

Programmation sur le papier

Choisis une des images

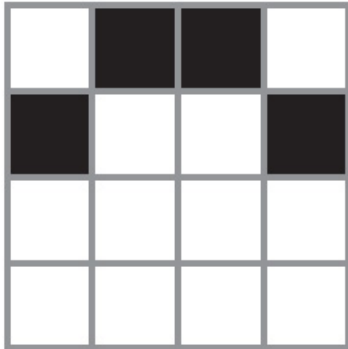


Image 1

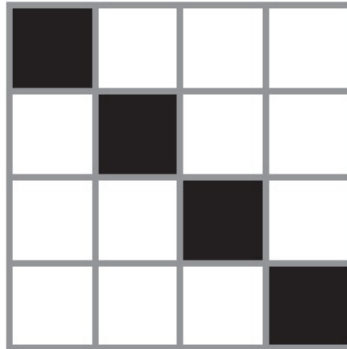


Image 2

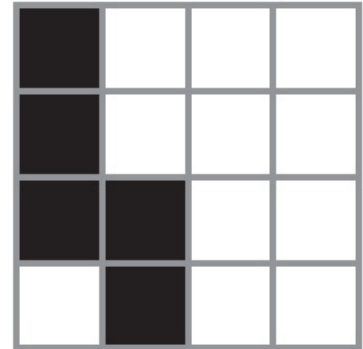


Image 3

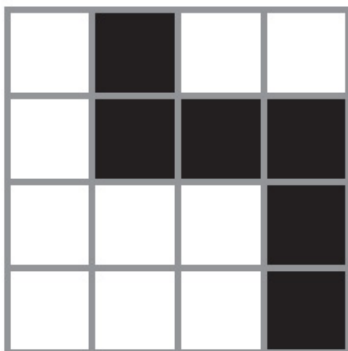


Image 4

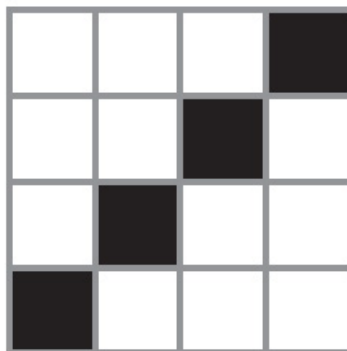


Image 5

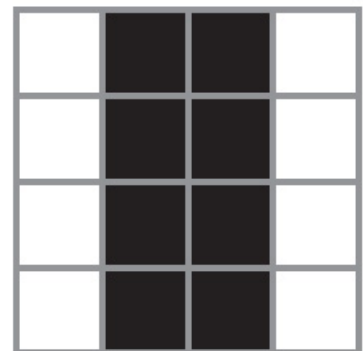
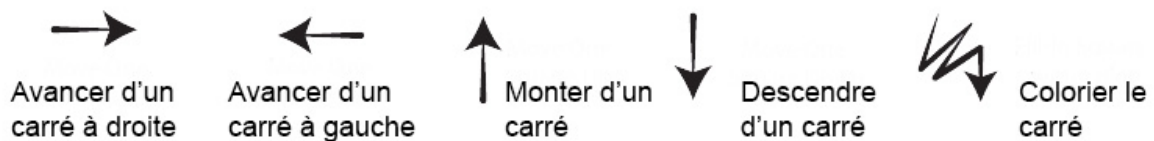


Image 6

Crée un programme en utilisant les symboles suivants :



Ton programme doit permettre à ton robot de dessiner l'image que tu as choisie.

Pour dessiner le robot commence toujours sur la première case en haut à gauche d'un carré quadrillé 4 x 4