VEX robotics means opportunity to team 2527A. It gives us the opportunity to challenge ourselves using creative problem solving, the opportunity to improve our communication skills, and decision making abilities. These aspects of VEX robotics have made it a fun challenge and develops ourselves overall.

 Problem solving is a skill we use in the design process. Each year we have learned to scrutinize each part of the new game and make sure everything we create is VEX legal. We then start to run through the design process by prototyping designs. The problem solving is mainly aimed toward engineering, yet it gives us the principals to solve a central problem.

 Another problem is the challenge of communication. We communicate between teammates, whether it is over a new design, or a different look at the game. We also communicate and strategize with alliances. The strategy needs to be explained in an easy and understandable way, to execute it without problems.

 VEX also gives us the chance to make decisions. Each game always includes challenges that could be solved with many different approaches. For example: What lift should we use? How are we going to execute our plan? These decisions are very crucial to VEX robotics and carry over to daily life.

 All of these traits demonstrate what VEX opportunities mean to our team. The skills we gain by overcoming these challenges will continue to shape and influence us, even after we stop competing in VEX.