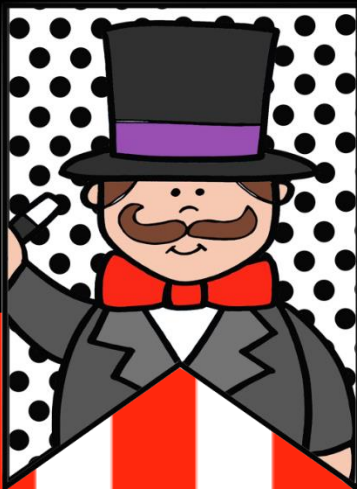


# Le magicien

atelier de robotique



par

*Cara Van*



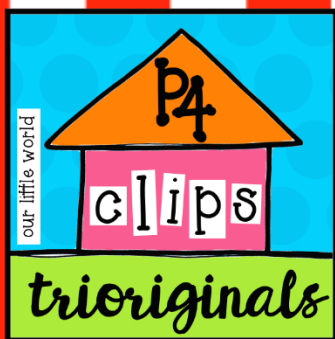
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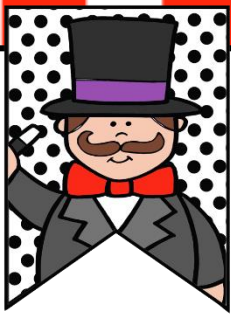
