

Le repérage — CP

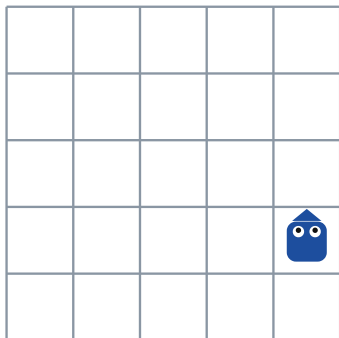
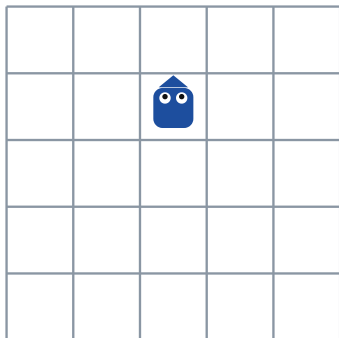
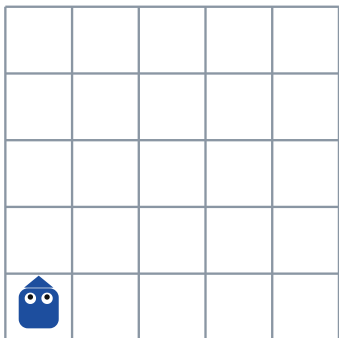
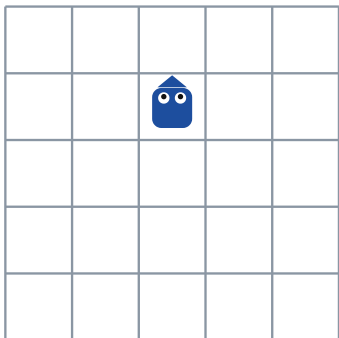
Prénom : _____ Date : _____

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

 pivoter d'un quart de tour à gauche

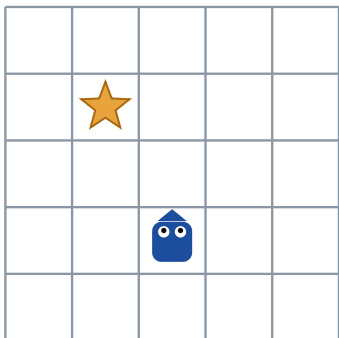
Suivre un programme

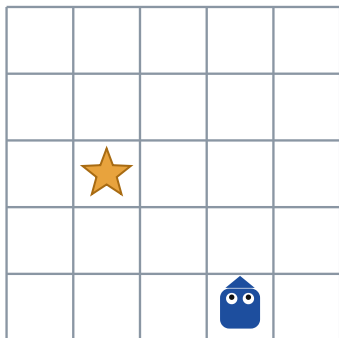
Trace le chemin du robot et colorie la case où il arrive.

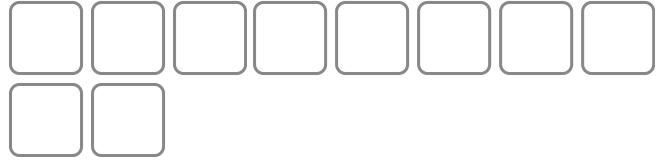
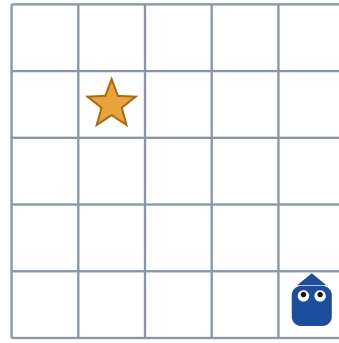
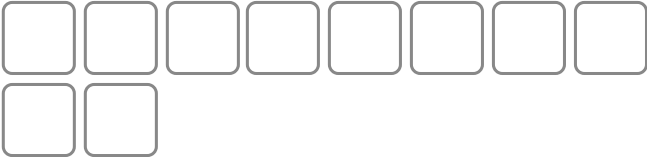
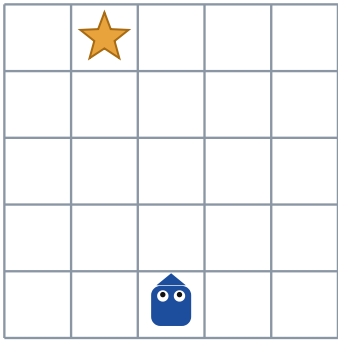


Écrire un programme

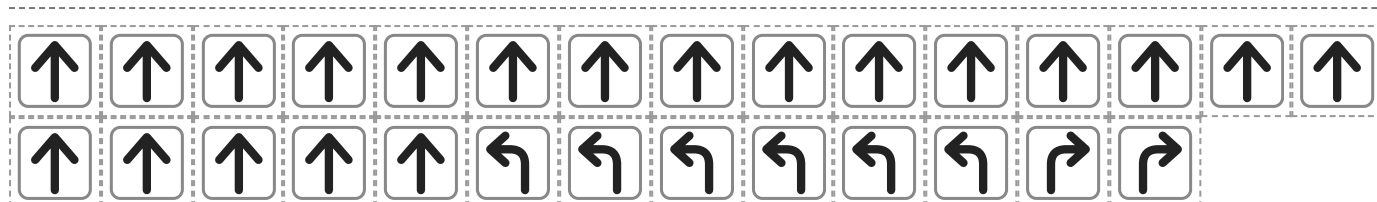
Dessine les flèches du programme qui mène le robot jusqu'à l'étoile.





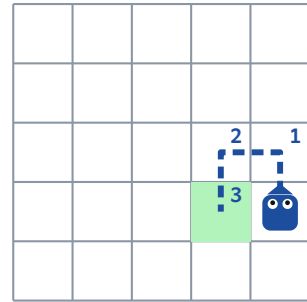
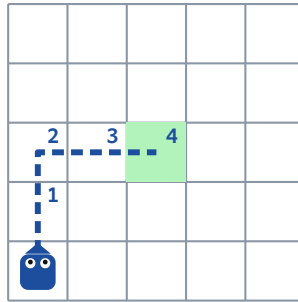
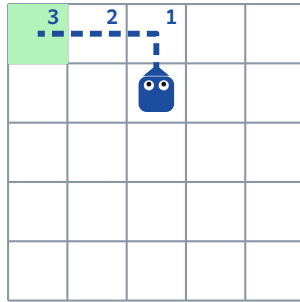
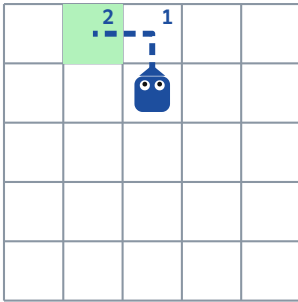


✂ Découpe les flèches et colle-les dans les cases du programme (ou dessine-les).



Corrigé

Suivre un programme :



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

1.

2.

3.

4.