

# La quête du chevalier

## Atelier de programmation



par  
Cara Van 

### Crédits

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

<https://www.teacherspayteachers.com/Store/Paula-Kim-Studio>

<https://www.teacherspayteachers.com/Store/Creative-Lesson-Cafe>

<https://www.teacherspayteachers.com/Store/Ashley-Hughes-A-Hughes-Design>

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

<http://kimberlygeswein.com>





# La quête du chevalier



## Consignes

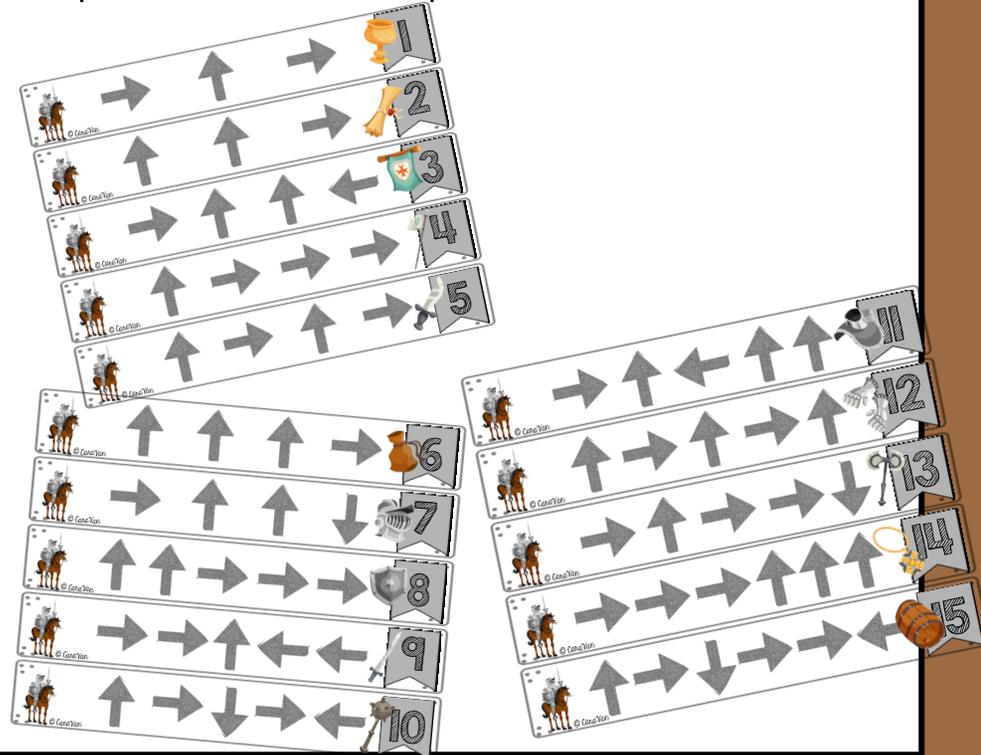
1. L'élève prend la séquence numéro 1 et suit le chemin indiqué par les flèches pour savoir vers quel objet le chevalier doit se diriger.
2. Lorsque l'élève a trouvé vers quel objet se diriger, il place Bee-Bot sur l'image de « chevalier » (case départ).
3. L'élève programme Bee-Bot pour se rendre sur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

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

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

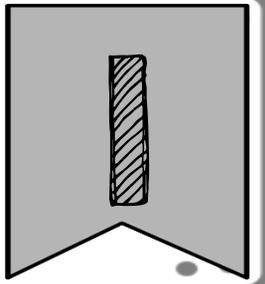
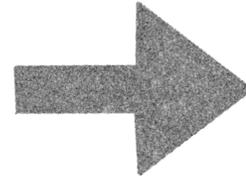
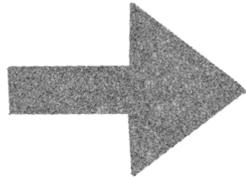


Pour obtenir les images à imprimer pour le tapis de jeu, il faut télécharger l'atelier « Preux chevalier » (version simplifiée de l'atelier « La quête du chevalier »).

