VR-robot build-in

VR-robot MP3 Player User Manual

Model: build-in

Introduction

Thank you for purchasing the VR-robot MP3 Player. This device is designed to provide a versatile and portable entertainment experience, featuring music playback, video viewing, FM radio, voice recording, and e-book reading capabilities. With its compact design and expandable storage, it is ideal for various activities such as running, walking, or simply enjoying your favorite media on the go. This manual will guide you through the setup, operation, maintenance, and troubleshooting of your new MP3 player.

Image: The VR-robot MP3 Player, showcasing its compact design, screen, control buttons, and the included 32GB Micro SD card and wired earphones.

Setup

1. Charging the Device

Before first use, fully charge the MP3 player. Connect the device to a USB power adapter (not included) or a computer's USB port using the provided USB cable. The battery indicator on the screen will show charging progress. A full charge typically takes 2-3 hours and provides up to 10 hours of music playback.

2. Inserting the Micro SD Card

Your MP3 player comes with a 32GB Micro SD card. Locate the Micro SD card slot on the side of the device. Gently insert the Micro SD card into the slot until it clicks into place. The device supports Micro SD cards up to 128GB for expanded storage.

Image: A hand inserting a blue Micro SD card into the dedicated slot on the side of the VR-robot MP3 Player, illustrating the expandable storage feature.

3. Connecting to a Computer for File Transfer

To transfer music, videos, photos, or e-books to your MP3 player, connect it to your computer using the USB cable. The device will appear as a removable disk drive. You can then drag and drop files into the appropriate folders on the device or the inserted Micro SD card.

Operating Instructions

Basic Navigation

The MP3 player features a central control pad with directional buttons and a central play/pause button. The 'M' button typically serves as a menu or back button, while 'VOL' controls volume. Navigate through menus and select options using these buttons.

Music Playback

The player supports multiple audio formats including MP3, WMA, APE, WAV, and FLAC. For optimal sound quality, the device incorporates a professional intelligent digital noise reduction chip. Connect the included earphones or use the built-in speaker for audio output.

Image: A person wearing headphones, illustrating the high-fidelity sound experience provided by the MP3 player, with text indicating support for various audio formats.

- **Playing Music:** Select "Music" from the main menu, then browse by artist, album, song, or folder.
- **Volume Control:** Use the 'VOL' button to adjust the playback volume.
- **A-B Repeat:** This function allows you to loop a specific segment of an audio track. Select the start point (A) and end point (B) during playback.

Video Playback

The MP3 player supports video playback. Ensure your video files are in a compatible format for smooth playback. Refer to the device specifications for supported video formats.

FM Radio

To use the FM radio function, connect wired headphones to the device, as they serve as the antenna. Navigate to the "FM Radio" option in the main menu. You can then auto-scan for stations or manually tune to a specific frequency (87.5 MHz - 108 MHz).

Image: A person with an earphone in, surrounded by circular graphics indicating various FM radio frequencies, demonstrating the FM radio capability of the MP3 player.

Voice Recorder

The built-in voice recorder allows you to capture audio notes or lectures. Select "Record" from the main menu to start a new recording. Recordings are typically saved in WAV format.

Image: The VR-robot MP3 Player displaying a recording interface, with a child studying in the background, highlighting its use as a voice recorder.

E-Book Reader

Load compatible e-book files onto your device to read on the go. Navigate to the "E-Book" section to access your digital library.

Alarm Function

The device includes an alarm function. Set alarms through the settings menu for reminders or as a wake-up call.

Folder Browsing

Access files directly by browsing folders. This is useful for organizing different types of media or for audiobooks where tracks are separated into specific folders.

Image: The VR-robot MP3 Player screen displaying icons for E-Book, Alarm, Record, Music, Folder, FM Radio, A-B Repeat, and Video, illustrating its diverse functionalities.

Maintenance

- **Cleaning:** Use a soft, dry cloth to clean the device. Avoid using liquid cleaners or abrasive materials.
- **Storage:** Store the MP3 player in a cool, dry place away from direct sunlight and extreme temperatures.
- **Battery Care:** To prolong battery life, avoid fully discharging the battery frequently. Charge the device regularly, even if not in use for extended periods.
- **Software Updates:** Check the manufacturer's website periodically for any available firmware updates to ensure optimal performance.

Troubleshooting

Problem	Possible Cause / Solution
Device does not turn on.	Battery is depleted. Charge the device for at least 30 minutes. If still unresponsive, try a different USB cable or charging port.
Cannot transfer files to the device.	Ensure the USB cable is securely connected. Try a different USB port on your computer. The device might be in charging mode; check if it needs to be set to "Media Device (MTP)" or "USB Storage" mode.
Music files are not playing or are corrupted.	Verify that the music files are in a supported format (MP3, WMA, APE, WAV, FLAC). Ensure files are not corrupted. Re-transfer the files if necessary.
FM Radio signal is weak or non-existent.	Ensure wired headphones are properly plugged in, as they act as the antenna. Try moving to an area with better signal reception.
Albums/folders are not separated correctly.	Ensure your music files have correct ID3 tags and are organized into distinct folders on the device's storage. Some players may combine tracks if metadata is inconsistent.
Voice recording not working.	Check if there is sufficient storage space. Ensure the microphone is not obstructed.

