VEXCODE VR

ICT 4 - WORKSHEET

Name: ....
Grade & Section: .... Date: ....

MATCH-UP

Column A

1. Sia accidentally removed a block and wants to bring back her last action.
2. Jizen changed his mind after using Undo and want the action back again.
3. Jodee wants to write reminders in the programming area.
4. Your blocks look messy and you want them arranged neatly in a vertical line.
5. Blake wants to remove all blocks in the programming area at once.
6. Chavince wants to make an exact copy of selected blocks to use again.
7. Yoona wants a block to stay in the program but not affect how the project runs.

Column B

- A. Add Note
- B. Clean up Blocks
- C. Undo
- D. Duplicate Blocks
- E. Delete Blocks
- F. Disable Block
- G. Redo

PONDER

Why is learning VEXcode important for students?

DRAG AND DROP

Drag each VEXcode button into the box that matches its correct description.

A. File   D. [?]   F. [🔍]   H. Code   J. SELECT PLAYGROUND

B. LEARN   E. START   G. [■]   I. when started   K. OPEN PLAYGROUND

C. Students Get Started

1. This lists every behavior available to use with the VR Robot.

2. Click to begin using VEXcode VR when no Class Code is provided.

3. Learn any block through this button.

4. Select this to find 'save' and 'open examples'

5. Click this button to choose your playground.