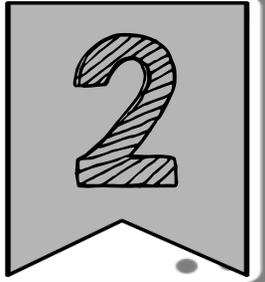
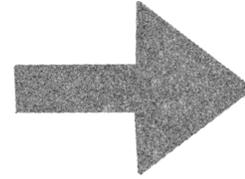
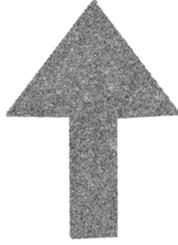
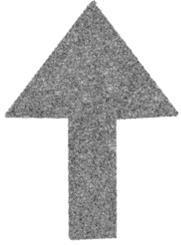




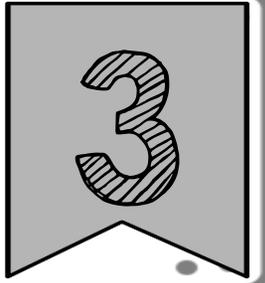
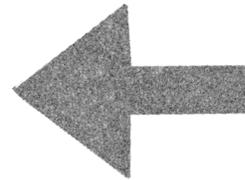
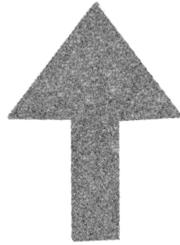
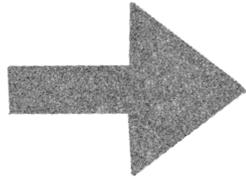
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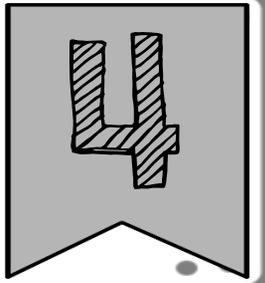
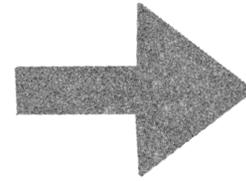
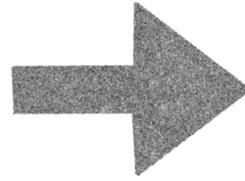
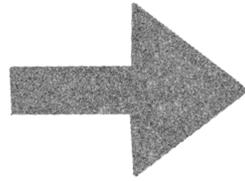
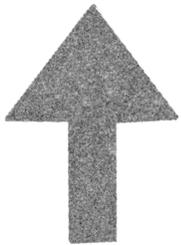
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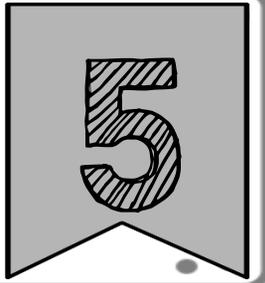
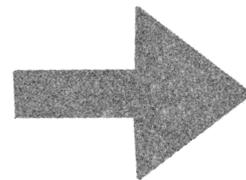
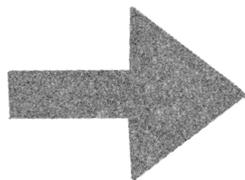
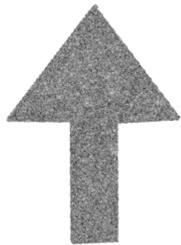
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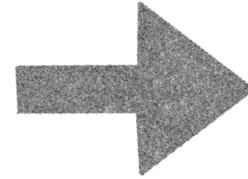
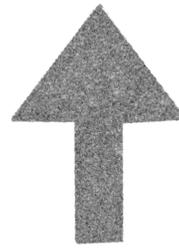
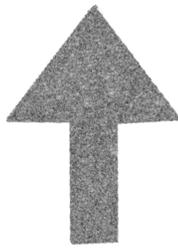
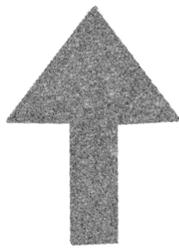