Specifications

Brand: VR-robot

Model Name: build-in

Memory Storage Capacity: 32 GB (Micro SD card included), supports up to 128 GB

Connectivity Technology: Bluetooth, USB

Special Features: Video Playback, Voice Recorder, FM Radio, E-Book Reader, Built-in Speaker

Screen Size: 3.5 inches

Color: Black

Item Weight: 2.89 ounces

Batteries: 1 Lithium Ion battery required (included)

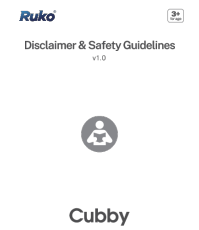
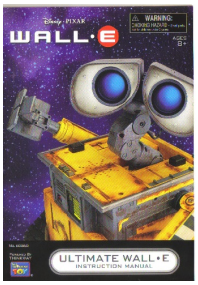
Package Dimensions: 4.84 x 2.87 x 1.42 inches

Included Components: MP3 Player, 32GB Micro SD Card, Earphone, USB Cable

Warranty and Support

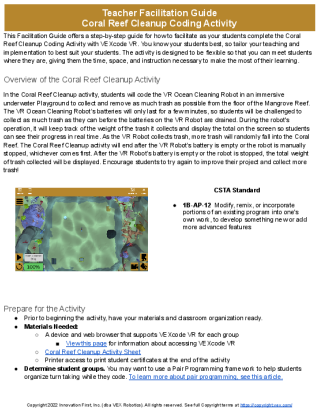
Your VR-robot MP3 Player comes with a**12-month warranty** from the date of purchase. This warranty covers manufacturing defects and ensures the quality of your product.
If you encounter any problems or have questions regarding your device, please do not hesitate to contact our professional after-sales service team. You can typically find contact information on the seller's page or through your purchase platform. We are committed to providing a quick and satisfactory response to ensure your satisfaction.
For further assistance, please refer to the VR-robot store on Amazon:VR-robot Store

Related Documents - build-in

	BOOCOSA VR-001 Multifunction Voice Recorder User Manual Comprehensive user manual for the BOOCOSA VR-001 Multifunction Voice Recorder. Learn about its features, specifications, operation instructions, and maintenance.
	ETEKCITY VR-BK8 Multifunction Voice Recorder User Manual Comprehensive user manual for the ETEKCITY VR-BK8 Multifunction Voice Recorder, detailing features, operation, settings, and specifications for recording audio and playing music.
	Ruko Carle Robot User Manual: Setup, Features, and Troubleshooting Comprehensive user manual for the Ruko Carle robot (Model 1088), covering package contents, safety precautions, charging, remote and app control, smart dialogue, troubleshooting, and more. Learn how to operate your interactive robot toy.
	Ruko Cubby Robot: Disclaimer & Safety Guidelines Comprehensive disclaimer and safety guidelines for the Ruko Cubby Robot, covering usage, charging, maintenance, and troubleshooting.
	Ultimate WALL•E Instruction Manual - Thinkway Toys Comprehensive instruction manual for the Ultimate WALL•E toy by Thinkway Toys. Learn how to set up, operate, and program your WALL•E robot, including battery instructions, play modes, and remote control functions.

[Ruko Cubby Robot NX01 User Manual - Features, Operation, and Troubleshooting]
Comprehensive user manual for the Ruko Cubby robot (Model NX01). Learn about package contents, safety guidelines, charging instructions, robot diagram and functions, app control, voice commands, coding mode, Bluetooth player, specifications, and common problems and solutions.

Documents - VR-robot – build-in


Teacher Facilitation Guide
Coral Reef Cleanup Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the Coral Reef Cleanup Coding Activity with VEXcode VR . You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are, giving them the time, space, and instruction necessary to make the most of their learning.

Overview of the Coral Reef Cleanup Activity

In the Coral Reef Cleanup activity, students will code the VR Ocean Cleaning Robot in an immersive underwater Playground to collect and remove as much trash as possible from the floor of the Mangrove Reef. The VR Ocean Cleaning Robot's batteries will only last for a few minutes, so students will be challenged to collect as much trash as they can before the batteries on the VR Robot are drained. During the robot's operation, it will keep track of the weight of the trash it collects and display the total on the screen so students can see their progress in real time. As the VR Robot collects trash, more trash will randomly fall into the Coral Reef. The Coral Reef Cleanup activity will end after the VR Robot's battery is empty or the robot is manually stopped, whichever comes first. After the VR Robot's battery is empty or the robot is stopped, the total weight of trash collected will be displayed. Encourage students to try again to improve their project and collect more trash!

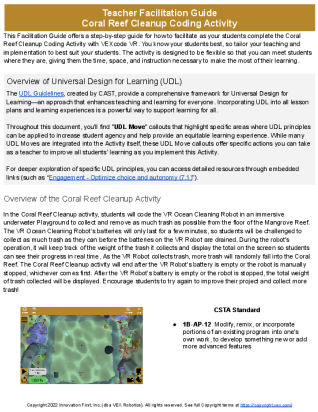
CSTA Standard

- **1B-AP-12** Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features

Prepare for the Activity

- Prior to beginning the activity, have your materials and classroom organization ready.
- **Materials Needed:**
  - A device and web browser that supports VEXcode VR for each group
    - Use this page for information about accessing VEXcode VR
  - Coral Reef Cleanup Activity Sheet
  - Printer access to print student certificates at the end of the activity
- **Determine student groups.** You may want to use a Pair Programming frame work to help students organize turn taking while they code. To learn more about pair programming, see this article.

[Coral Reef Cleanup Coding Activity: Teacher Facilitation Guide for VEXcode VR]
A comprehensive guide for educators on facilitating the Coral Reef Cleanup Coding Activity using VEXcode VR, designed to teach students programming concepts through an engaging virtual reality experience.
lang:en score:26 filesize: 452.14 K page_count: 4 document date: 0000-00-00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Overview of Universal Design for Learning (UDL)

The UDL Guidelines, created by CAST, provide a comprehensive framework for Universal Design for Learning—an approach that enhances teaching and learning for everyone. Incorporating UDL into all lesson plans and learning experiences is a powerful way to support learning for all.

Throughout this document, you'll find "**UDL Move**" callouts that highlight specific areas where UDL principles can be applied to increase student agency and help provide an equitable learning experience. While many UDL Moves are integrated into the Activity itself, these UDL Move callouts offer specific actions you can take as a teacher to improve all students' learning as you implement this Activity.

For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement – Optimize choice and autonomy (7.1)").

