ROBOTICS EDUCATION & COMPETITION FOUNDATION
Inspiring students, one robot at a time.

PROGRAMS

VEX IQ CHALLENGE
Elementary & Middle School
Ages 8-14

The VEX IQ Challenge provides robotics engineering and research project challenges that enhance students' appreciation for science, technology, engineering, and mathematics (STEM). With guidance from teachers and mentors, students work in teams to design, build, and program a robot to compete in an annual game challenge.

VEX ROBOTICS COMPETITION
Middle & High School
Ages 11-18

The VEX Robotics Competition is the ultimate STEM activity. Students, with guidance from their teachers and mentors, design, build, and program robots in teams to compete in an annual engineering challenge presented in the form of a game. By competing year-round, students gain valuable life skills in addition to learning engineering and design principals.

VEX U
College and University Teams
Ages 18+

VEX U takes the VEX Robotics Competition to the next level by opening it up to university students. College and university teams in VEX U build an innovative robot to score the most points possible in an annual engineering game challenge. When school pride is on the line, matches can get intense!

PREPARING our future generation
WORKFORCE EXPERTISE
According to a recent study by Payscale, 60% of employers feel there's a skills gap in hiring for entry-level roles. The Robotics Education & Competition Foundation's programs help bridge the gap of soft skills that employers require. The soft skills employers are seeking: Critical Thinking, Creativity, Communication and Collaboration.

Employers expect students to have both the technical and soft skills required to succeed in entry-level roles. We help bridge that gap.

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“You can see from just going around and meeting the students, whether they are seven years old or seventeen years old or they are in university already, that we’re able to engage and excite them through robotics. That is really imperative because we want to empower people all over the world to make anything.”
Matthew Bell
Global Strategic Partnerships Manager
Autodesk

MEETING CHALLENGES
As the world grows increasingly complex, with a myriad of global challenges on the horizon, there is an even greater need for individuals equipped with the technical knowledge and soft skills to tackle tough problems. The Robotics Education & Competition Foundation primarily engages students through designing, building, and programming a robot for competition.

Participants learn basic technical and engineering principals throughout the robotics season by attending competition events and improving on their robot design. Students learn the following technical and engineering skills: Introduction to Engineering Principles, Iterative Design, Programming and Coding, Computer Aided Drafting and Design.

“With robotics you can make a real-world impact. You can make things happen.”
Matthew Bell
Global Strategic Partnerships Manager
Autodesk

PARTNER TODAY
We partner with K-12 education, higher education, government, industry, and the non-profit community to create a workforce pipeline to meet future challenges.

“Students are really excited about this. They’re excited about the possibility of what they can do for the real world.”
Ramona Hutchins
Hendley ES Robonaughts
Team 75574A

50 countries • 20 thousand teams • 1 million students reached worldwide