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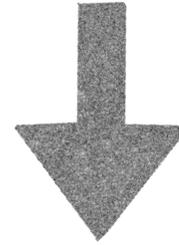
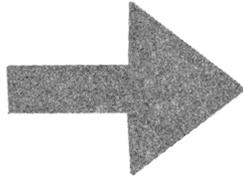
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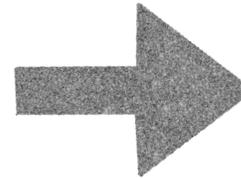
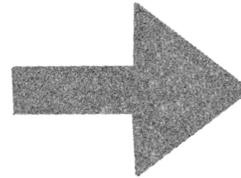
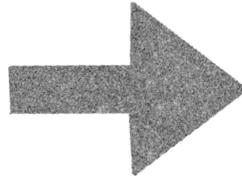
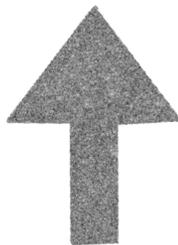
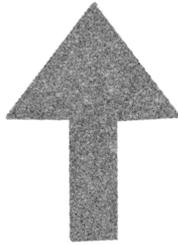
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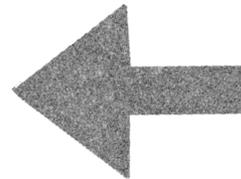
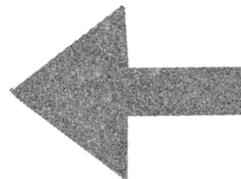
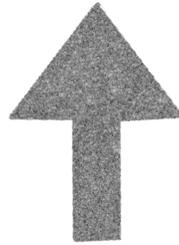
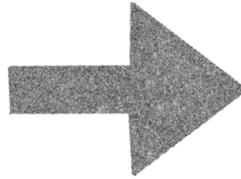
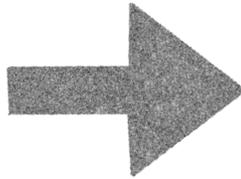
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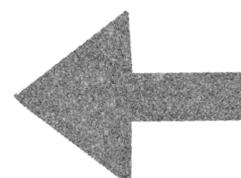
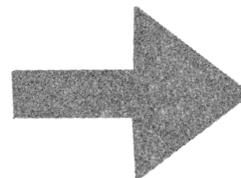