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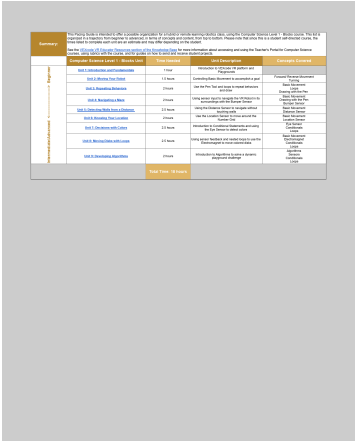
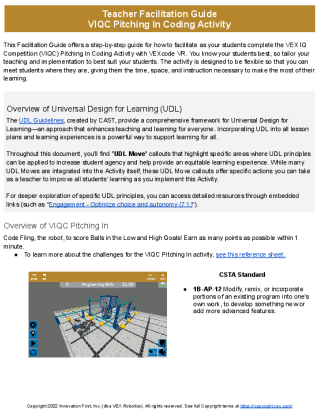
VEXcode VR Coral Reef Cleanup Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvexcodevr coral reef cleanup coding activity teacher facilitation guidecontent vexrobotics assets hoc s vr vexcodevr guide v 5 |||
Teacher Facilitation Guide Coral Reef Cleanup Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the Coral Reef Cleanup Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best su...
lang:en score:25 filesize: 597.12 K page_count: 5 document date: 2024-12-09



[pdf] Guide
Teacher Portal VEX EducationVR Computer Science Level 1 Pacing Guidecontent vexrobotics assets education stem labs docs cs Courses VR Guide |||
Intermediate/Advanced ---------- Beginner Summary: This Pacing Guide is intended to offer a possible organization for a hybrid or remote learning robotics class, using the Computer Science Level 1 - Blocks course. This list is organized in a trajectory from beginner to advanced, in t...
lang:en score:23 filesize: 88.65 K page_count: 3 document date: 2023-11-21


Teacher Facilitation Guide
VIQC Pitching In Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX IQ Competition (VIQC) Pitching In Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are, giving them the time, space, and instruction necessary to make the most of their learning.

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Overview of VIQC Pitching In

Code Fling, the robot, to score Balls in the Low and High Goals! Earn as many points as possible within 1 minute.

- To learn more about the challenges for the VIQC Pitching In activity, see this reference sheet.

CSTA Standard

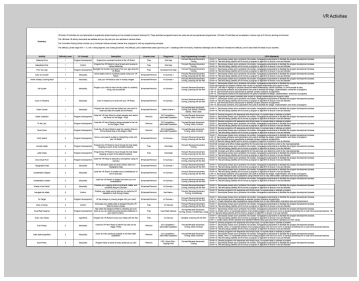
- **1B-AP-17** Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

[pdf] Guide

VEXcode VR VIQC Pitching In Coding Activity Teacher Facilitation Guide Hour of Code Activitiesviqc pitching in teacher facilitation guidecontent vexrobotics assets hoc s vr viqc guide v 2 |||

Teacher Facilitation Guide VIQC Pitching In Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX IQ Competition VIQC Pitching In Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implemen...

lang:en score:22 filesize: 1.71 M page_count: 6 document date: 2024-12-09

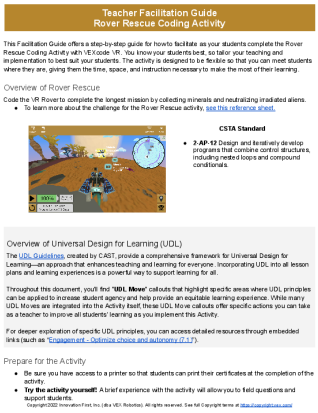

VR Activities

[pdf] Guide

VR Cumulative Pacing Guide United States Teacher Portal VEX Educationcontent vexrobotics assets education stem labs docs cs Courses |||

VR Activities Summary: VEXcode VR activities can be implemented to supplement student learning on the concepts Computer Science CS . These activities are geared toward new users as well as experienced programmers. VEXcode VR activities can be adapted in various ways to fit into any learning enviro...

lang:en score:22 filesize: 89.17 K page_count: 4 document date: 2023-11-21


Teacher Facilitation Guide
Rover Rescue Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the Rover Rescue Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are, giving them the time, space, and instruction necessary to make the most of their learning.

Overview of Rover Rescue

Code the VR Rover to complete the longest mission by collecting minerals and neutralizing irradiated aliens.

- To learn more about the challenge for the Rover Rescue activity, see this reference sheet.

CSTA Standard

- **2-AP-12** Design and iteratively develop programs that combine control structures, including nested loops and compound conditionals.

Overview of Universal Design for Learning (UDL)

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For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement - Optimize choice and autonomy (7.1)").

Prepare for the Activity

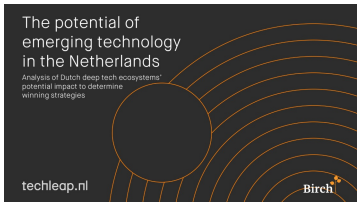
- Be sure you have access to a printer so that students can print their certificates at the completion of the activity.
- **Try the activity yourself!** A brief experience with the activity will allow you to field questions and support students.

[pdf] Guide

VEXcode VR Rover Rescue Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvexcode vr rover rescue coding activity teacher facilitation guidecontent vexrobotics assets hoc s vexcode guide v 2 |||

Teacher Facilitation Guide Rover Rescue Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the Rover Rescue Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your stud...

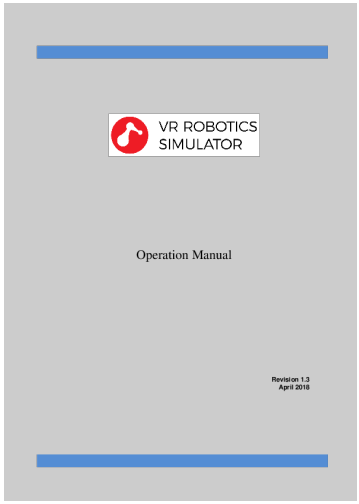
lang:en score:22 filesize: 1.51 M page_count: 7 document date: 2024-12-09



The Potential of Emerging Technology in the Netherlands: Winning Strategies for Dutch Deep Tech

An analysis of Dutch deep tech ecosystems' potential impact to determine winning strategies, focusing on research questions related to promising deep technology-industry areas and effective public interventions.

