

# Sur la banquise

## atelier de programmation



par

CaraVan



## Crédits

<https://www.teacherspayteachers.com/Store/Prettygrafik>

<https://www.teacherspayteachers.com/Store/Chirp-Graphics>

<https://fr.freepik.com>

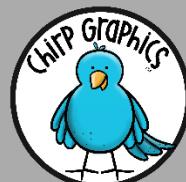
<https://fr.freepik.com/macrovector>

<https://www.teacherspayteachers.com/Store/Creating4-The-Classroom>

<https://www.teacherspayteachers.com/Store/Sonya-Dehart-Design>

<https://www.teacherspayteachers.com/Store/The-3am-Teacher>

<http://kimberlygeswein.com>





# Sur la banquise

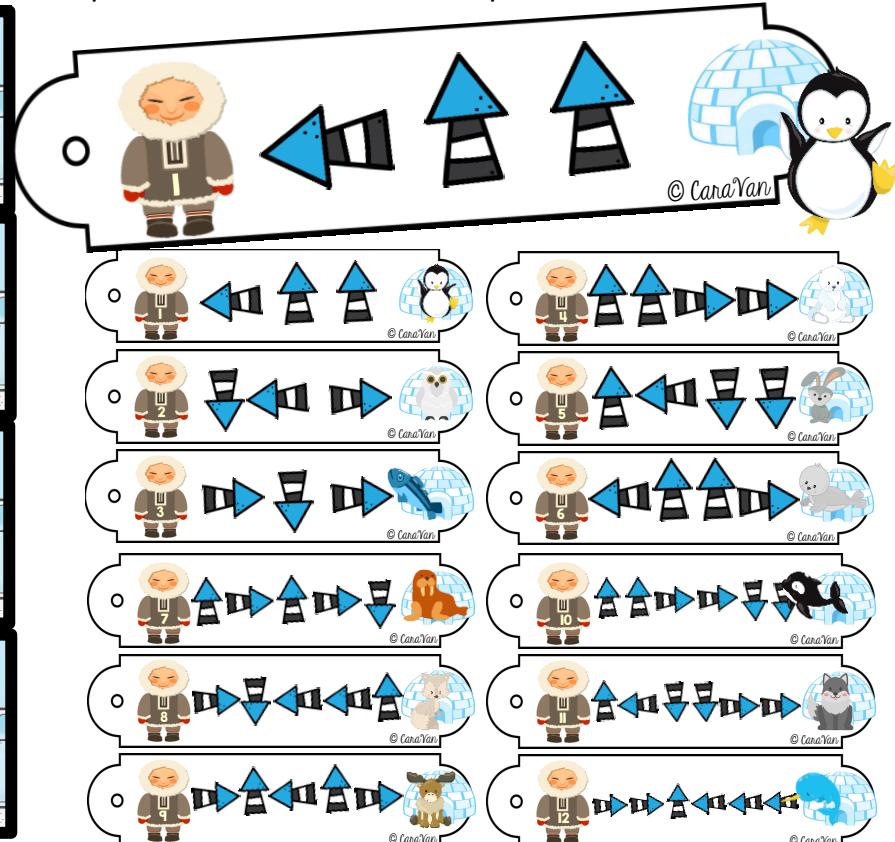


## Consignes

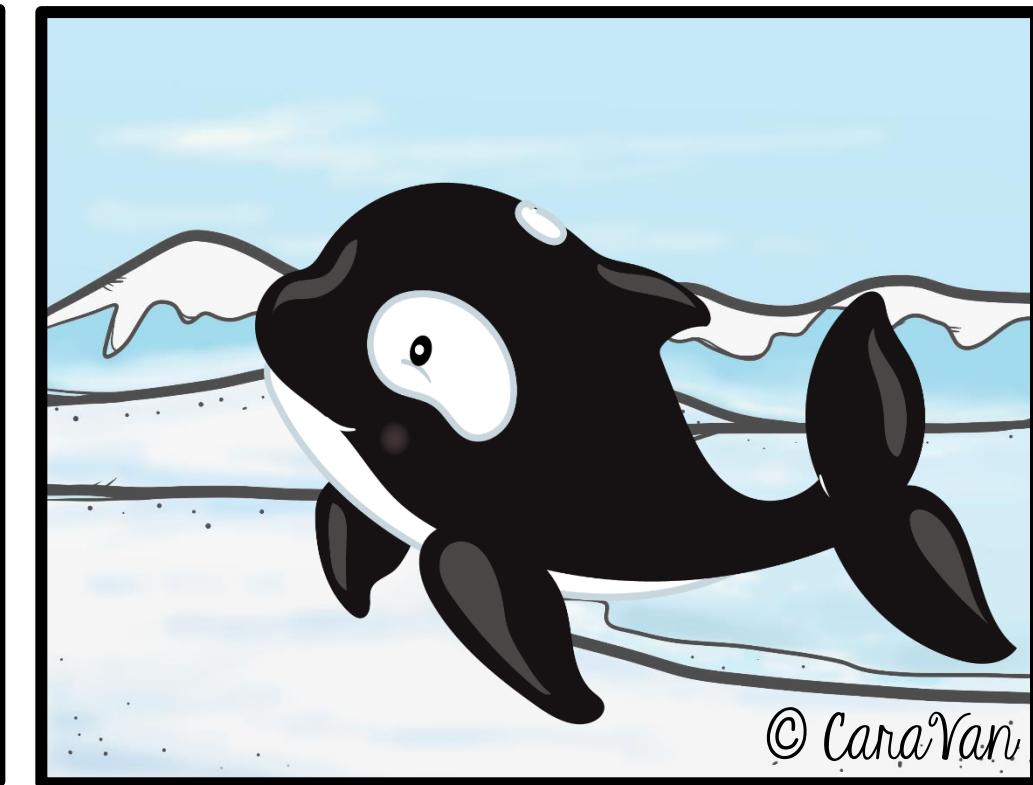