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<https://www.teacherspayteachers.com/Store/Creating4-The-Classroom>

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

<http://kimberlygeswein.com>





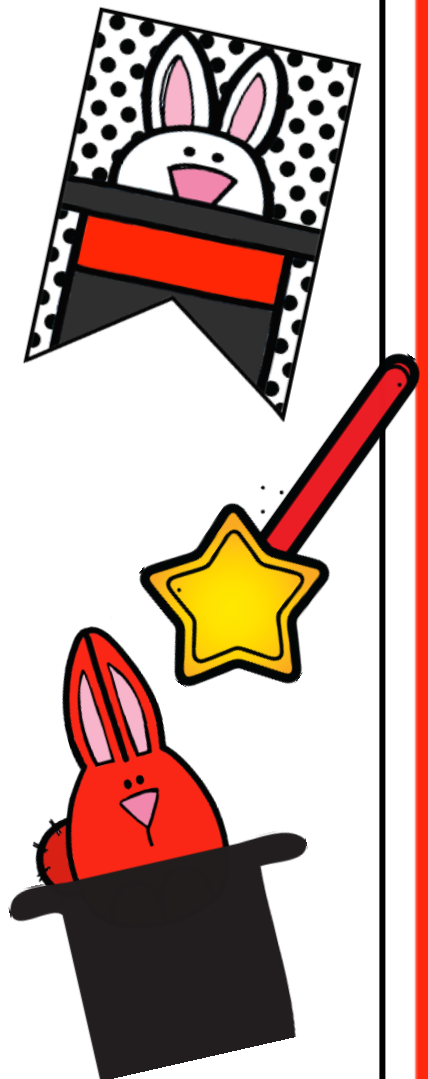
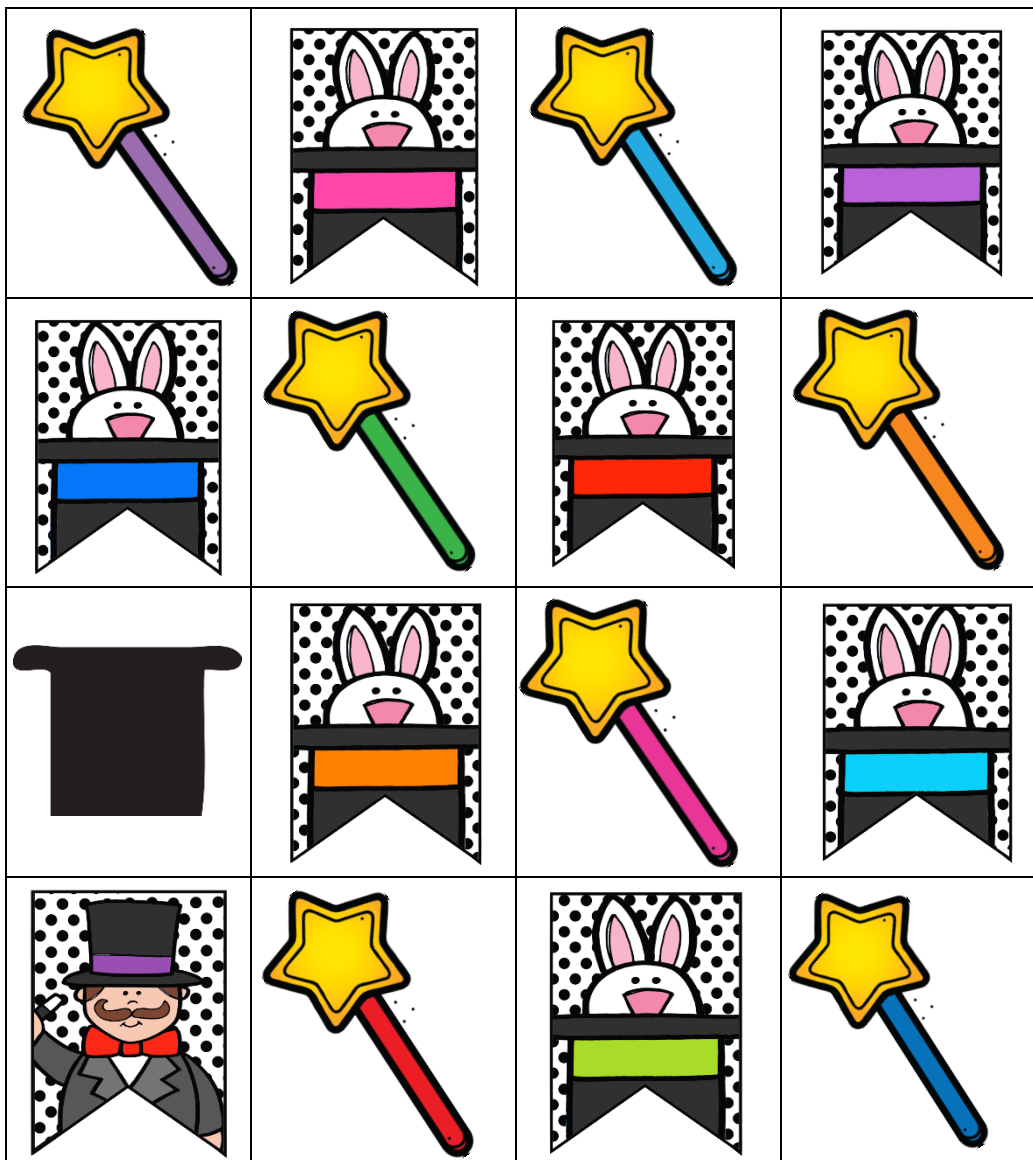
# Le magicien

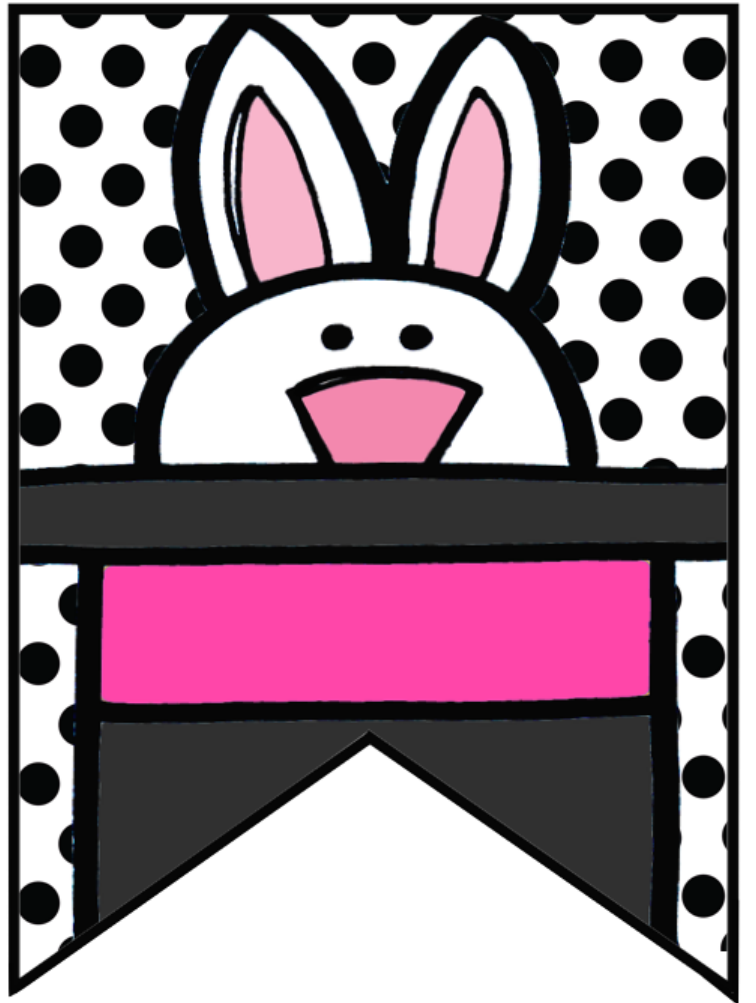
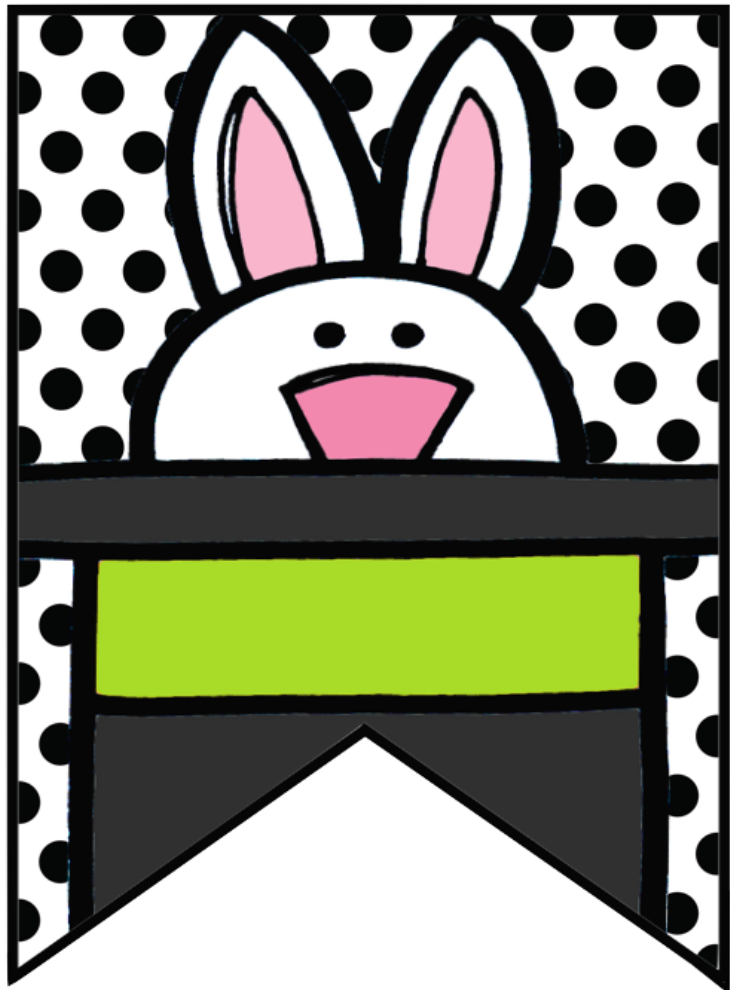
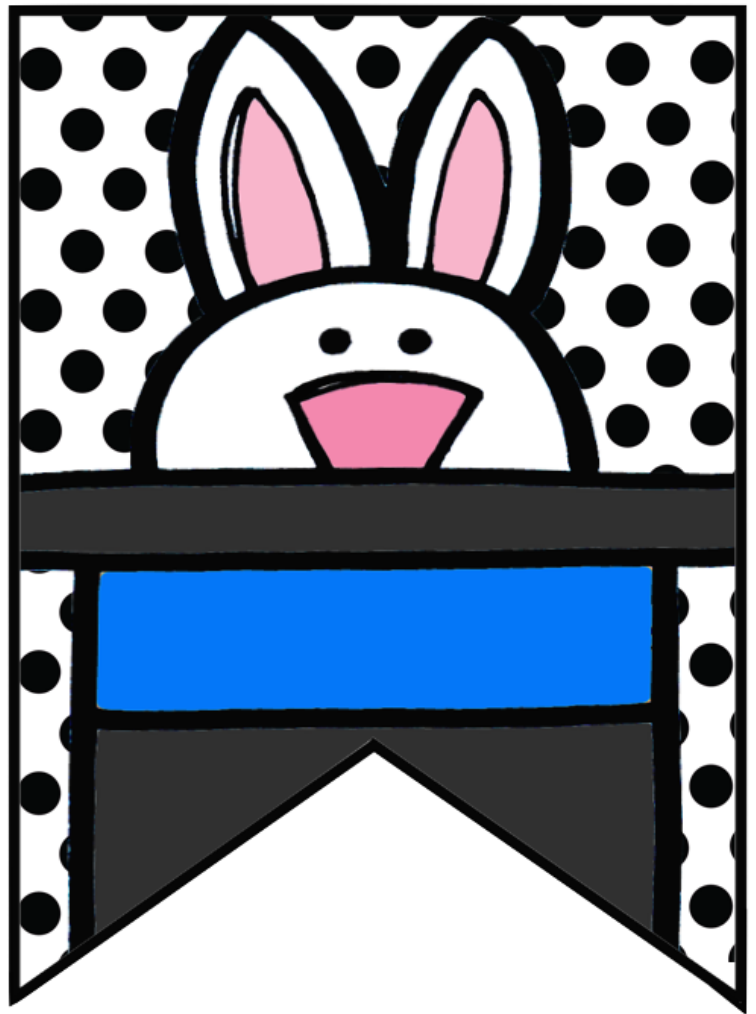
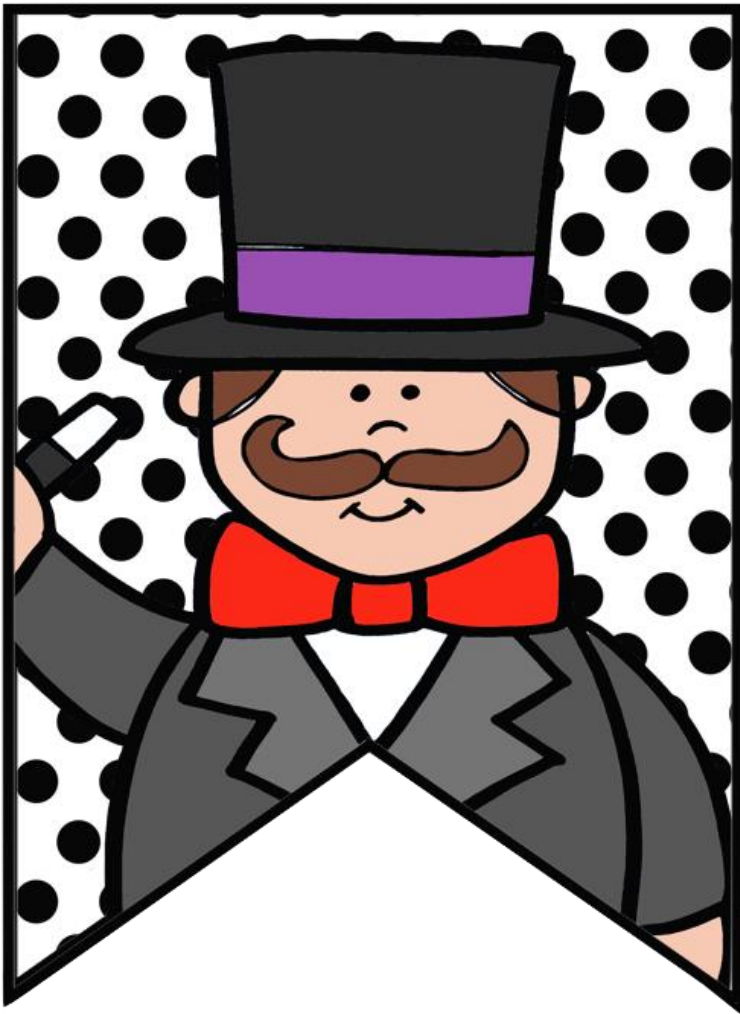