lang:en score:22 filesize: 2.44 M page_count: 48 document date: 2021-06-24

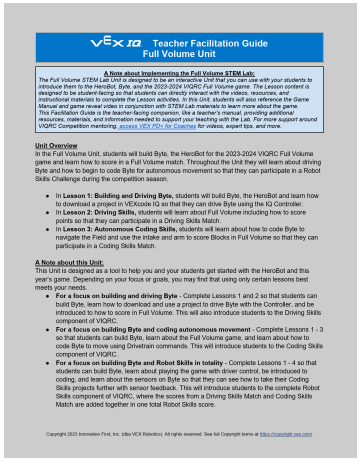


[pdf] User Manual

Richard Stokes Operation Manual steamcdn a akamaihd net Synopsis VR Robotics Simulator Contact rjs@mindrend Revision History Date Comments 1 0 2 18 Document Creation 5 Added new sections on object placement 4 23 Updated all for Early Access release Distribution Copy Company Position Name 3 t 1566654913 steam apps 683880 manuals

Operation Manual Revision 1.3 April 2018 Synopsis Contact: Document Control VR Robotics Simulator Operation Manual rjs mindrend.com Revision 1.0 1.1 1.2 Revision Date 2-1-18 2-5-18 4-23-18 Revision History Revision Comments Document Creation Added new sections on object placement Updated all s...

lang:en score:21 filesize: 2.79 M page_count: 41 document date: 2018-04-24



[pdf] User Manual Guide

IQ VIQRC Virtual Skills Full Volume Teacher Facilitation Guide STEM Lab Unitcontent vexrobotics assets education stem labs docs iq VIQC Unit Mokytojų portalas VEX EducationIQ UnitIQ ||| ||| Teacher Facilitation Guide Full Volume Unit A Note about Implementing the Full Volume STEM Lab: The Full Volume STEM Lab Unit is designed to be an interactive Unit that you can use with your students to introduce them to the HeroBot, Byte,

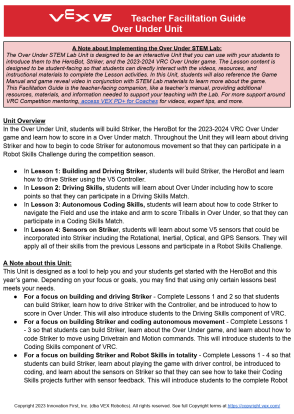
Teacher Facilitation Guide Full Volume Unit A Note about Implementing the Full Volume STEM Lab: The Full Volume STEM Lab Unit is designed to be an interactive Unit that you can use with your students to introduce them to the HeroBot, Byte, and the 2023-2024 VIQRC Full Volume game. The Lesson content...

lang:en score:20 filesize: 310.66 K page_count: 13 document date: 2023-11-07

VEXcode VR Mars Math Expedition Coding Activity: Teacher Facilitation Guide

A comprehensive teacher's guide for facilitating the Mars Math Expedition Coding Activity using VEXcode VR. This guide provides step-by-step instructions, activity details, preparation steps, and engagement strategies to help students code a virtual robot for scientific exploration on Mars.

lang:en score:19 filesize: 694.63 K page_count: 6 document date: 0000-00-00



Teacher Facilitation Guide
Over Under Unit

A Note about Implementing the Over Under STEM Lab:

The Over Under STEM Lab Unit is designed to be an interactive Unit that you can use with your students to introduce them to the HeroBot, Striker, and the 2023-2024 VRC Over Under game. The Lesson content is designed to be student-facing so that students can directly interact with the videos, resources, and instructional materials to complete the Lesson activities. In this Unit, students will also reference the Game Manual and game reveal video in conjunction with STEM Lab materials to learn more about the game. This Facilitation Guide is the teacher-facing companion, like a teacher's manual, providing additional resources, materials, and information needed to support your teaching with the Lab. For more support around VRC Competition mentoring, access VEX PDs for Coaches for videos, expert tips, and more.

Unit Overview

In the Over Under Unit, students will build Striker, the HeroBot for the 2023-2024 VRC Over Under game and learn how to score in a Over Under match. Throughout the Unit they will learn about driving Striker and how to begin to code Striker for autonomous movement so that they can participate in a Robot Skills Challenge during the competition season.

- In **Lesson 1: Building and Driving Striker,** students will build Striker, the HeroBot and learn how to drive Striker using the V5 Controller.
- In **Lesson 2: Driving Skills,** students will learn about Over Under including how to score points so that they can participate in a Driving Skills Match.
- In **Lesson 3: Autonomous Coding Skills,** students will learn about how to code Striker to navigate the Field and use the intake and arm to score Triballs in Over Under, so that they can participate in a Coding Skills Match.
- In **Lesson 4: Sensors on Striker**, students will learn about some V5 sensors that could be incorporated into Striker including the Rotational, Inertial, Optical, and GPS Sensors. They will apply all of their skills from the previous Lessons and participate in a Robot Skills Challenge.

A Note about this Unit:

This Unit is designed as a tool to help you and your students get started with the HeroBot and this year's game, Depending on your focus or goals, you may find that using only certain lessons best meets your needs.

- **For a focus on building and driving Striker** - Complete Lessons 1 and 2 so that students can build Striker, learn how to drive Striker with the Controller, and be introduced to how to score in Over Under. This will also introduce students to the Driving Skills component of VRC.
- **For a focus on building Striker and coding autonomous movement** - Complete Lessons 1 - 3 so that students can build Striker, learn about the Over Under game, and learn about how to code Striker to move using Drivetrain and Motion commands. This will introduce students to the Coding Skills component of VRC.
- **For a focus on building Striker and Robot Skills in totality** - Complete Lessons 1 - 4 so that students can build Striker, learn about playing the game with driver control, be introduced to coding, and learn about the sensors on Striker so that they can see how to take their Coding Skills projects further with sensor feedback. This will introduce students to the complete Robot

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Teacher Facilitation Guide Over Under STEM Lab Unit Portail de l enseignant VEX EducationV5 Guidecontent vexrobotics assets education stem labs docs v5 VRC 2023 24 V5 |||

Teacher Facilitation Guide Over Under Unit A Note about Implementing the Over Under STEM Lab: The Over Under STEM Lab Unit is designed to be an interactive Unit that you can use with your students to introduce them to the HeroBot, Striker, and the 2023-2024 VRC Over Under game. The Lesson content is...

lang:en score:19 filesize: 273.42 K page_count: 13 document date: 2023-11-15

Teacher Facilitation Guide
GO Competition - Mars Math Expedition Coding Activity

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For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement - Optimize choice and autonomy (7.1)").

