



Home » VEX ROBOTICS » VEX ROBOTICS VEX 123 Programmable Robot Owner's Manual



Contents [hide]

- 1 VEX ROBOTICS VEX 123 Programmable Robot
- 2 Product Specifications
- 3 Teaching Computer Science with VEX 123
- 4 Scope and Sequence for VEX 123 At a Glance
- 5 Scope and Sequence for Teachers
- 6 Introduce the Eye Sensor on the 123 Robot
- 7 Begin using block-based coding in VEXcode 123
- 8 Code with the Eye Sensor in VEXcode 123
- 9 Frequently Asked Questions
- 10 Documents / Resources
 - 10.1 References

VEX ROBOTICS

VEX ROBOTICS VEX 123 Programmable Robot



Product Specifications

Product Name: VEX 123

Manufacturer: Innovation First, Inc. (dba VEX Robotics)

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Website: https://copyright.vex.com/

Teaching Computer Science with VEX 123

9 Week Scope and Sequence for CS with VEX 123

- This Scope and Sequence is designed to offer a pathway to teaching Computer Science with VEX 123, with students who are familiar with the robot.
- Lessons begin with coding with the Coder and Coder cards and progress to using VEXcode 123.
- Each week gives guidance for what teachers can do before, during, and after class in order to be prepared for the computer science concepts and teaching with VEX 123 curricular resources.

Note: If students have never used VEX 123 before, it is recommended to complete the Introduction to VEX 123 Scope and Sequence (Google doc / .pdf) first.

Scope and Sequence for VEX 123 At a Glance

Wee k	Lesson	Description
1	Intro to Coding STEM Lab Uni	Students explore foundational concepts like programming language, behaviors, and sequ ence as they use the Coder and Coder cards to make their robots dance and find tre asure.
2	Find the Bug STEM Lab Unit	Bugs in our code help us learn! Students practice using a debugging process to identify, find, and fix bugs in their Coder projects so the 123 Robot can move the way they intended.
3	Little Red Robot STEM Lab U	Students are introduced to the Eye Sensor a nd practice coding sensor-based behaviors t hrough the Little Red Riding Hood story.
4	Little Red Robot STEM Lab U nit (continued)	Students continue learning about the Eye Se nsor to build their own Wolf Detecting Algorit hms, using sequence, selection, and iteratio n to code the robot to make a decision base d on sensor data.
5	Mars Rover: Surface Operations STEM Lab Unit	Students are introduced to VEXcode 123 and disequence blocks to move the robot around the Field.

6	Mars Rover: Landing Challeng e STEM Lab Unit	Students create algorithms to solve an open- ended challenge, applying learning about se quence, sensors, and loops to VEXcode.
7	Al Literacy Activities: What is A I?; Hue Value Hunt; and Lighting Tech nician	Students continue learning about the Eye Se nsor, to discuss robot perception, and explor e hue value and how light affects the sensor.
8	Al Literacy Activities: Bug Hunt er and Code a Course	Students dive deeper into Al Literacy as they practice debugging a VEXcode 123 project a nd coding their robots to navigate a course b ased on detected colors.
9	Al Literacy Activities: Alien Planet Mapper and Mystery Planet M apper	Students apply all that they've learned to na vigate an Alien Planet – first exploring a plan et of their own design, then one that they ca nnot see and must rely on the robot's percep tion to map.

Scope and Sequence for Teachers

Get ready to teach with VEX 123

Before Week 1

- Be sure your robots and Coders are ready for use. Follow the steps in the Best
 Practices for Using the Classroom App with VEX 123 Article to charge, update, name,
 label, and pair your 123 Robots and Coders if needed.
- Watch the Computer Science fundamentals video in Unit 6 of the Introduction to VEX
 123 Intro Course to learn about teaching foundational CS concepts to students.
- Review the Implementing VEX 123 STEM Labs Article to learn about how STEM Lab

Introduce programming language, behaviors, and sequencing with the Coder and Coder cards

Week 1	Lesson: Intro to Coding STEM Lab Unit	
Before class	During class	After class
 Print and cut the treasure map labels (Google doc/docx/pdf) and have tape ready to a ttach them to the Fields. Review the Environment Setup section of each La b and get your Coder car ds and Fields ready. Send the Intro to Coding Letter Home to families. 	 Lab 1: Robot Dance Engage – Discuss v ocabulary of symbo I, programming lang uage, and behavior. Play – Code the rob ot to perform a dan ce. Lab 2: Robot Treasure Hunt Engage – Introduce vocabulary of sequence and why the order of Coder cards matters. Play – Navigate the robot to the treasure chest in different ways. 	 Give student certificates for completing the Intro to Coding Unit. Clean off the Fields and take them apart. Use the prompts in the Some hare sections of the Intro to Coding Labs for journ all prompts or class discussions. Use the Intro to Coding Choice Board to extend I esson activities.