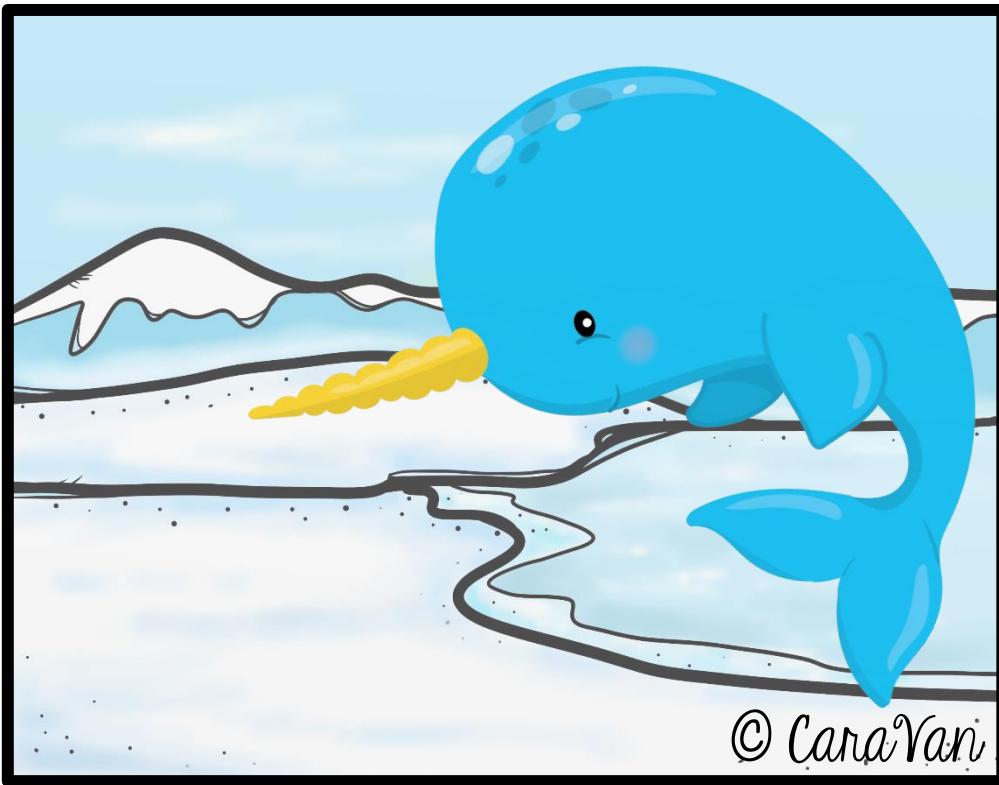
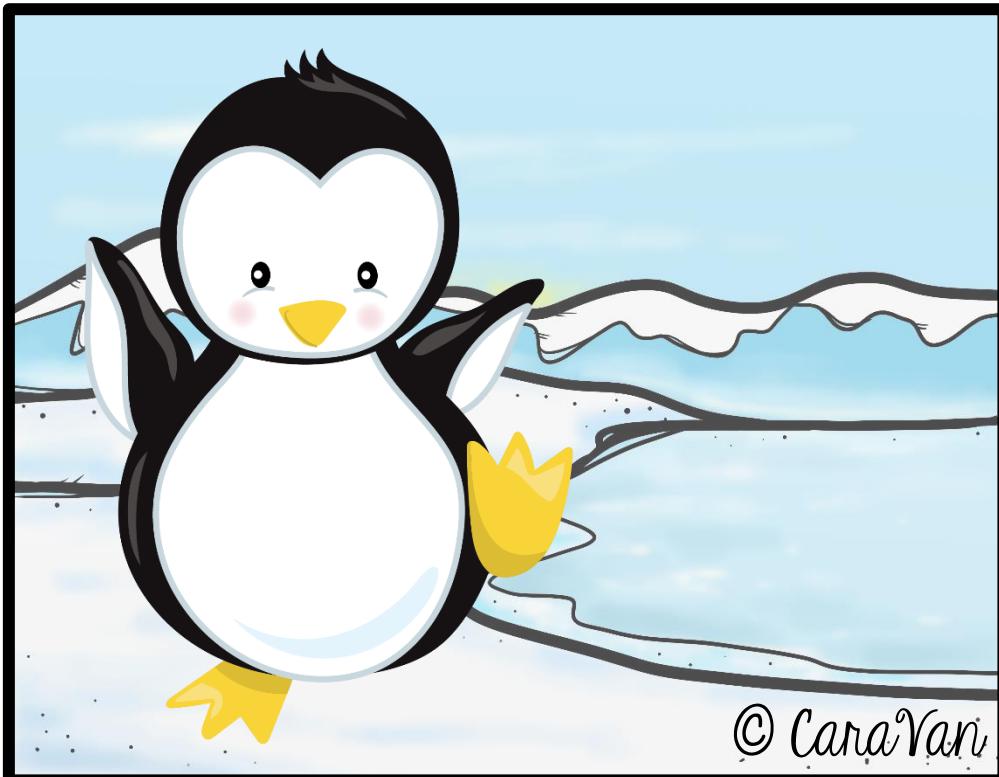
1. L'élève prend la séquence numéro 1 et suit le chemin indiqué par les flèches pour savoir vers quel animal l'inuit se dirige. Ensuite, il peut coller l'animal sur l'igloo (à la fin de la séquence).
2. Lorsque l'élève a trouvé vers quel animal se diriger, il place Bee-Bot sur l'image de « l'inuit » (case départ).
3. L'élève programme Bee-Bot pour se rendre sur l'animal en question.

ATTENTION! Les séquences ne sont pas à reproduire avec Bee-Bot. La séquence « chasse au trésor » est à faire avant de débuter la programmation. C'est un petit défi à faire pour savoir sur quel animal se rendre.

