Le repérage — CP

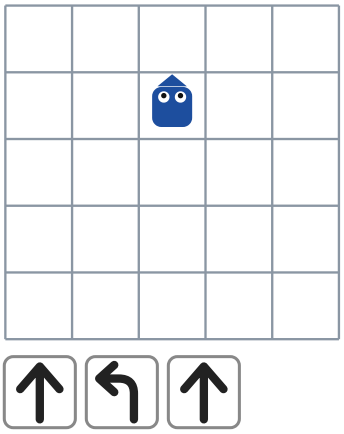
Prénom : _____ Date : _____

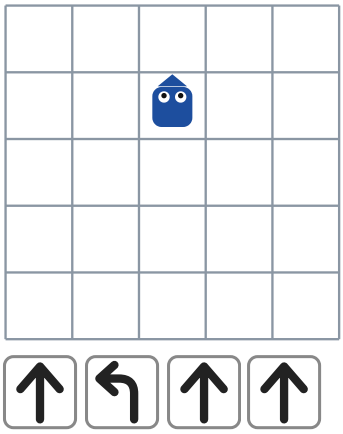
Les instructions : avancer d'une case pivoter d'un quart de tour à droite

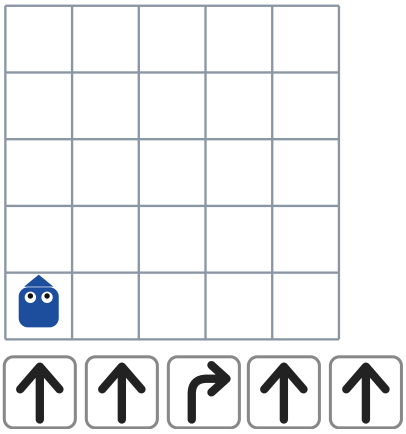
pivoter d'un quart de tour à gauche

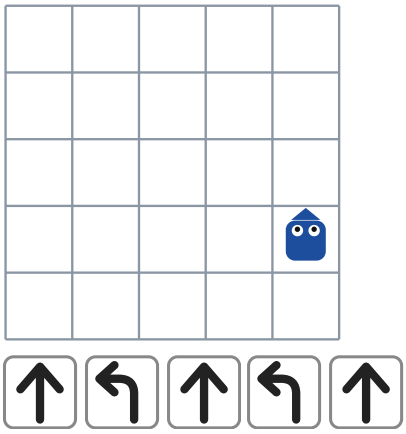
Suivre un programme

Trace le chemin du robot et colorie la case où il arrive.



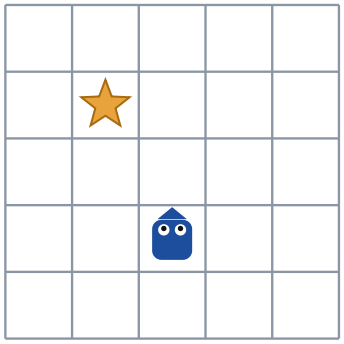


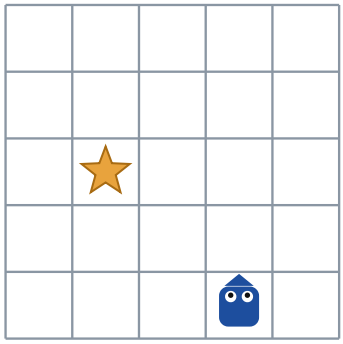


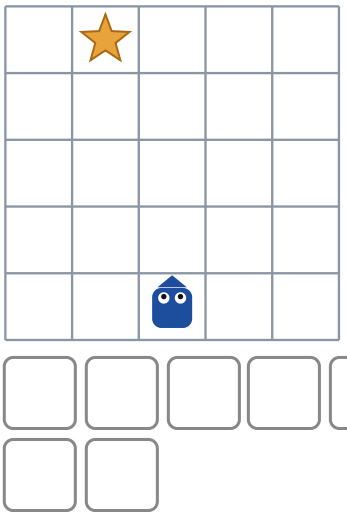


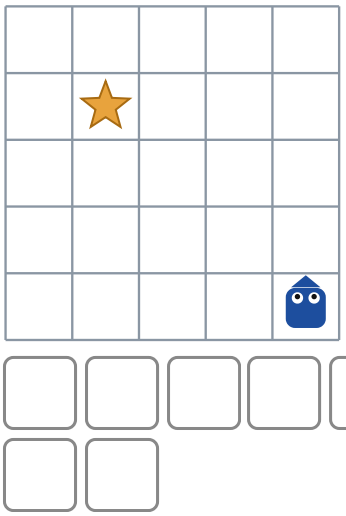
Écrire un programme

Dessine les flèches du programme qui mène le robot jusqu'à l'étoile.

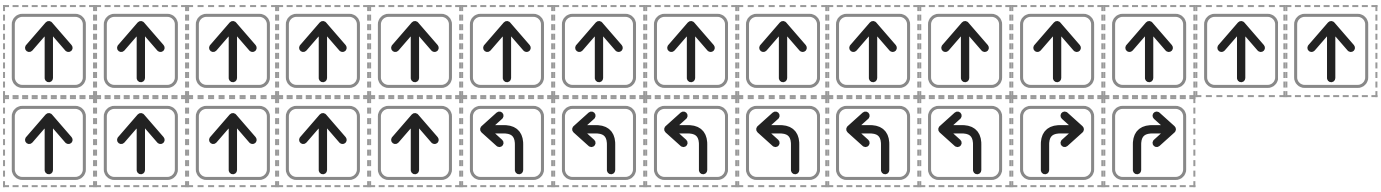






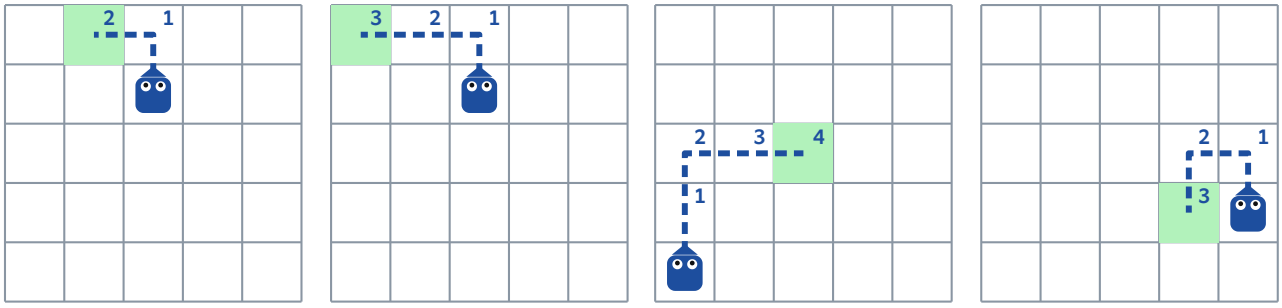


✂ Découpe les flèches et colle-les dans les cases du programme (ou dessine-les).



Corrigé

Suivre un programme :



Écrire un programme : un programme possible (il y en a d'autres)

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