Learn and practice a process for debugging

Week 2 Less	son: Find the Bug STEM Lab Unit
-------------	---------------------------------

Before class	During class	After class
		Give student certificates
		for completing the Find t
. Print the hug printables f	. Lab 1: Find and Fix the	he Bug STEM Lab Unit.
Print the bug printables f	Lab 1: Find and Fix the Bug	
or use during the Unit (G	Bug	Clean the Tiles to remov
oogle doc/_docx/.pdf)	• Engage – Introduce	e marks.
Review the Environment	the concept of a bu	Use the <u>Find the Bug Ch</u>
Setup section of each La	g and frame it positi	oice Board to extend les
b and get your Coder car	vely as a learning o	son activities.
ds and materials ready.	pportunity.	 Create a class
• Send the Find the Bug L	∘ Play – Follow the d	poster of the
etter Home to families.	ebugging process t	Identify-Find-Fix
Optional: Print the <u>Printa</u>	o fix the project and	debugging process t
ble Coder cards in large	take the robot to th	o reference as you
sizes to use while teachi	e desired destinatio	work with VEX 123.
ng.	ns.	Create a classroom Bug
• Read the VEX 123	• Lab 2: Step Up to the B	Board for students to po
Printables article for	ug	st their bug finds and fix
more about printable	∘ Engage – Introduce	es, to help reiterate that
<u>S.</u>	the Step button and	bugs are not a bag
Optional: Review how to	how it is used.	thing, but a way that we l
use the Step feature on t	∘ Play – Practice deb	earn when coding.
he Coder with this	ugging using the St	Use the Share section of

article.

- ep button.
- both Labs for journal pro mpts or discussion quest ions.

Introduce the Eye Sensor on the 123 Robot

Week 3	Lesson: Little Red Robot STEM Lab Unit (Lab 1 and a p	
week 3	ortion of Lab 2)	

Before class	During class	After class
 Print the Little Red Robo t printable for students to attach Grandmother's house to the Field. Note: When colorin g in Grandmother's house do NOT use red. Save the wolf to use later. Review the Environment Setup section of each Lab to get your Fields and d Coder cards ready. Lab 1 Setup Lab 2 Setup Send the Little Red Rob ot Letter Home to families. Optional: Review this article to learn more about coding with the Eye Sen sor and the Coder cards. 	Lab 1: Drive to Grandmo ther's Engage – Review th e story of Little Red Riding Hood and create Little Red on Art Rings. Play – Code the rob ot to reach Grandm other's house as many ways as possible. Lab 2: Watch out for the Wolf! Engage – Introduce the Drive until object Coder card and talk about what studen ts think is happening to make that command work. Play Part 1 – Test driving to Grandmothe r's house using only the Drive until object Coder card.	Save the Fields for use in the next week. Use the Little Red Robot Choice Board to extend I esson activities. View the Activities to support reteaching and the Extending this Unit sections of the Unit Pacing Guide for additional extensions or reteaching options. Use the Share section of either Lab for journal prompts or discussion questions.

Make a decision using the Eye Sensor to scare away the Wolf and get safely to Grandmother's

Week 4	Lesson: Little Red Robot STEM Lab Unit(The rest of La b 2 and Lab 3)		
Before class	During class	After class	
 Print the Little Red Robo t printable for students to attach Grandmother's house to the Field. Note: Color the Wol f in red. Try to matc h the red color to th e red 123 Robot/Art Ring as much as yo u can, to help ensur e that the wolf is det ected by the Eye Se nsor as intended. e Be sure there is not any red on Grandm other's house.	Lab 2: Watch out for the Wolf! Mid-Play Break & Play Part 2 – Talk about the Eye Sensor on the robot and introduce the Wolf into the scenario. Then add onto the project to scare away the Wolf. Lab 3: Wolf Detecting Algorithm Engage – Introduce color detection with the Eye Sensor Play – Code the Little Red Robots to drive until an object is detected and perform different behaviors depending on if red is detected.	Give student certificates to celebrate completing t he Little Red Robot STE M Lab Unit. Take apart your Fields in preparation for the next week. Use the Little Red Robot Choice Board to extend I esson activities. View the Activities t o support reteachin g and the Extending this Unit sections of the Unit Pacing Gui de for additional ext ensions or reteachin g options. Use the Share section of either Lab for journal pro mpts or discussion quest ions.	