\* La disposition des images sur le tapis de jeu doit correspondre au modèle pour obtenir les mêmes réponses



\*Vous pouvez augmenter la difficulté en demandant de programmer l'inuit vers son moyen de transport avant de rejoindre l'animal. Puis, de programmer son retour vers l'igloo.



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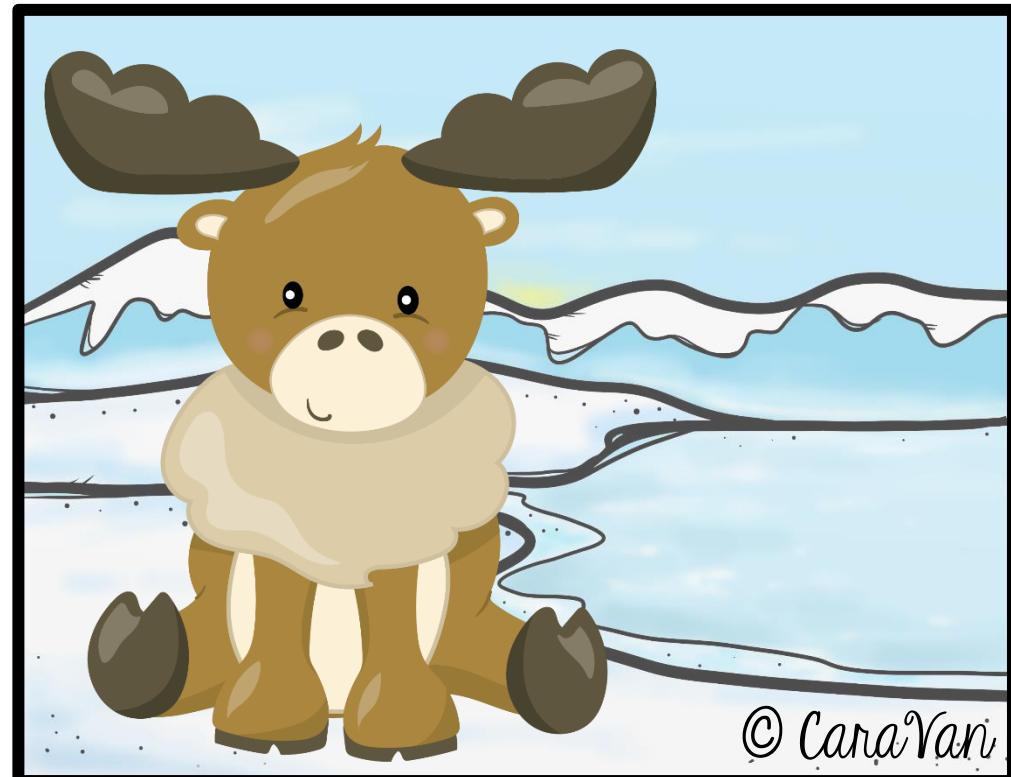
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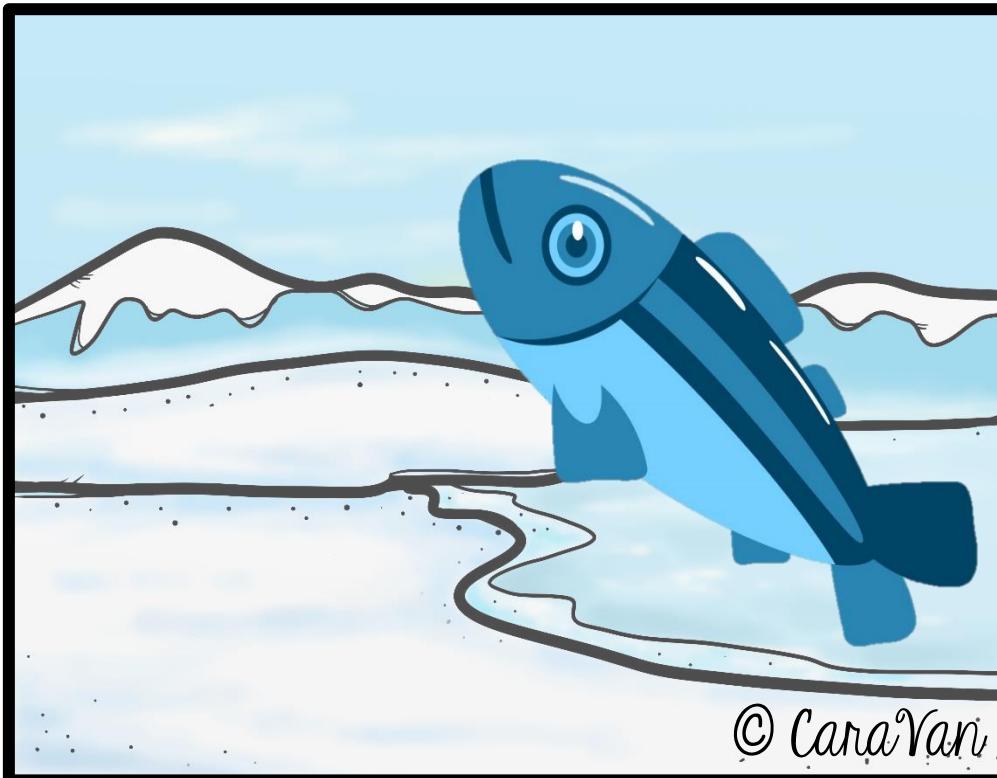