Overview of the Mars Math Expedition Activity

In the Mars Math Expedition activity, students will code their Competition Advanced Hero Bot to complete a series of tasks in order to earn points in the Mars Math Expedition competition. The Playground features twelve different tasks that can be completed in order to earn points. Students must choose tasks strategically in order to earn the most points possible in one minute. There are four Field stages included with the playground, and this activity uses Stage 4, in which all of the competition tasks are available. However, in this activity students will begin by engaging in a subset of these tasks. Should they complete them and need an additional challenge, the remaining tasks can be offered.

CSTA Standard

- **1B-AP-12** Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features

Activity Tasks

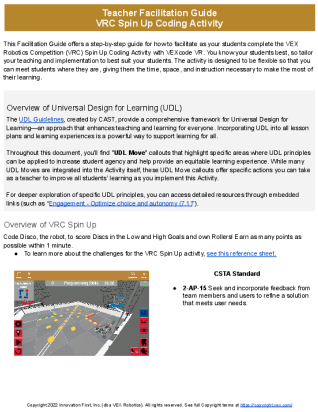
These tasks are the same as the tasks in the Mars Math Expedition GO Competition STEM Lab. To see an example of how to complete each task, select the link in each description, and watch the video. If you are short on time, skip to the end of the video to view a short clip of the robot completing the task. Although they are being completed by a physical robot in the videos, the tasks are the same using the Virtual Robot.

[pdf] Guide

VEXcode VR Mars Math Expedition Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvexcode vr mars math expedition teacher notescontent vexrobotics assets hoc s vexcode notes v 3 |||

Teacher Facilitation Guide GO Competition - Mars Math Expedition Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the Mars Math Expedition Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and impl...

lang:en score:18 filesize: 824.73 K page_count: 7 document date: 2024-12-09



Teacher Facilitation Guide
VRC Spin Up Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX Robotics Competition (VRC) Spin Up Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are , giving them the time, space , and instruction necessary to make the most of their learning.

Overview of Universal Design for Learning (UDL)

The UDL Guidelines, created by CAST, provide a comprehensive framework for Universal Design for Learning—an approach that enhances teaching and learning for everyone. Incorporating UDL into all lesson plans and learning experiences is a powerful way to support learning for all.

Throughout this document, you'll find "**UDL Move**" callouts that highlight specific areas where UDL principles can be applied to increase student agency and help provide an equitable learning experience. While many UDL Moves are integrated into the Activity itself, these UDL Move callouts offer specific actions you can take as a teacher to improve all students' learning as you implement this Activity.

For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement - Optimize choice and autonomy (7.1)").

Overview of VRC Spin Up

Code Disco, the robot, to score Discs in the Low and High Goals and own Rollers! Earn as many points as possible within 1 minute.

- To learn more about the challenges for the VRC Spin Up activity, see this reference sheet.

CSTA Standard

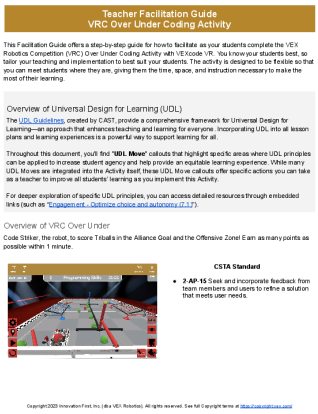
- **2-AP-15** Seek and incorporate feedback from team members and users to refine a solution that meets user needs.

[pdf] Guide

VEXcode VR VRC Spin Up Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvrc spin up teacher notescontent vexrobotics assets hoc s vr vrc notes v 2 |||

Teacher Facilitation Guide VRC Spin Up Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX Robotics Competition VRC Spin Up Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementati...

lang:en score:18 filesize: 1.43 M page_count: 7 document date: 2024-12-09


Teacher Facilitation Guide
VRC Over Under Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX Robotics Competition (VRC) Over Under Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are, giving them the time, space, and instruction necessary to make the most of their learning.

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Throughout this document, you'll find "**UDL Move**" callouts that highlight specific areas where UDL principles can be applied to increase student agency and help provide an equitable learning experience. While many UDL Moves are integrated into the Activity itself, these UDL Move callouts offer specific actions you can take as a teacher to improve all students' learning as you implement this Activity.

For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement - Optimize choice and autonomy (7.1)").

Overview of VRC Over Under

Code Striker, the robot, to score Triballs in the Alliance Goal and the Offensive Zone! Earn as many points as possible within 1 minute.

CSTA Standard

- **2-AP-15** Seek and incorporate feedback from team members and users to refine a solution that meets user needs.

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[pdf] Guide

VEXcode VR VRC Over Under Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvexcode vr vrc over under teacher notescontent vexrobotics assets hoc s vexcode notes v 2 |||

Teacher Facilitation Guide VRC Over Under Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX Robotics Competition VRC Over Under Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implem...

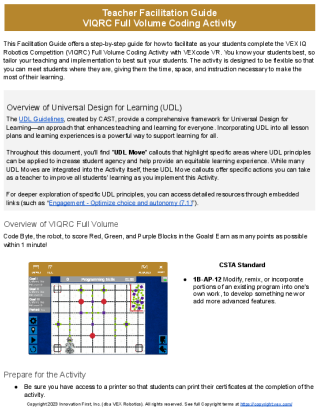
lang:en score:17 filesize: 1.43 M page_count: 5 document date: 2024-12-05

[pdf] User Manual Quick Start Guide Instructions Troubleshooting Guide Specifications Guide

VR 302 16 feb 2021 — vileda vr robots vacuums ru file manual robot co il

Robot VR 302 User care guide Manuale dell Utilizzatore Bedienungs- und Pflegeanleitung Manual del usuario Manual do Utilizador Manuel de l Utilisateur Gebruikershandleiding Kullanici Kilavuzu G Thank you for chosing our new Vileda VR 302 robotic vacuum cleaner. VR 302 will become your reli...

lang:en score:17 filesize: 2.85 M page_count: 148 document date: 2018-04-23


Teacher Facilitation Guide
VIQRC Full Volume Coding Activity

This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX IQ Robotics Competition (VIQRC) Full Volume Coding Activity with VEXcode VR. You know your students best, so tailor your teaching and implementation to best suit your students. The activity is designed to be flexible so that you can meet students where they are, giving them the time, space, and instruction necessary to make the most of their learning.