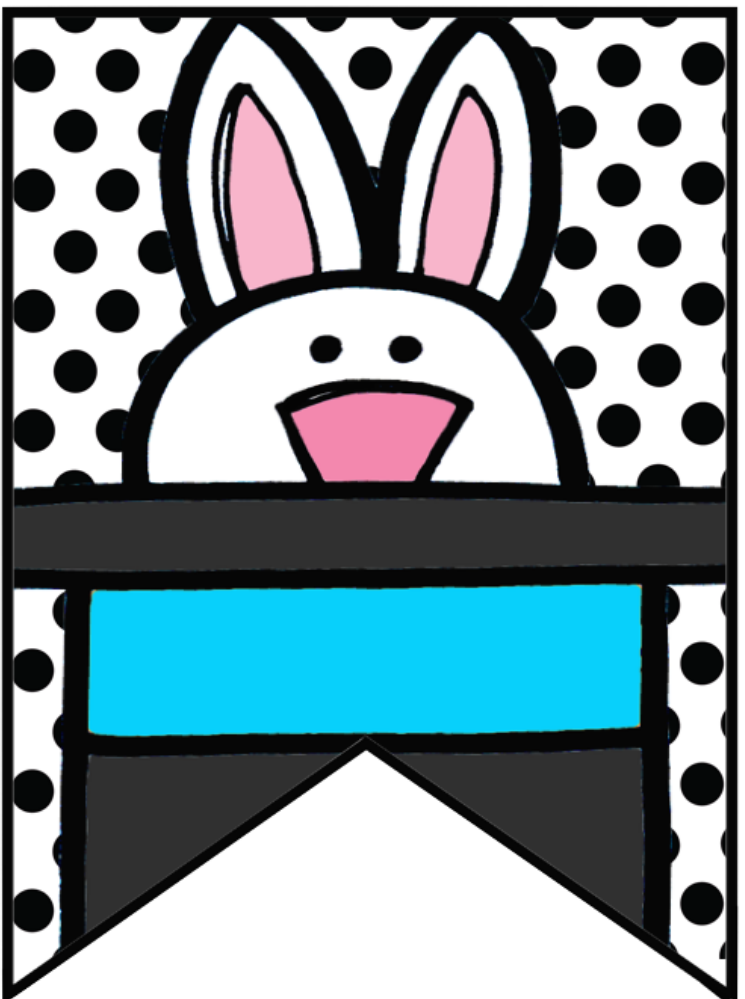
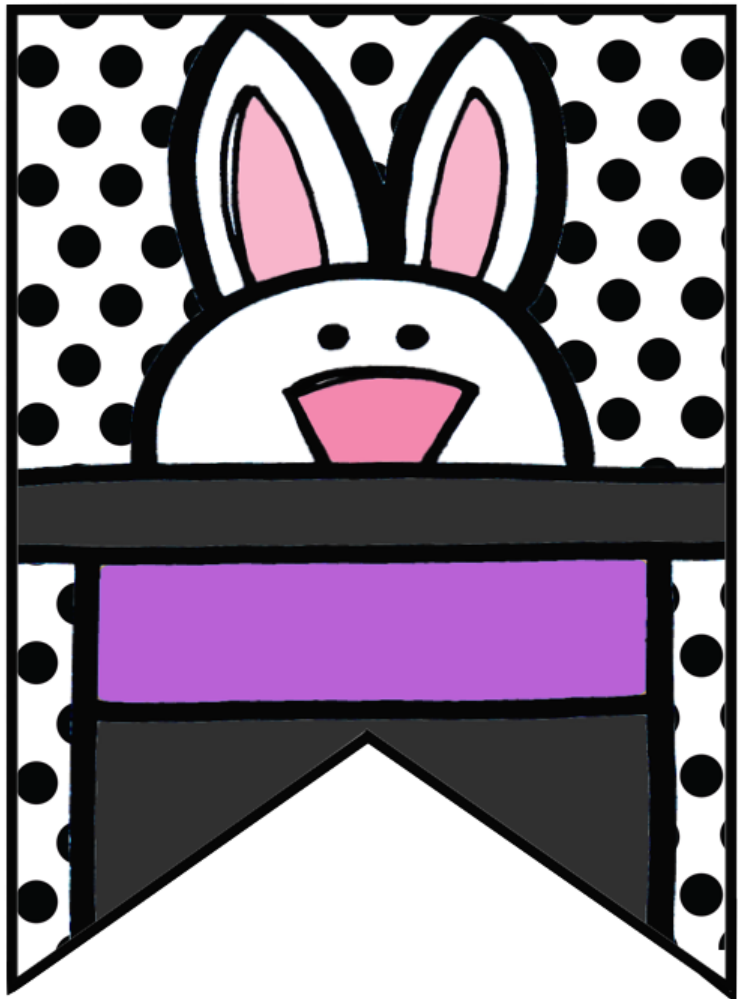
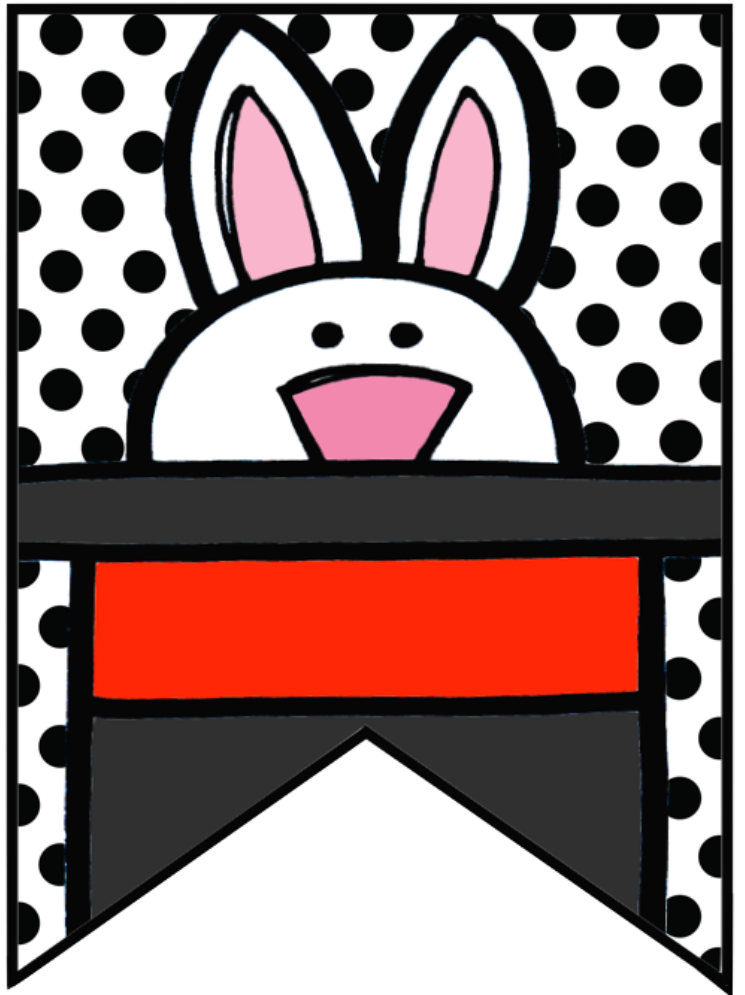
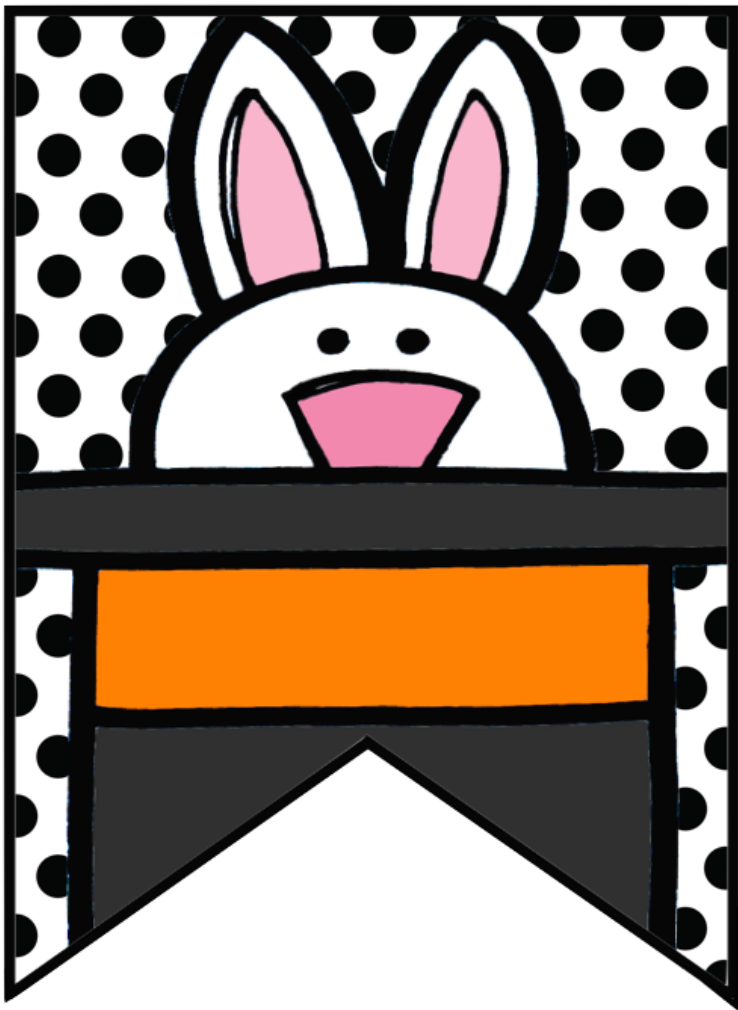
## Consignes:

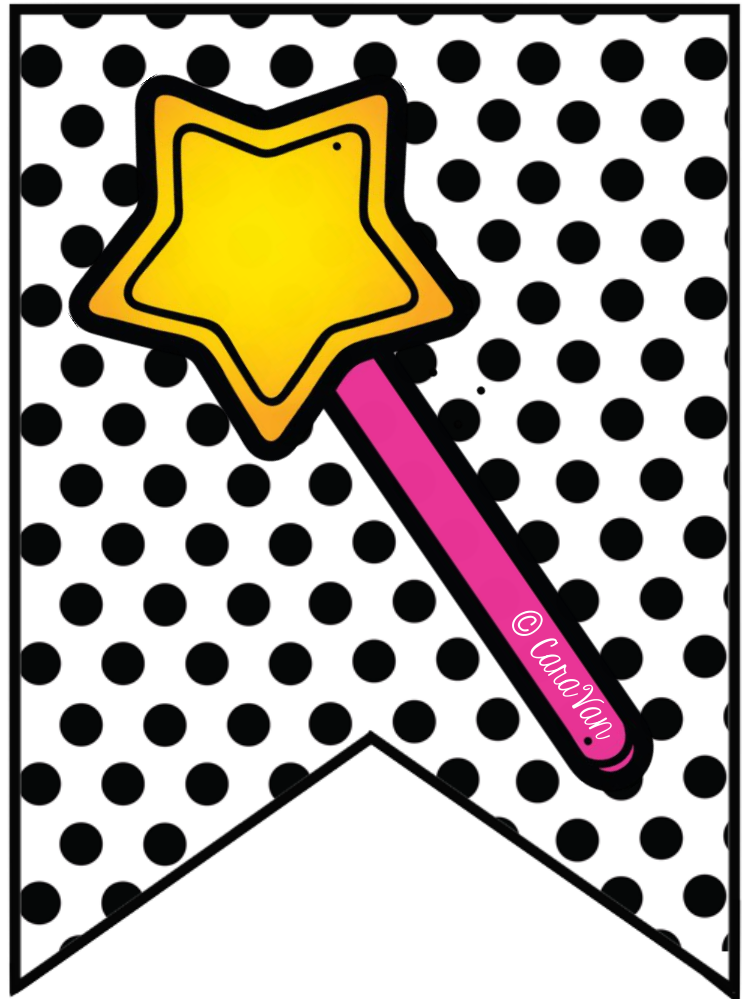
