22 team registrations



From Pre-K to 12th grade: The VEX Ecosystem does it all!

Learn how the vertical alignment of programs recently developed by VEX is solving many of the problems that coaches are facing as the popularity of competitive robotics grows.



