

# Le repérage — CP

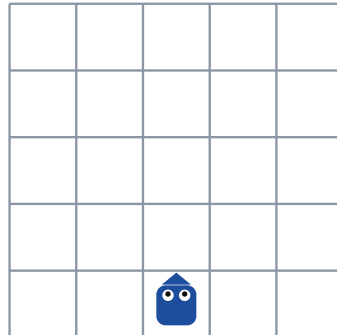
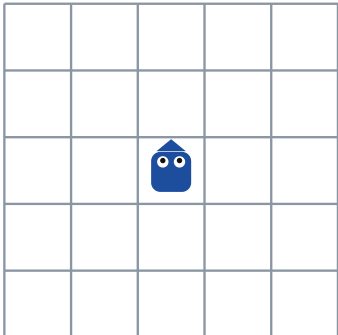
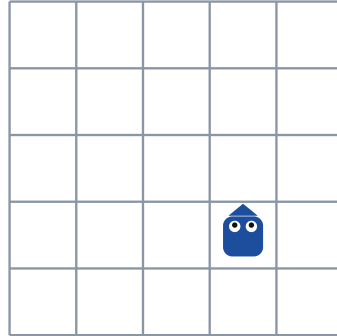
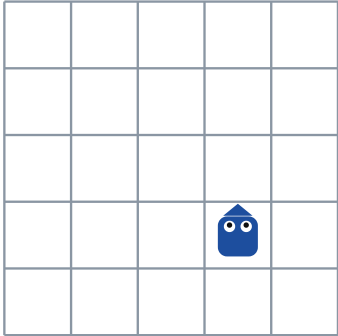
Prénom : \_\_\_\_\_ Date : \_\_\_\_\_

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

 pivoter d'un quart de tour à gauche

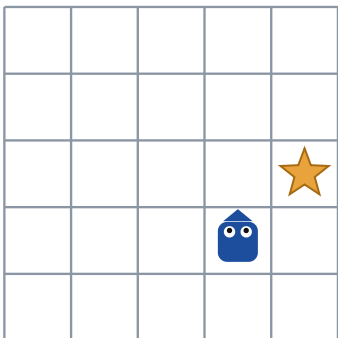
## Suivre un programme

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

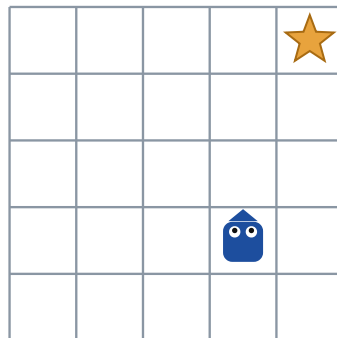


## Écrire un programme

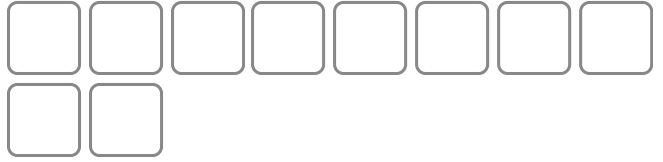
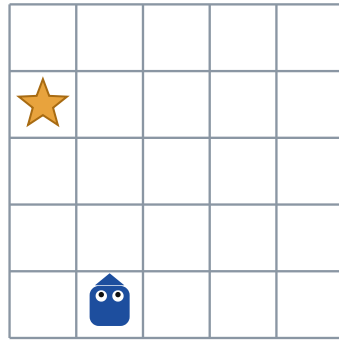
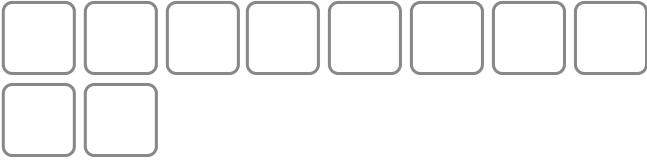
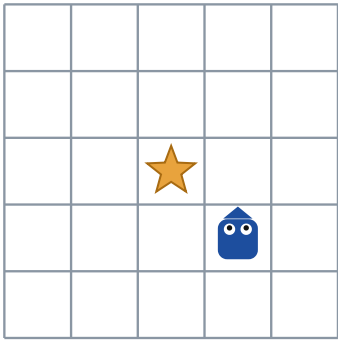
Dessine les flèches du programme qui mène le robot jusqu'à l'étoile.



|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |



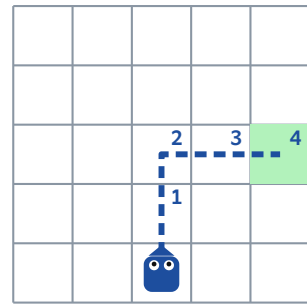
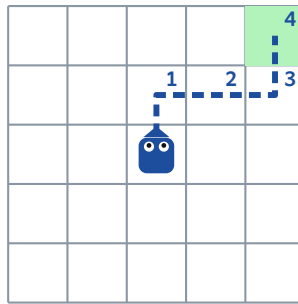
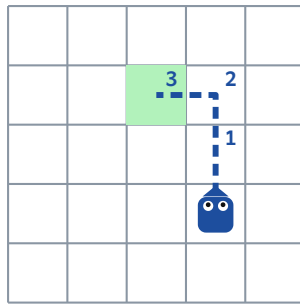
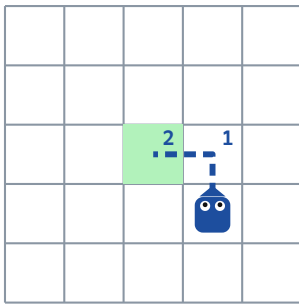
|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |





## Corrigé

Suivre un programme :



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

1.    2.    3.    4.