VEX GO Challenge

This classroom challenge uses the VEX GO product, tailored for grades 3-4. The VEX GO Challenge exposes young students to computer science (CS) and science, technology, engineering and math (STEM) concepts through hands-on fun!

Getting Started

Organizations will need to register teams on RobotEvents.com to participate for awards and Showcase opportunities in the VEX GO Challenge. These instructions will guide new and existing organizations through the team registration process. (An organization is defined as a school, community center, library, Scout troop, or family.)

Team Identification

Teams are identified by a number and two letters. The number is associated with an organization and should remain with the organization from season to season. The first letter identifies a class (or teacher) within the organization. The second letter identifies a team (pair of students) within that class. Team numbers and letters for new organizations are assigned during the registration process. Team numbers and letters for returning organizations are renewed from season to season. If you are have any questions on this process, contact your Regional Support Manager.

Team 1234AA

The number is associated with the organization and known as the "Base Number".

The first letter is a class within the organization. "A" could be Ms. Adam's class. Additional classes would be "1234B", "1234C", etc. although classes are permitted to skip letters, so they could be X, Y, Z.

The second letter is a team of students within the class. "A" is the first team. Additional teams in Ms. Adam's class would be "1234AB", "1234AC", etc.
Organizational Roles

<table>
<thead>
<tr>
<th>Program Coordinator</th>
<th>Teacher</th>
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<tbody>
<tr>
<td>The Program Coordinator can be a district/school level administrator or a teacher. This person will be responsible for the initial set up of the organization and the first team in each class.</td>
<td>The Teacher is the primary contact for all teams within a Class. This person will add multiple teams to the class, submit team scores and artifacts for the challenges, and present earned awards to students.</td>
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The recommended size of a team for VEX GO is 2-3 students. Here is an example structure of three teachers at one school with multiple teams. Note: Each team should have access to a VEX GO Kit.

![Organizational Roles Diagram]
Registering Teams for New Organizations

Follow these directions to register first team.

1. Navigate to RobotEvents.com and select Register to create a new account. If you already have an account, select Login.

2. Once you create an account and login to RobotEvents.com, select My Account to view your dashboard.
3. Select **Register a Team** to create your first team.

4. Select the program associated with your team, and then select **Next**.
5. Complete the **Organization** fields and select **Next**.

6. Complete the **Team Information** fields and select **Next**:
   - Use the Team Number generator to create the number prefix that will be associated with your organization. You can also enter a custom number to see if it is available. Next, use the first drop-down menu next to the team number to assign the first letter suffix to identify the class. Use the second drop-down menu to assign the second letter suffix to identify the team (2-3 students).
   **Note:** Certain letters, such as I, L, O and Q, are not available due to display issues.
7. Complete the **Contact Information** and select **Next**:

- **Teacher**: The Teacher is the person that has been authorized by the organization to manage the team and **must be 18+ years of age**.
- **Program Coordinator**: The Program Coordinator can be a district/school level administrator or a teacher. This person will be responsible for the initial set up of the organization and the first team in each class.

**NOTE**: Contacts must create a RobotEvents.com account to manage team information, including team and event registration. These contacts can be modified as needed later in the season.
8. Complete the **Team Profile** fields to the best of your ability. Note that these fields can be modified later. Select **Add Another Team** or **Finish** to complete the Team Registration Wizard.

9. After you complete the Team Registration Wizard, you will be directed to the Registration Confirmation page. There is no cost for registering teams for the VEX GO Challenge.
10. On the **Dashboard**, both the Program Coordinator and Teacher will see a list of the registered teams.

11. Now you can use your registered you team to “unlock” the **VEX GO Challenge – LEVEL 1**.

Select **Robot Competitions – VEX GO Challenge**.
Select the Level 1 VEX GO Challenge Event.

12. The Teacher will receive an automated email containing the Level 1 Challenge.
13. Upon completion of the Level 1 Challenge, the teacher can log in to robotevents.com and submit the team’s answers to the challenge.

14. Each Team will earn a Digital Badge for the successful completion of each Level of the VEX GO Challenge.
15. Teams may receive Award Certificates based on the number of Star Points they earn within the challenges.
16. Digital Badges and Award Certificates will be sent to the Teacher via email.
17. Teams may progress through all 4 Levels of the VEX GO Challenge.

For more information, please contact your Regional Support Manager or visit roboticseducation.org/vex-go.