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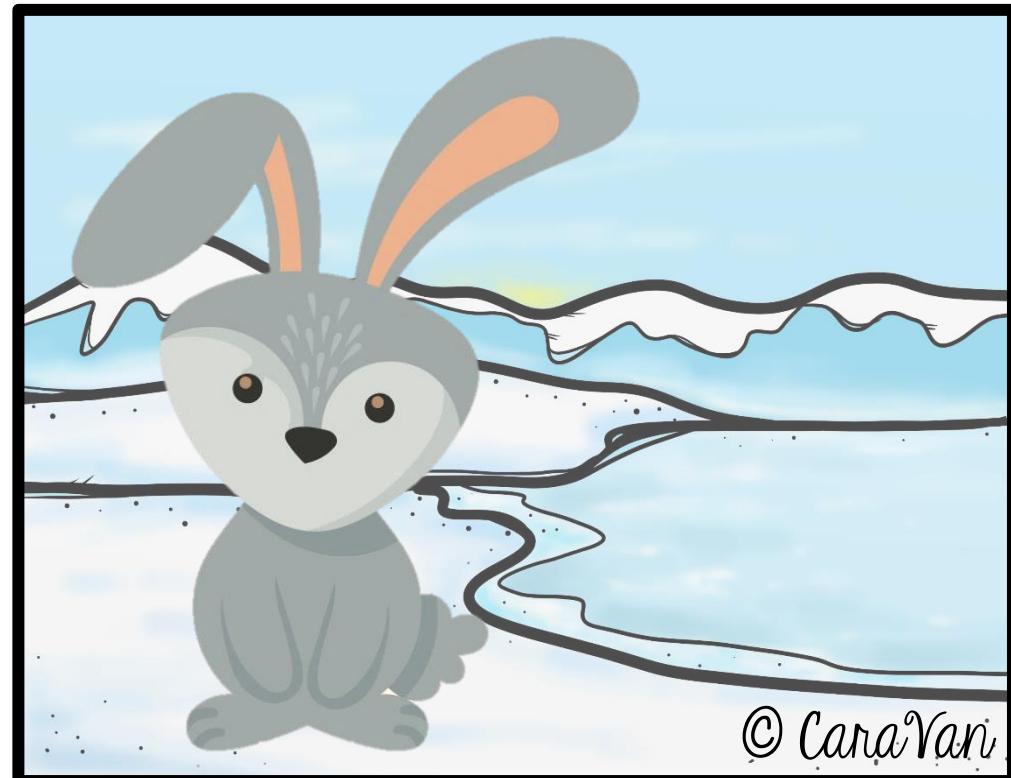
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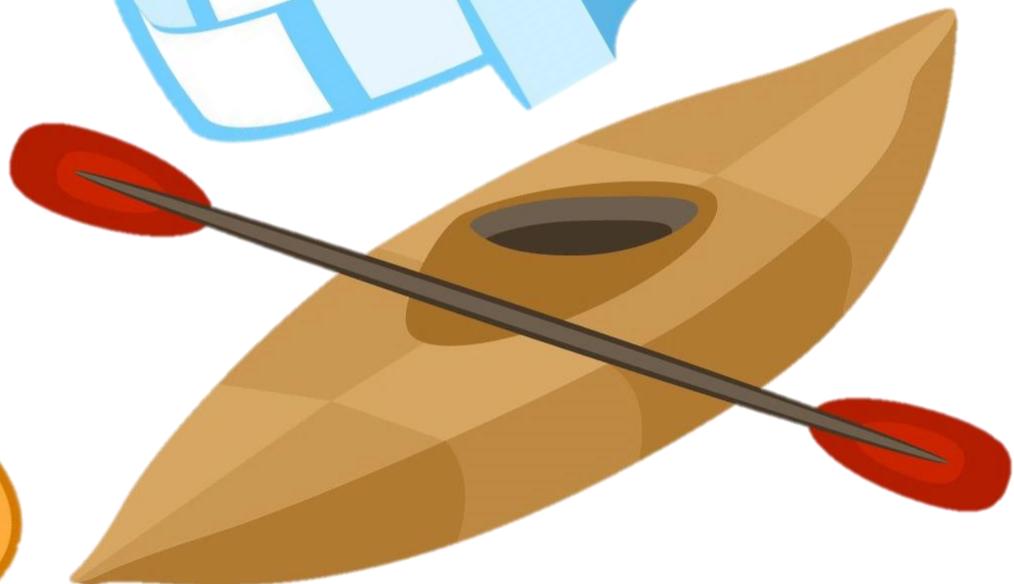
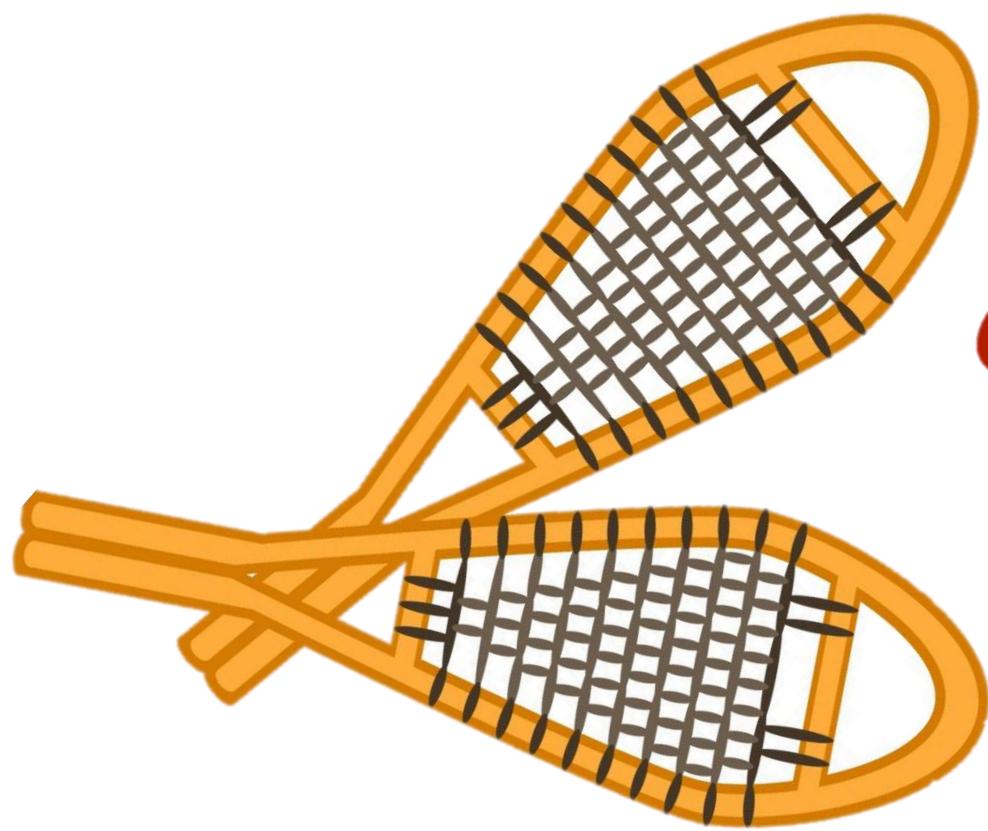
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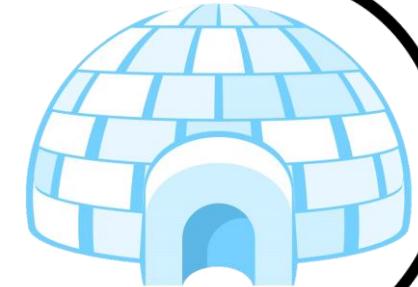
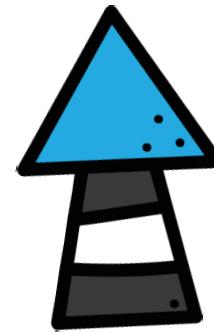
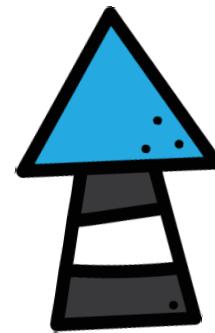
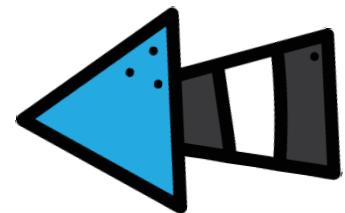


