THE GLOWING CHICKENS Changing the future of robotics

The reason I joined VEX Robotics is because we got 8th place when we competed in First Lego League, but I still enjoyed the idea of building a robot with Legos and so did everyone else on my team. Another reason I joined is because I really liked working with my friends which includes Miezi, **Caroline, Billy, and Leo. Others should join VEZ** Robotics because it's a great teamwork activity you can do after school or on the weekend, and it involves coding with robots.



The Glowing Chickens

Billy's

Reasons

I joined VEX because I want to be a engineer when I grow up and I think VEX is a stepping stone. A second reason is I saw other people doing VEX and I thought it would be fun and interesting. One reason why someone else would join is you can come up with a team name or you work together with someone else to build a robot like communicating or asking questions to one and other.

Billy's Reasons

I like that VEX Robotics because you can use your creativity. Even though you have directions not every robot is the same. You can use your imagination to build the robo and make it in your own way. Plus we have a lot of fun doing it.I think that someone would want to join robotics because it is fun and interesting.

I have had experience with electricity and coding. I joined robotics because I wanted to try something new. I am someone who likes to try new things and learn new things. So robotics was a new experience that i have not had before.

I think people would like to join robotics because of the environment. The people are very friendly and are respectful. All an all it's a friendly environment.

I joined VEX robotics because I wanted to learn more about robotics and specifically programing, besides that In robotics we would develop a few intellectual skills besides robotics and programing for example teamwork. Those are most of the reasons I joined robotics. A reason I would suggest others to join would als0o for building programing and developing social skills.