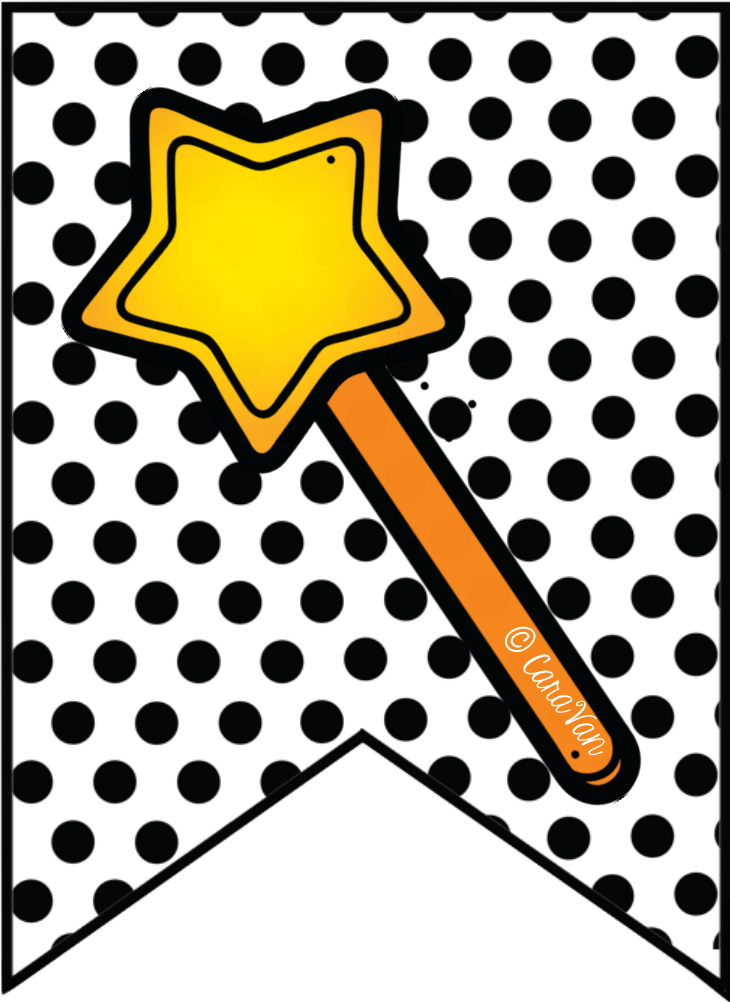
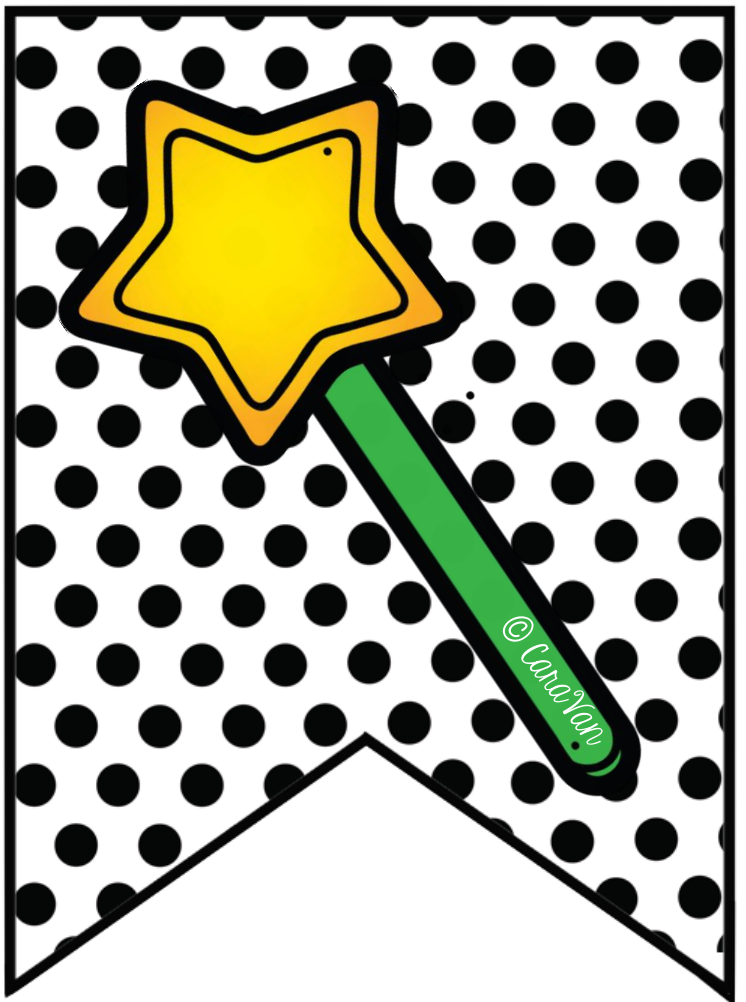
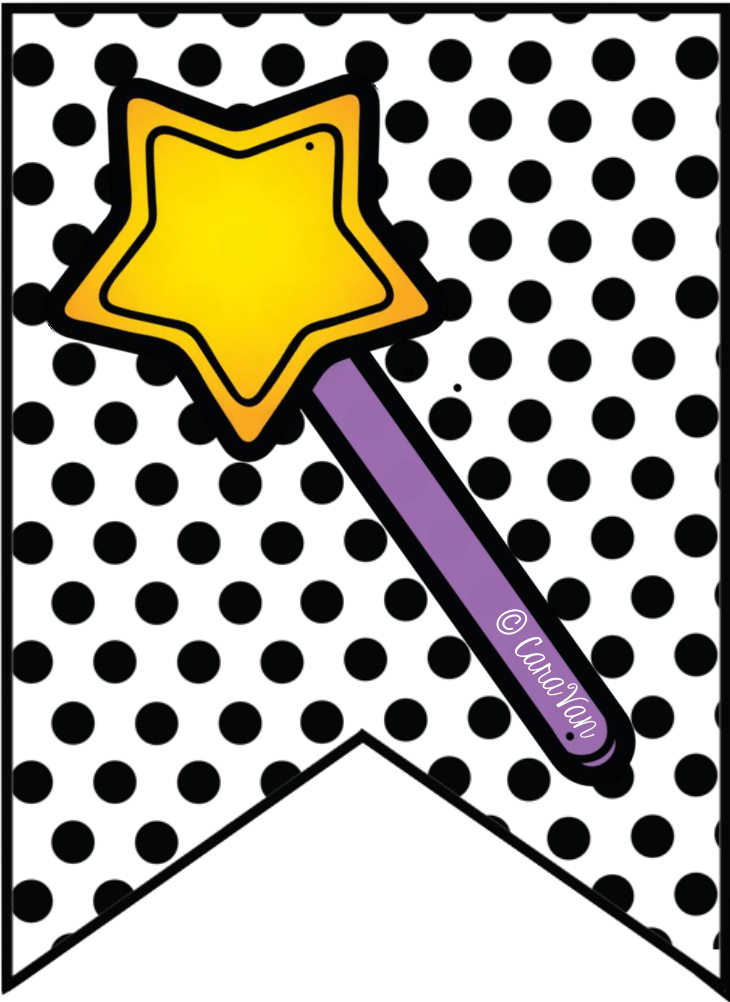
1. L'élève pige une carte chapeau pour savoir de quelle couleur sera transformé le lapin.