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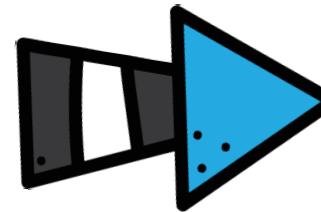
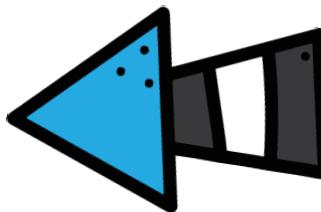
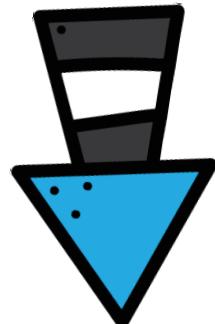


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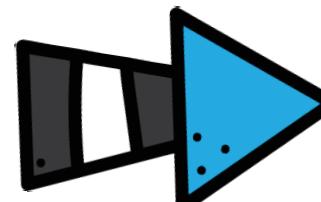
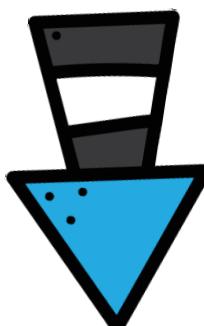
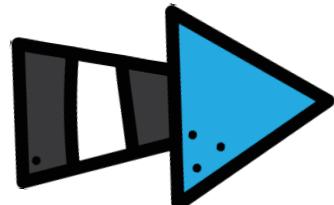