Overview of Universal Design for Learning (UDL)

The UDL Guidelines, created by CAST, provide a comprehensive framework for Universal Design for Learning—an approach that enhances teaching and learning for everyone. Incorporating UDL into all lesson plans and learning experiences is a powerful way to support learning for all.

Throughout this document, you'll find "**UDL Move**" callouts that highlight specific areas where UDL principles can be applied to increase student agency and help provide an equitable learning experience. While many UDL Moves are integrated into the Activity itself, these UDL Move callouts offer specific actions you can take as a teacher to improve all students' learning as you implement this Activity.

For deeper exploration of specific UDL principles, you can access detailed resources through embedded links (such as "Engagement - Optimize choice and autonomy (7.1)").

Overview of VIQRC Full Volume

Code Byte, the robot, to score Red, Green, and Purple Blocks in the Goals! Earn as many points as possible within 1 minute!

CSTA Standard

- **1B-AP-12** Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features.

Prepare for the Activity

- Be sure you have access to a printer so that students can print their certificates at the completion of the activity.

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VEXcode VR VIQRC Full Volume Coding Activity Teacher Facilitation Guide Hour of Code Activitiesvexcodevr viqrc full volume coding activity teacherfacilitationguidecontent vexrobotics assets hoc s vr vexcodevr teacherfacilitationguide v 2 |||

Teacher Facilitation Guide VIQRC Full Volume Coding Activity This Facilitation Guide offers a step-by-step guide for how to facilitate as your students complete the VEX IQ Robotics Competition VIQRC Full Volume Coding Activity with VEXcode VR. You know your students best, so tailor your teaching a...

lang:en score:17 filesize: 961.37 K page_count: 6 document date: 2024-12-05

[pdf] Guide

Albert Willson Curriculum Planning Guide 2Hr Delay Bell Schedule Students Woodland Hills High School 25 26 APPROVED drive google file d 1w64v3zmwwYufEpQzPG5UG9PCAqk IS1T view usp sharing |||

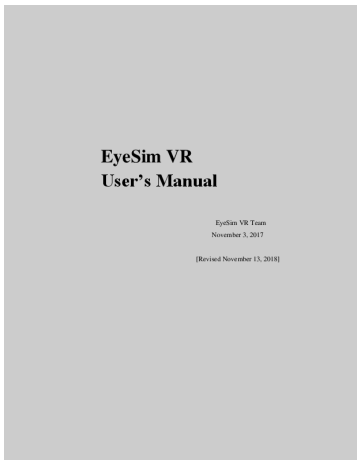
Woodland Hills School District Curriculum Planning Guide Woodland Hills School District Intermediate Secondary Curriculum Planning Guide 2025-2026 School Year Dickson Preparatory STEAM Academy Grades 6-8 7301 Schoyer Avenue Swissvale, PA 15218 412-731-5816 Woodland Hills High School Grades 9-12 ...

lang:en score:14 filesize: 7 M page_count: 98 document date: 2025-02-06

Vileda Robot VR 101: Your Guide to Effortless Home Cleaning

Discover the Vileda Robot VR 101, an automated cleaning solution designed to efficiently remove dirt, dust, and hair from your home. This guide provides essential information on setup, operation, maintenance, and safety.

lang:en score:13 filesize: 1.38 M page_count: 108 document date: 2017-06-22



[pdf] User Manual

Le Zhang EyeSim VR Robotics User s Manual Team November 3 2017 Revised 13 2018 1 GENERAL INFORMATION This simulator will let users simulate the robots execution of functions specified in RoBIOS 7 file It accepts and runs customized script files UserManual robotics ee uwa edu au eyesim ftp 80 |||

EyeSim VR User s Manual EyeSim VR Team November 3, 2017 Revised November 13, 2018 1 GENERAL INFORMATION This simulator will let users simulate the robots execution of functions specified in RoBIOS-7 file. It accepts and runs customized script files written in C, and simulates robot behaviors of...

lang:en score:12 filesize: 686.57 K page_count: 26 document date: 2018-11-13

[pdf] User Manual

Pitch Deck at a glance XR ED Platform 3 giorni fa — Constructed 4D SYSTEM Jangsu County Office SK TUM Developed AD B D DIO Card Reasonable cost I ndustry Common Manual based optimization training EJUNE 220928 pub mediabox storage rxweb prd exhibitor document exh e8ea1ea4 3f06 4a3d bdba b54150668ed1 256918be d34e 48ff a754 5f140a6b271b |||

This Document is copyrighted by Ejune System and may not be reproduced without permission. XR ED Platform Copyright 2022. Ejune System All rights reserved. Persistence Effectiveness Efficiency The Leading XR Company 2 COMPANY OVERVIEW _ ROAD MAP 2019 Maintained and managed VR motion simulators,...

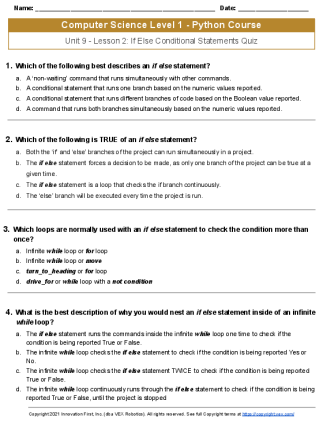
lang:en score:12 filesize: 2.91 M page_count: 24 document date: 2022-09-28

[pdf] User Manual

Digital technology and advanced analytics in Roche Tobin Gerard FXN ~Basel Investor Relations Event May 2020 Program to replace manual Patients with HD the RG6042 global development programme receive a smartphone smartwatch first complete active tests using these tools teaching session clinic The are then done irp20200507 roche dam jcr 899be975 4578 4b1c b512 b1e5e566a30c en 3 mag — This presentation contains certain forward looking statements These may be identified by words such as believes expects View list news |||

Digital technology and advanced analytics in Roche Investor Relations Event May 2020 This presentation contains certain forward-looking statements. These forward-looking statements may be identified by words such as believes , expects , anticipates , projects , intends , should , seeks , e...