<u>help you troubleshoot.</u>

Begin using block-based coding in VEXcode 123

Week 5	Lesson: Mars Rover – Surfa	ace Operations STEM Lab U
Before class	During class	After class
Be sure all student devices you will be using have access to VEXcode 123. Review this article for help with setting up VEXcode 123. Review the Environment Setup section of the Labs to get your Fields and materials ready. Lab 1 Lab 2 Have pom poms or small classroom items to use as 'samples' in the activities. Send the Mars Rover—Surface Operations Letter Home to families	Lab 1: Collect a Sample Engage — Introduce the concept of a Ma rs Rover. Play — Introduce VE Xcode 123 and guid e students to buildin g and testing project s to navigate the Fie Id with blocks. Note: You may want to complete the Lab 1 Play section as a guided exploration, t o ensure that all stu dents are following along with using VE Xcode 123 together. Lab 2: Collect and Bury Mission Play — Build onto th e previous projects t o code the robot to collect and bury add itional samples arou nd the Field.	Clean off the Fields to g et them ready for the ne xt week. Give student certificates to celebrate completing t he Mars Rover: Surface Operation Unit. Use the Mars Rover: Surface Operations Choice Board to extend lesson a ctivities. View the Activities t o support Reteachin g and the Extending this Unit sections of the Unit Pacing Guide. Use the Share section of either Lab for journal prompts or discussion quest ions.

Code with the Eye Sensor in VEXcode 123

Week 6	Lesson: Mars Rover: Landing Challenge STEM Lab Unit	
Before class	During class	After class

- <u>Lab 1: Detect Obstacles</u>
 - Engage Review wha t students remember a bout the Eye Sensor o n the robot.
- Play Code the robot to dr ive until the object is detec ted, glow and wait while th e obstacle is removed in V EXcode 123.

Note: You may want to co mplete the Lab 1 Play secti on as a guided exploration, to ensure that all students are following along with usi ng VEXcode 123 together.

- Lab 2: Clear the Landing A
 rea
 - Engage Introduce the e concept of a loop, and talk about what a loop does in a project.
 - Play Open-ended ch allenge – Build onto pr evious projects to cod e the robot to detect o bstacles repeatedly, a nywhere on the Field.

- Clean off the Fields to get them ready for the next week.
- Use the <u>Mars Rover: S</u>
 urface <u>Operations Choi</u>
 ce <u>Board</u> to extend less
 on activities.
 - View the Activities
 to support Reteach
 ing and the Extendi
 ng this Unit section
 s of the Unit Pacin
 g Guide.
- Use the Share section of either Lab for journal prompts or discussion questions.

- Review the Environmen t Setup section of the L abs to get your Fields a nd materials ready.
 - Lab 1
 - Lab 2
 - Have light colored scrap paper availa ble to ball up and u se as obstacles on the Field.
- Send the <u>Mars Rover: L</u> anding <u>Challenge Lette</u>
 r Home to families.

Week 7	Lesson: 3 Al Literacy Activities – What is Al?; Hue Valu e Hunt; and Lighting Technician	
Before class	During class	After class
 Read the cover page of the AI Literacy Activities for context about AI Literacy with young students. (This is the first page of each linked Activity doc.) Review the Using VEX 1 23 Activities in the Class room Article to learn about how an Activity is organized so you can teach with it if needed. Optional: Watch Dr. Touretsky's keynote from the 2023 VEX Robotics Educators Conference to learn more about AI in the content of K-12 education. 	What is Al? Activity — St udents first discuss in their small groups, then facilitate a whole group discussion about their definitions, to come to aclassroom consensus. Hue Value Hunt Activity — Explore hue values with the Eye Sensor on the 123 Robot and VEXcode 123 and chart results. Come together to discuss findings as a whole class. Lighting Technician — Explore how light/darkness affects hue value readings and chart results. Come together to discuss findings as a whole class.	Create classroom poster s or bulletin board resour ces that synthesize your learning and discussions Post class definition s (in the students' w ords) of terms like A I, hue value, or Eye Sensor. Extend the lesson using the 'Level Up' prompts in each of the Activities.