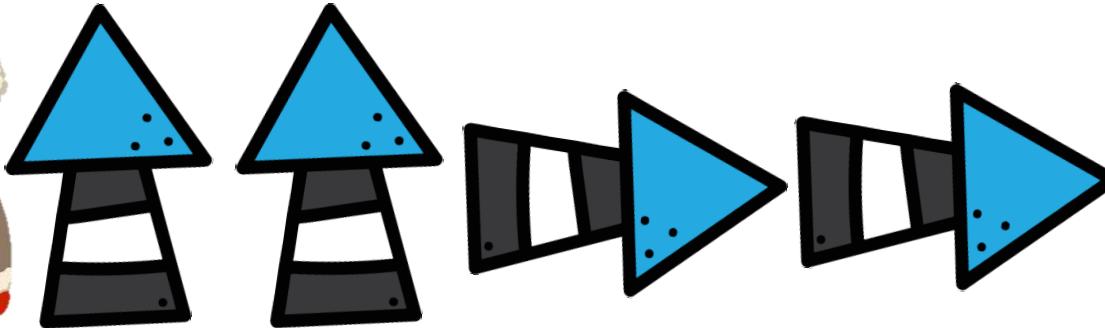
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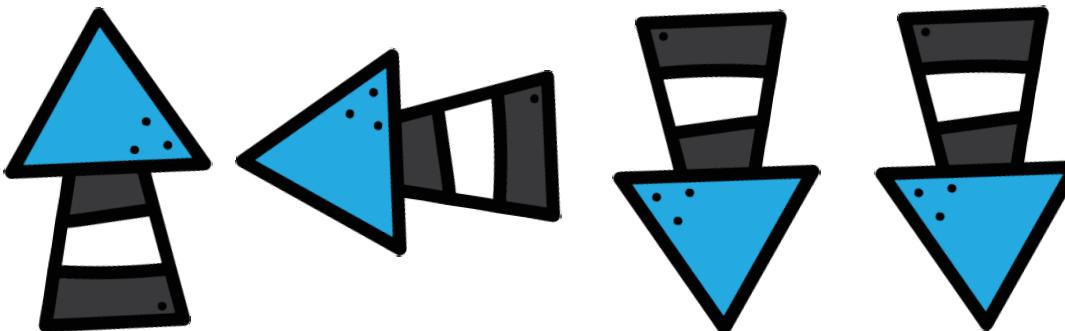
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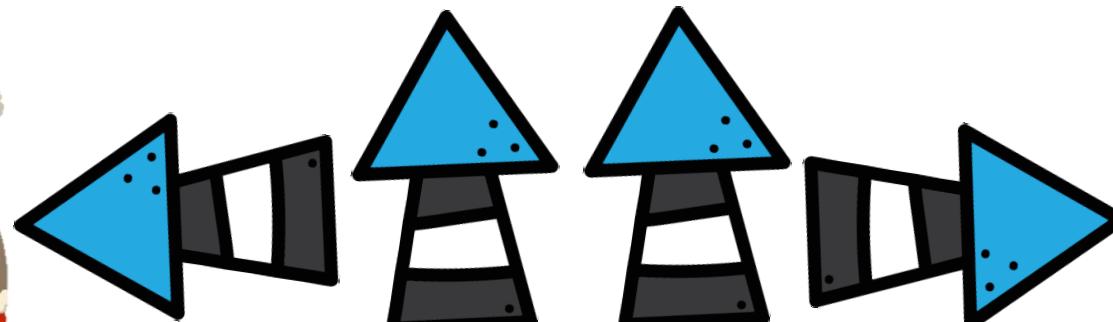
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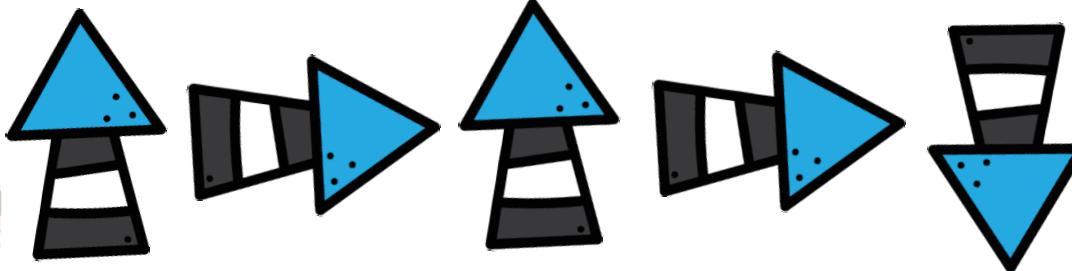
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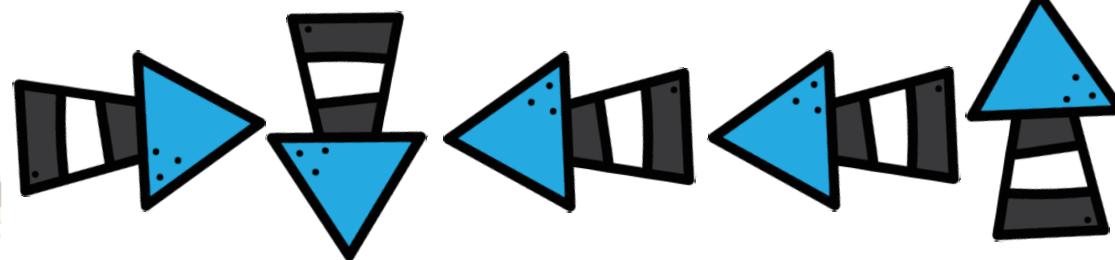
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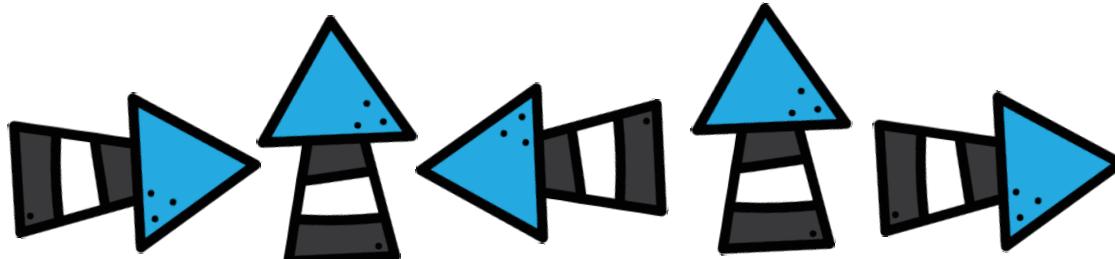