2. L'élève place Bee-Bot sur l'image « magicien » (case départ).
3. L'élève programme Bee-Bot vers le chapeau de la bonne couleur. Ensuite, l'élève programme Bee-Bot vers la baguette de la bonne couleur et « POUF » d'un coup de baguette magique le lapin sera transformé!

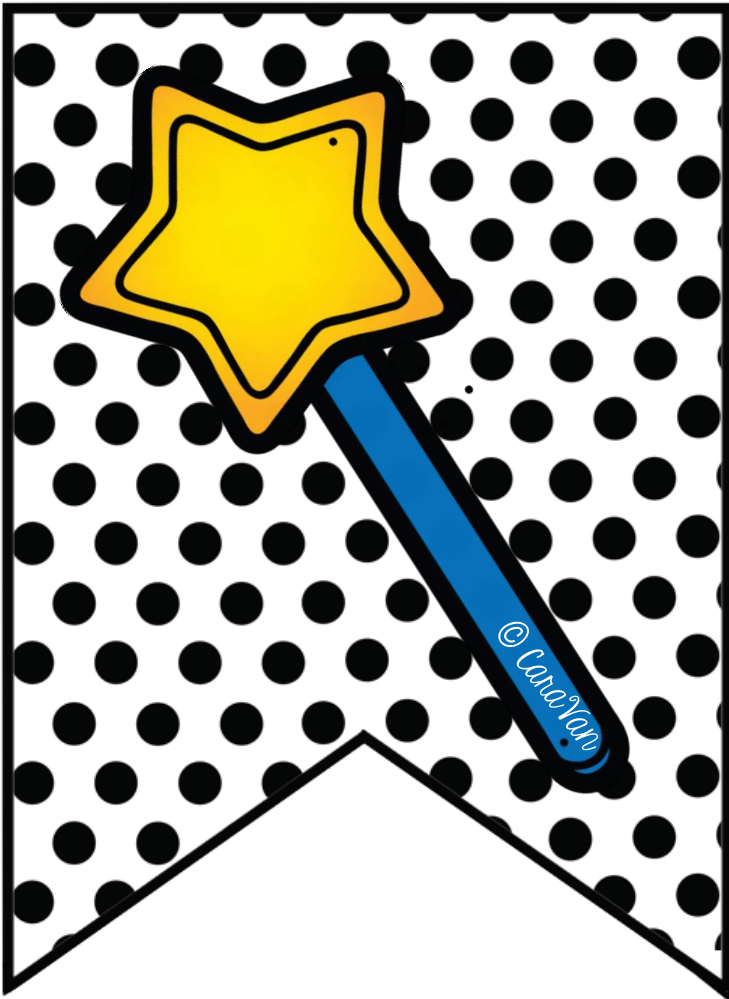
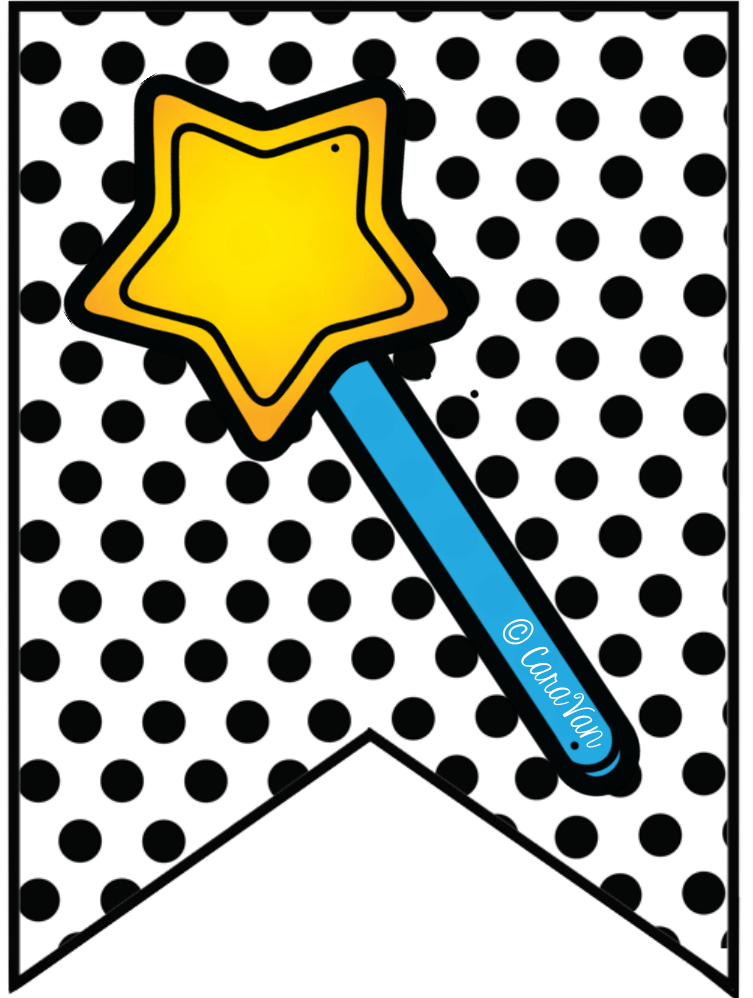
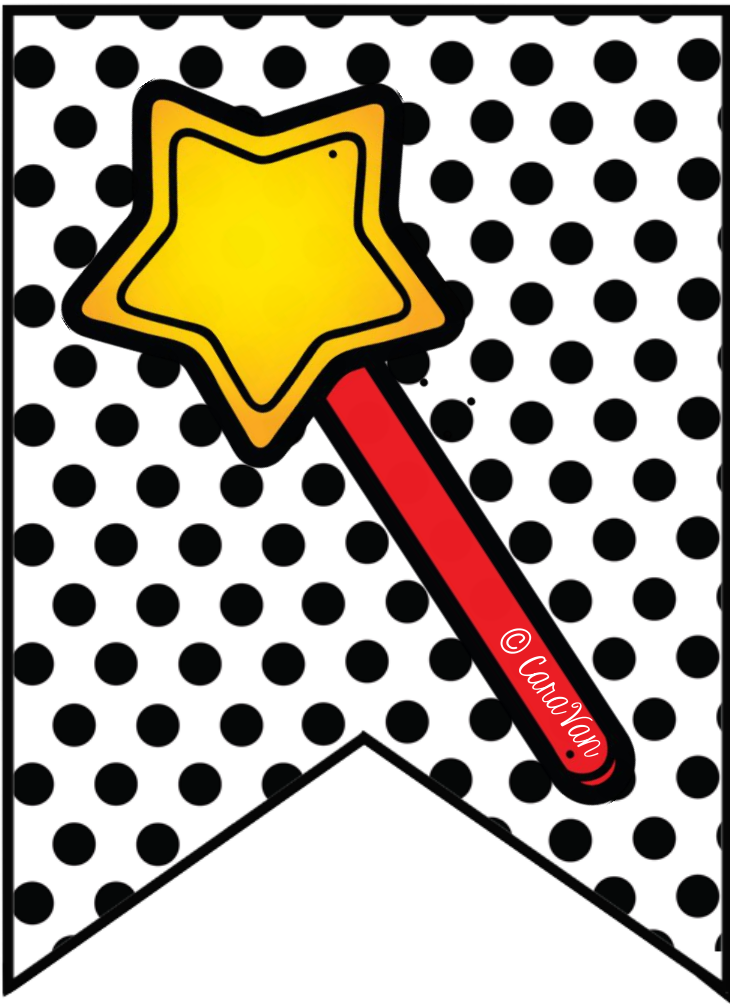
\* La disposition des images sur le tapis de jeu peut varier du modèle.