lang:en score:11 filesize: 4.73 M page_count: 67 document date: 2020-05-07

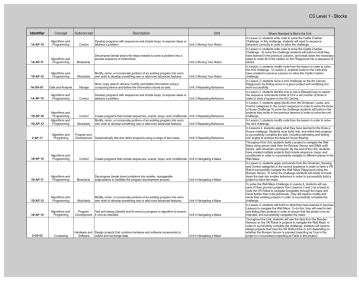


[pdf]

Unit 9 Lesson 2 If Else Statements Quiz VEX CS Developing Algorithms Build and Test the ProjectVR Python Quizcontent vexrobotics assets education stem labs docs cs Courses Quizzes Exams Level 1 VR |||

Name: _____ Date: _____ Computer Science Level 1 - Python Course Unit 9 - Lesson 2: If Else Conditional Statements Quiz 1. Which of the following best describes an if else statement a. A non-waiting command that runs simultaneously with...

lang:en score:10 filesize: 106.18 K page_count: 2 document date: 2023-11-21



[pdf] Instructions

CS Level 1 Where and How CSTA Standards are Reached VR Reachedcontent vexrobotics assets education stem labs docs cs Courses Teacher Portal VEX EducationVR ReachedVR ||| ||| Identifier 1A-AP-10 Concept Subconcept Description Unit Algorithms and Programming Control Develop programs with sequences and simple loops, to express ideas or address a problem. Unit 2 Moving Your Robot 1A-AP-11 Algorithms and Programming

Identifier 1A-AP-10 Concept Subconcept Description Unit Algorithms and Programming Control Develop programs with sequences and simple loops, to express ideas or address a problem. Unit 2 Moving Your Robot 1A-AP-11 Algorithms and Programming Modularity Decompose break down the steps nee...

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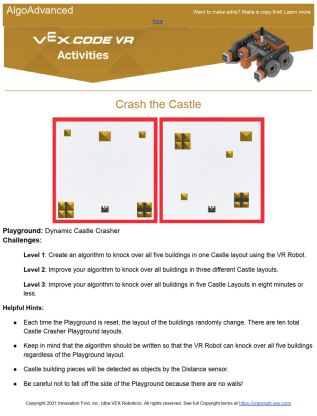
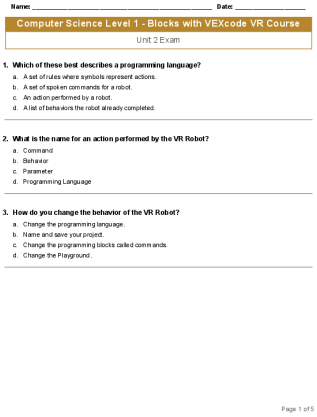


[pdf]

Crash the Castle VEXcode VR VEX Activities Educationcontent vexrobotics assets education stem labs docs cs Playgrounds Dynamic Crasher |||

AlgoAdvanced here. Want to make edits Make a copy first Learn more Crash the Castle Playground: Dynamic Castle Crasher Challenges: Level 1: Create an algorithm to knock over all five buildings in one Castle layout using the VR Robot. Level 2: Improve your algorithm to knock over all buildings ...

lang:en score:9 filesize: 308.87 K page_count: 2 document date: 2023-11-20



Name: _____ Date: _____

Computer Science Level 1 - Blocks with VEXcode VR Course

Unit 2 Exam

1. **Which of these best describes a programming language?**
   a. A set of rules where symbols represent actions.
   b. A set of spoken commands for a robot.
   c. An action performed by a robot.
   d. A list of behaviors the robot already completed.

2. **What is the name for an action performed by the VR Robot?**
   a. Command
   b. Behavior
   c. Parameter
   d. Programming Language

3. **How do you change the behavior of the VR Robot?**
   a. Change the programming language.
   b. Name and save your project.
   c. Change the programming blocks called commands.
   d. Change the Playground .

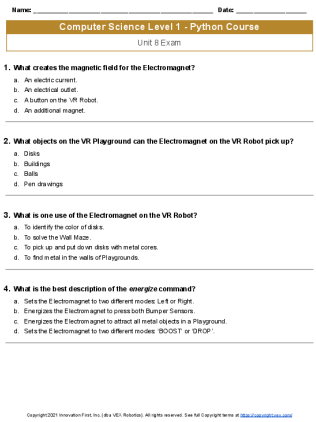
Page 1 of 5

[pdf]

Unit 2 Exam VEX CS Moving Your Robot ExamVR Blocks Examcontent vexrobotics assets education stem labs docs cs Courses Quizzes and Exams Level 1 VR |||

Name: _____ Date: _____ Computer Science Level 1 - Blocks with VEXcode VR Course Unit 2 Exam 1. Which of these best describes a programming language a. A set of rules where symbols represent actions. b. A set of spoken commands for a robo...

lang:en score:9 filesize: 340.27 K page_count: 5 document date: 2023-11-21



Name: _____ Date: _____

Computer Science Level 1 - Python Course

Unit 8 Exam

1. **What creates the magnetic field for the Electromagnet?**
   a. An electric current.
   b. An electrical outlet.
   c. A button on the VR Robot.
   d. An additional magnet.

2. **What objects on the VR Playground can the Electromagnet on the VR Robot pick up?**
   a. Disks
   b. Buildings
   c. Balls
   d. Pen drawings

3. **What is one use of the Electromagnet on the VR Robot?**
   a. To identify the color of disks.
   b. To solve the Wall Maze.
   c. To pick up and put down disks with metal cores.
   d. To find metal in the walls of Playgrounds.

4. **What is the best description of the *energize* command?**
   a. Sets the Electromagnet to two different modes: Left or Right.
   b. Energizes the Electromagnet to press both Bumper Sensors.
   c. Energizes the Electromagnet to attract all metal objects in a Playground.
   d. Sets the Electromagnet to two different modes: 'BOOST' or 'DROP.'

