Here's what I would do. Firstly start with the concrete case of two dimensions. Then (using coordinates) talk about length and direction of vectors based at 0 and the properties of scaling a vector. Then explain these notions are independent of the origin. Then look at three dimensions and then begin to abstract these notions as being dimension independent. Now to addition. This is like reading a map: go this far in this direction (length and direction) and then this far in this other direction.

I would then show how this links up with coordinates in 2D and 3D before abstracting away from coordinates. Always remember that vectors add like friendly dogs. Nose to tail!