Dive deeper into perception by practicing debugging and navigating with sensor data

Week 8	Lesson: 2 Al Literacy Activities: Bug Hunter and Code a Course	
Before class	During class	After class

- Set up your Fields and g ather materials needed f or the Code a Course A ctivity. Use the setup image at the top of the a ctivity document for guid ance.
 - Note: Using Art Rin
 gs can help ensure t
 hat color detection
 works as expected.
 If using other object
 s, try to match the c
 olors as closely as p
 ossible.
 - Optional: Print
 Motion Planning pri
 ntables for students
 to use to plan their
 projects.
- Read this article to learn more about coding with the Eye Sensor in VEXc ode 123.
- If the Eye Sensor is not detecting colors as expe cted, <u>use this article an</u> <u>d the VEX Classroom A</u> <u>pp to help you troublesh</u> <u>oot.</u>

- Bug Hunter Activity Pr actice debugging with a VEXcode 123 project.
 - Review the Identify
 Find Fix process
 used in Week 2 in th
 e Find the Bug STE
 M Lab Unit to help s
 tudents tackle debugging with intention.
 - Have groups share the bugs they found and how they chose to fix them. Discussion pros/cons of each should on.
- Code a Course Activity –
 Build onto the starter co
 de in the Activity doc to
 successfully navigate th
 e color maze.
 - Help students apply what they learned a bout hue value to tr oubleshoot their projects if needed.

- Create a Bug Board, or add to an existing one to showcase what students learned from finding and fixing bugs in their projec ts.
- Extend the lesson using the 'Level Up' prompts in each of the Activities.
- Take apart the Fields to be ready for the next we ek.

Week 9	Lesson: 2 Al Literacy Activit d Mystery Planet Mapper	ies: <u>Alien Planet Mapper</u> an
Before class	During class	After class

- Get materials ready for t he activities. Use the set up image at the top of th e activity document for g uidance.
 - Note: Using Art Rin gs can help ensure t hat color detection works as expected.
 If using other object s, try to match the c olors as closely as p ossible.
- In Mystery Planet Mapp
 er, students will need a v
 isual barrier so they can
 not see the planet they a
 re mapping. Cardboard
 boxes or desk dividers c
 an work well for this. Re
 ad this article to learn m
 ore about coding with th
 e Eye Sensor in VEXcod
 e 123.
- If the Eye Sensor is not detecting colors as expe cted, <u>use the VEX_Clas</u> <u>sroom App to troublesho</u> ot.

- Alien Planet Mapper Activity Students code their robot to find the blue water on their 'planet'.
 - This activity is show

 n on a single tile. Ad
 d additional tiles if n
 eeded for an additio
 nal challenge, or to
 allow more space fo
 r student setup.
 - Discuss as a whole class how students used what they lear ned about coding wi th the Eye Sensor to complete the activity
- Mystery Planet Mapper
 Activity Now students
 will not be able to see th
 e planet they are mappin
 g, and will have to rely o
 nly on what is reported b
 y the robot.
 - Pair groups together to set up each other's planets.
 - Use additional objec ts for an added chall enge.

- Extend the lesson by usi ng the 'Level Up' prompt s in the Activities.
- Revisit students' definitions of AI from Week 7. How have they grown or changed after completing the rest of the activities?
- Looking for more? Try th
 e Mars Rock Adventure
 Activity Series to continu
 e exploring the Eye Sens
 or and data collection.

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Frequently Asked Questions

Can I use VEXcode 123 with other VEX Robotics kits?

VEXcode 123 is specifically designed for use with the VEX 123 kit and may not be compatible with other VEX Robotics kits.

How can I troubleshoot if my robot is not responding to commands?

If your robot is not responding, check the battery levels, ensure proper connectivity between the Coder and robot, and review the coding instructions for any errors.

Documents / Resources



VEX ROBOTICS VEX 123 Programmable Robot [pdf] Owner's Manual VEX 123, VEX 123 Programmable Robot, Programmable Robot, Robot



VEX Robotics VEX 123 Programmable Robot [pdf] User Guide
VEX 123 Programmable Robot, VEX 123, Programmable Robot, Robot

References

- User Manual
 - Programmable Robot, Robot, VEX 123, VEX 123 Programmable Robot, VEX
- VEX ROBOTICS ROBOTICS

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