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Unit 8 Exam VEX CS Moving Disks with Loops ExamVR Python Examcontent vexrobotics assets education stem labs docs cs Courses Quizzes and Exams Level 1 VR |||

Name: _____ Date: _____ Computer Science Level 1 - Python Course Unit 8 Exam 1. What creates the magnetic field for the Electromagnet a. An electric current. b. An electrical outlet. c. A button on the VR Robot. d. An additional magnet. 2...

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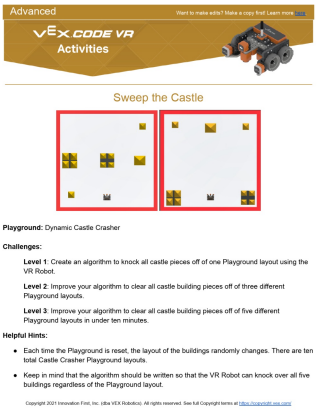

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VEX CODE VR Activities

Sweep the Castle

Playground: Dynamic Castle Crasher

Challenges:

Level 1: Create an algorithm to knock all castle pieces off of one Playground layout using the VR Robot.

Level 2: Improve your algorithm to clear all castle building pieces off of three different Playground layouts.

Level 3: Improve your algorithm to clear all castle building pieces off of five different Playground layouts in under ten minutes.

Helpful Hints:

- Each time the Playground is reset, the layout of the buildings randomly changes. There are ten total Castle Crasher Playground layouts.
- Keep in mind that the algorithm should be written so that the VR Robot can knock over all five buildings regardless of the Playground layout.

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Sweep the Castle VEXcode VR VEX Activities Educationcontent vexrobotics assets education stem labs docs cs Playgrounds Dynamic Crasher |||

Advanced Want to make edits Make a copy first Learn more here. Sweep the Castle Playground: Dynamic Castle Crasher Challenges: Level 1: Create an algorithm to knock all castle pieces off of one Playground layout using the VR Robot. Level 2: Improve your algorithm to clear all castle building pi...

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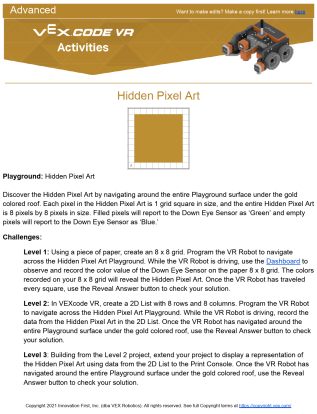
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VEX CODE VR Activities

Hidden Pixel Art

Playground: Hidden Pixel Art

Discover the Hidden Pixel Art by navigating around the entire Playground surface under the gold colored roof. Each pixel in the Hidden Pixel Art is 1 grid square in size, and the entire Hidden Pixel Art is 8 pixels by 8 pixels in size. Filled pixels will report to the Down Eye Sensor as 'Green' and empty pixels will report to the Down Eye Sensor as 'Blue.'

Challenges:

Level 1: Using a piece of paper, create an 8 x 8 grid. Program the VR Robot to navigate across the Hidden Pixel Art Playground. While the VR Robot is driving, use the Dashboard to observe and record the color value of the Down Eye Sensor on the paper 8 x 8 grid. The colors recorded on your 8 x 8 grid will reveal the Hidden Pixel Art. Once the VR Robot has traveled every square, use the Reveal Answer button to check your solution.

Level 2: In VEXcode VR, create a 2D List with 8 rows and 8 columns. Program the VR Robot to navigate across the Hidden Pixel Art Playground. While the VR Robot is driving, record the data from the Hidden Pixel Art in the 2D List. Once the VR Robot has navigated around the entire Playground surface under the gold colored roof, use the Reveal Answer button to check your solution.

Level 3: Building from the Level 2 project, extend your project to display a representation of the Hidden Pixel Art using data from the 2D List to the Print Console. Once the VR Robot has navigated around the entire Playground surface under the gold colored roof, use the Reveal Answer button to check your solution.

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Hidden Pixel Art VEXcode VR Activities VEX Educationcontent vexrobotics assets education stem labs docs cs Playgrounds |||

Advanced Want to make edits Make a copy first Learn more here. Hidden Pixel Art Playground: Hidden Pixel Art Discover the Hidden Pixel Art by navigating around the entire Playground surface under the gold colored roof. Each pixel in the Hidden Pixel Art is 1 grid square in size, and the entire H...

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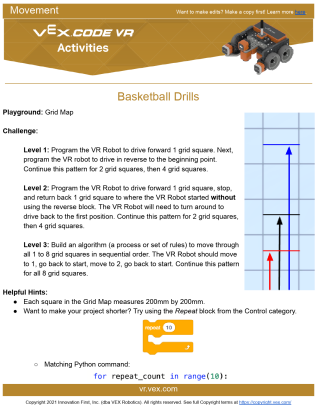
Movement

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VEX CODE VR Activities

Basketball Drills

Playground: Grid Map

Challenge:

Level 1: Program the VR Robot to drive forward 1 grid square. Next, program the VR robot to drive in reverse to the beginning point. Continue this pattern for 2 grid squares, then 4 grid squares.

Level 2: Program the VR Robot to drive forward 1 grid square, stop, and return back 1 grid square to where the VR Robot started **without** using the reverse block. The VR Robot will need to turn around to drive back to the first position. Continue this pattern for 2 grid squares, then 4 grid squares.

Level 3: Build an algorithm (a process or set of rules) to move through all 1 to 8 grid squares in sequential order. The VR Robot should move to 1, go back to start, move to 2, go back to start. Continue this pattern for all 8 grid squares.

Helpful Hints:

- Each square in the Grid Map measures 200mm by 200mm.
- Want to make your project shorter? Try using the *Repeat* block from the Control category.

- Matching Python command:

```
for repeat_count in range(10):
```

vr.vex.com

[pdf]

Basketball Drills VEXcode VR VEX Activities Educationcontent vexrobotics assets education stem labs docs cs Playgrounds Grid Map |||

Movement Want to make edits Make a copy first Learn more here. Playground: Grid Map Basketball Drills Challenge: Level 1: Program the VR Robot to drive forward 1 grid square. Next, program the VR robot to drive in reverse to the beginning point. Continue this pattern for 2 grid squares, then ...

lang:en score:9 filesize: 168.27 K page_count: 1 document date: 2023-11-20