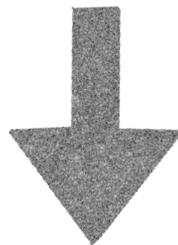
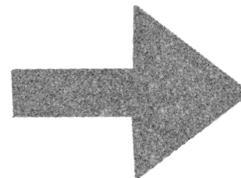
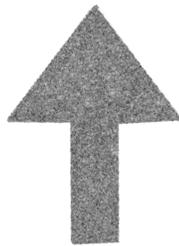
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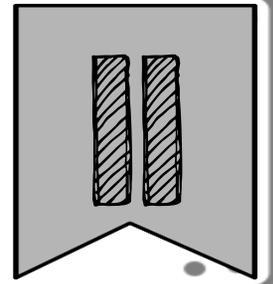
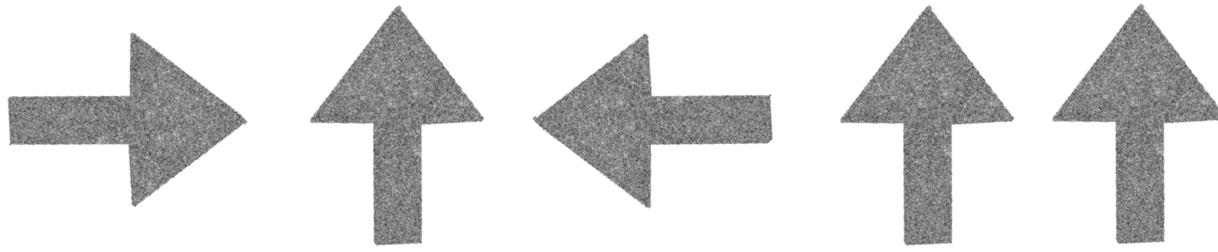
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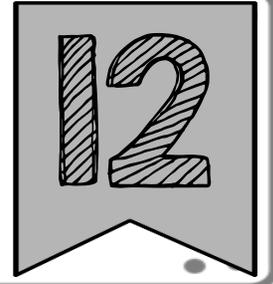
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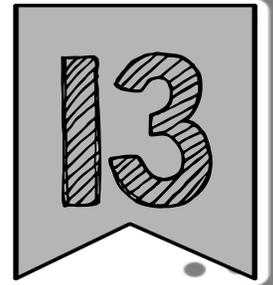
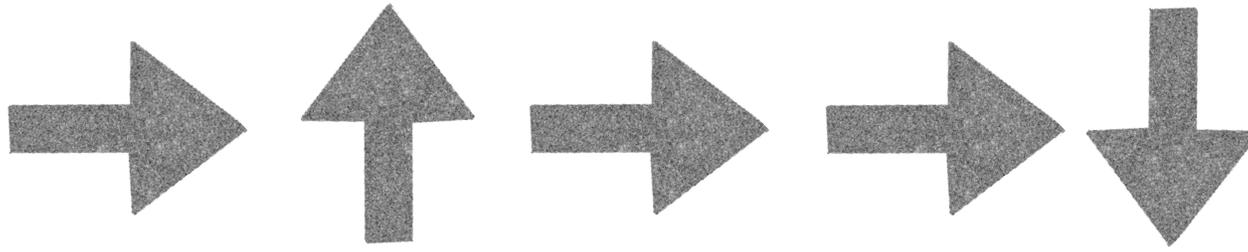
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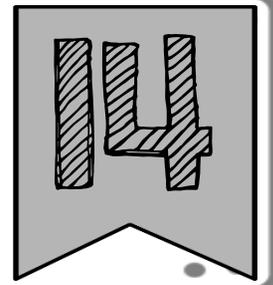
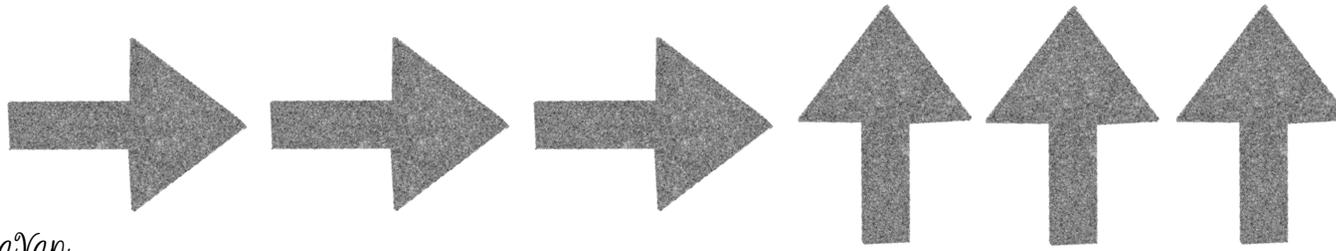
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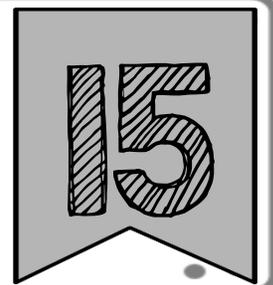
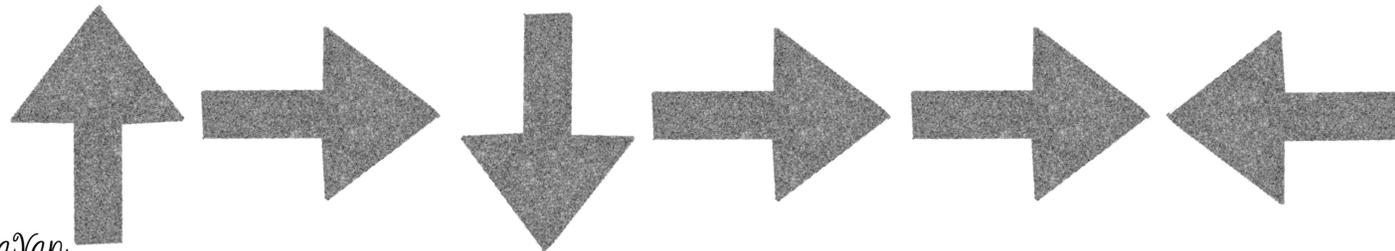
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