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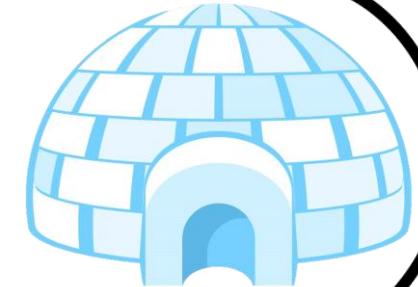
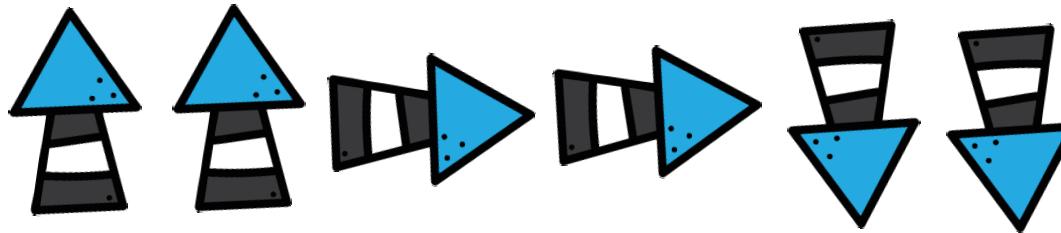
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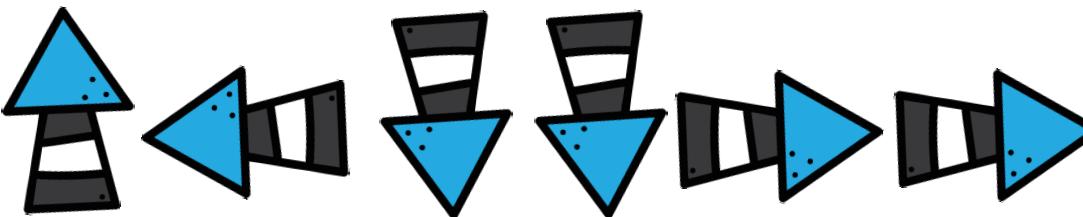
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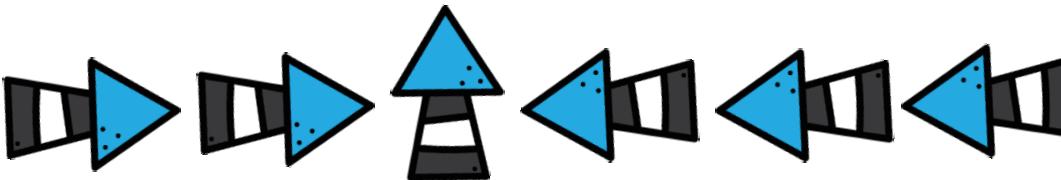
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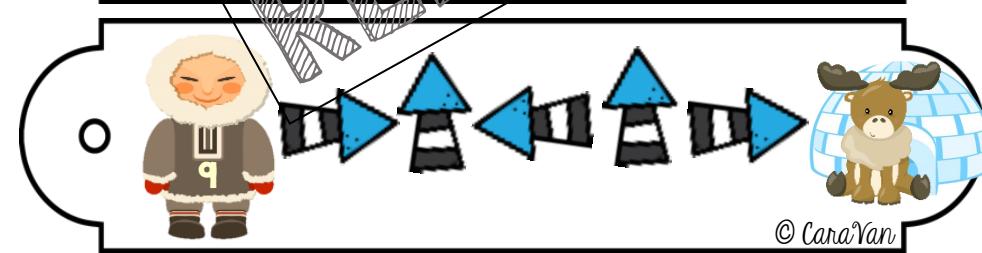
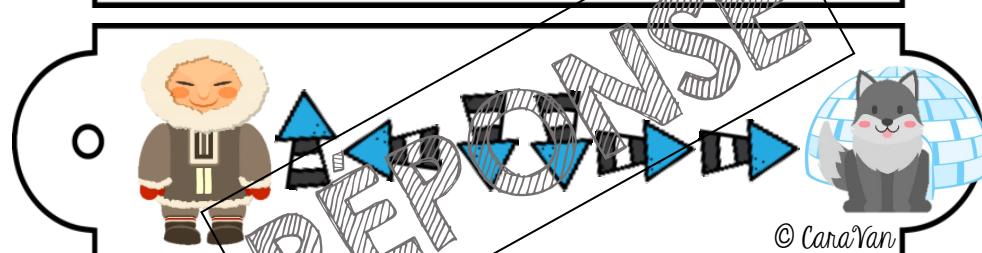
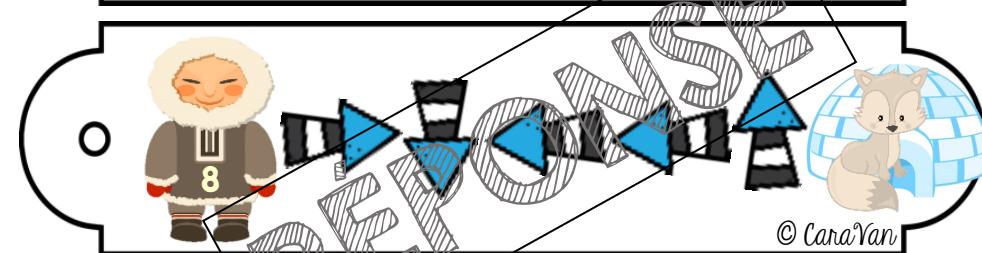
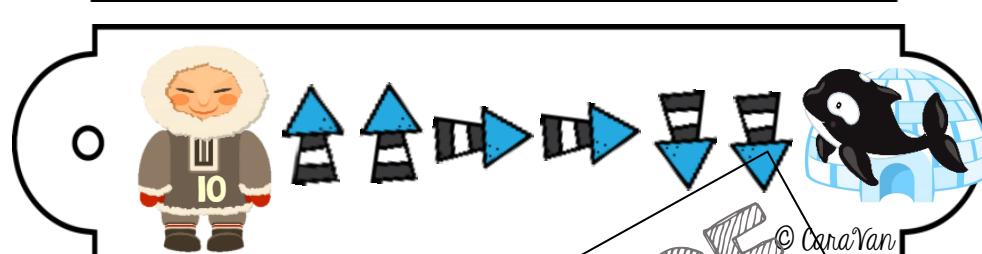
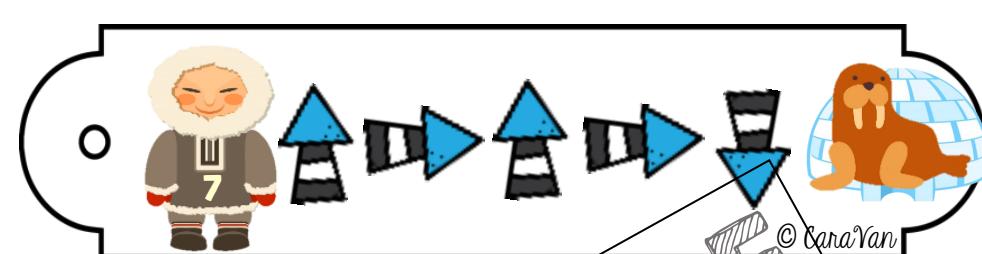
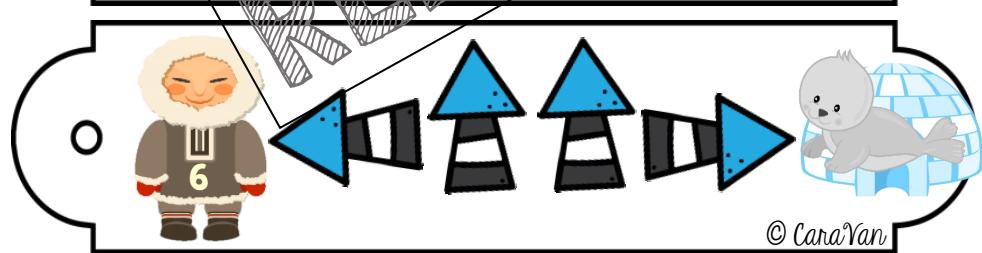
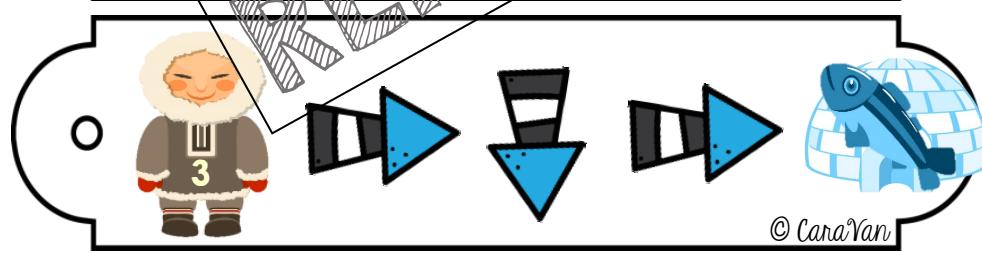
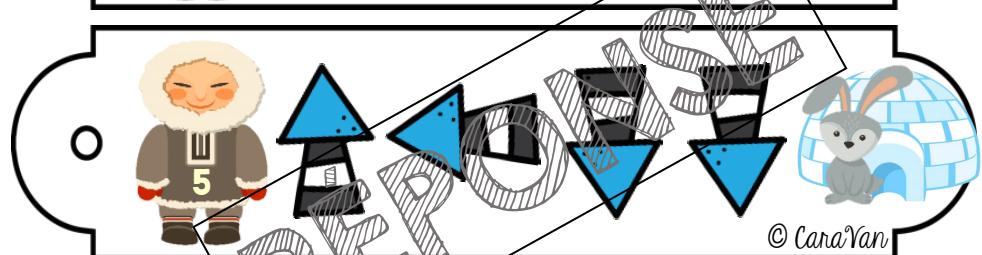
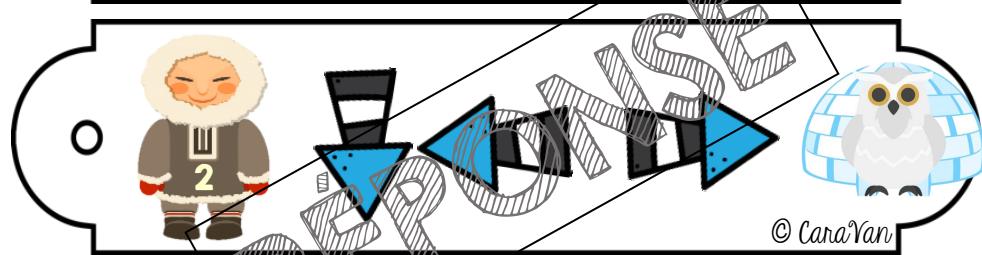
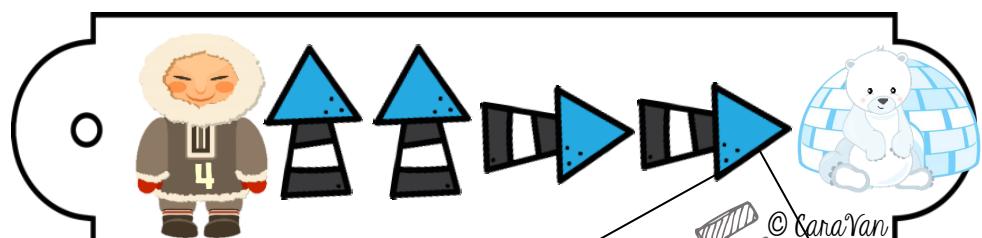
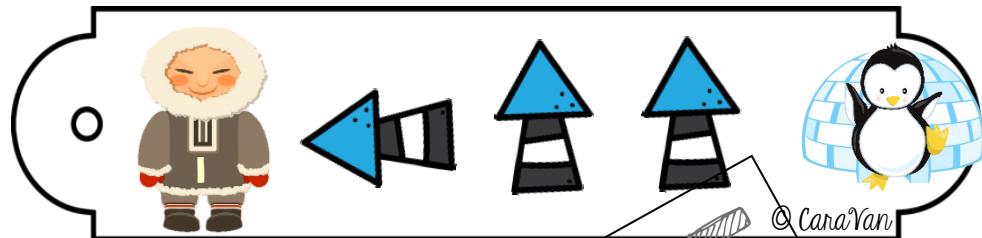
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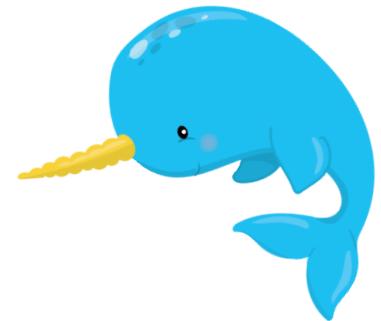
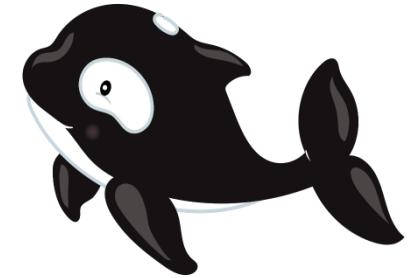


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Images pour mettre dans les igloos (à titre de réponse)

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