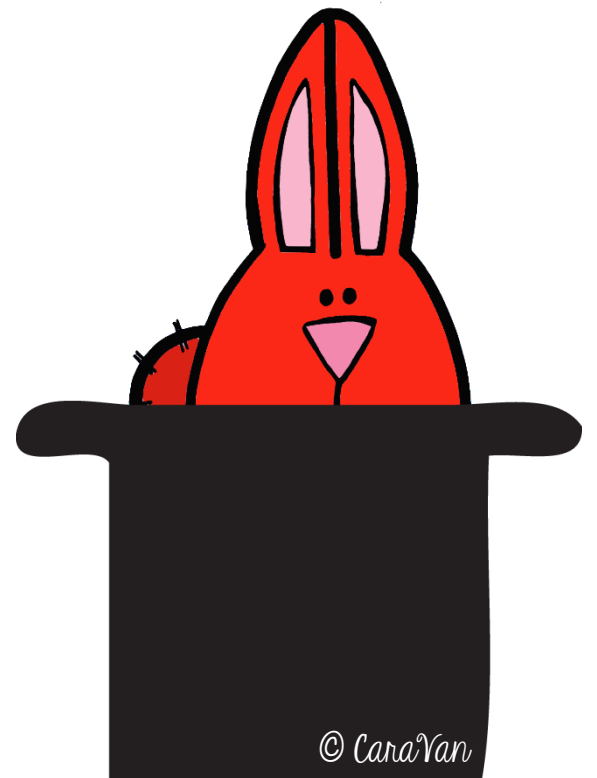
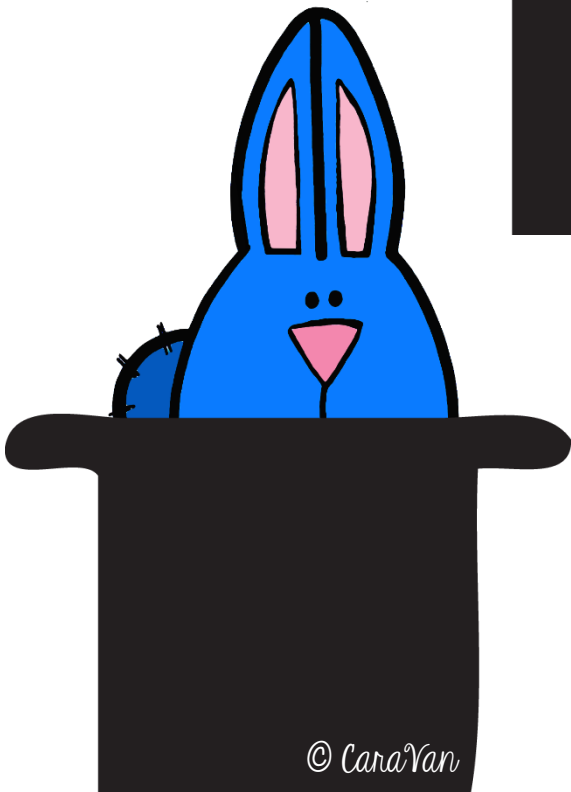
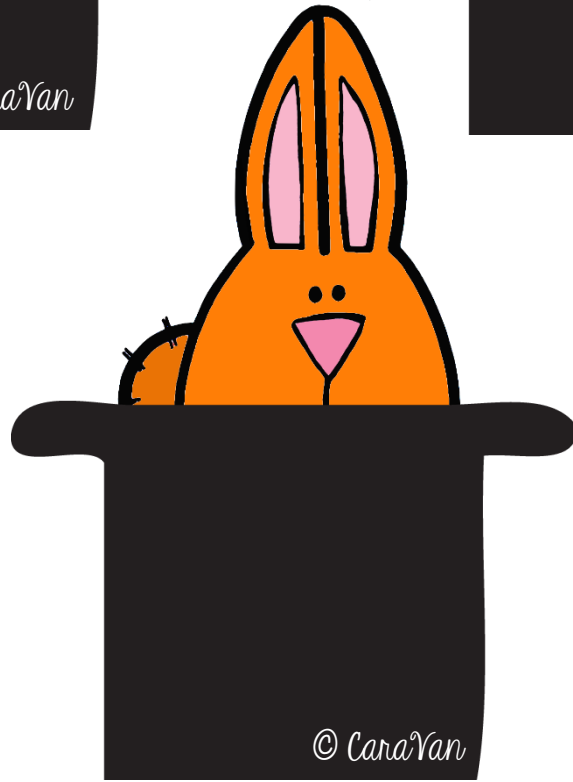
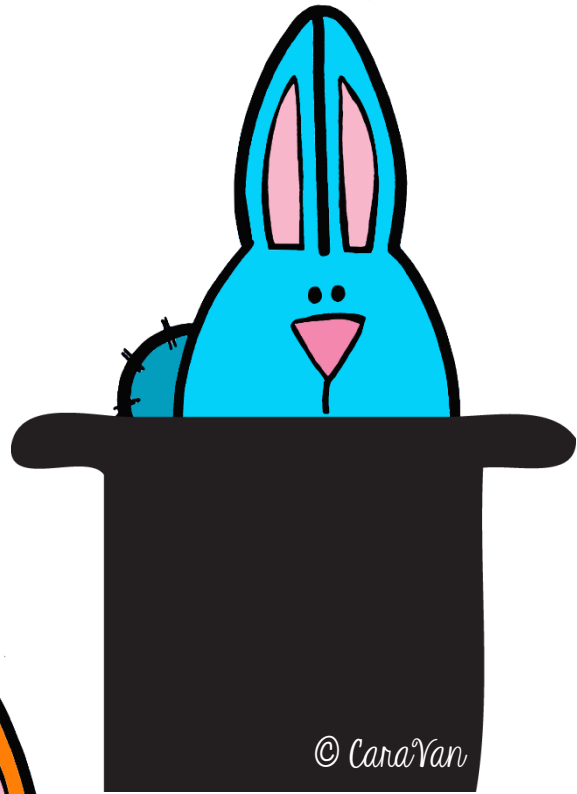
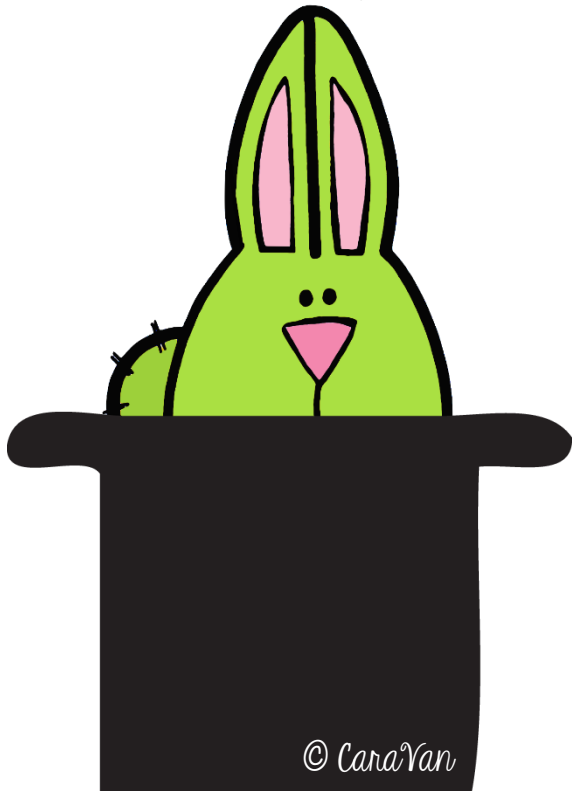


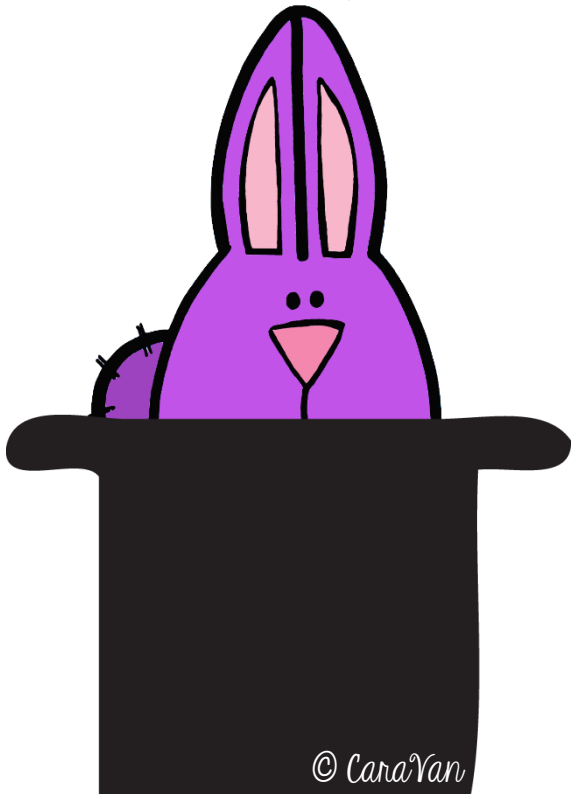
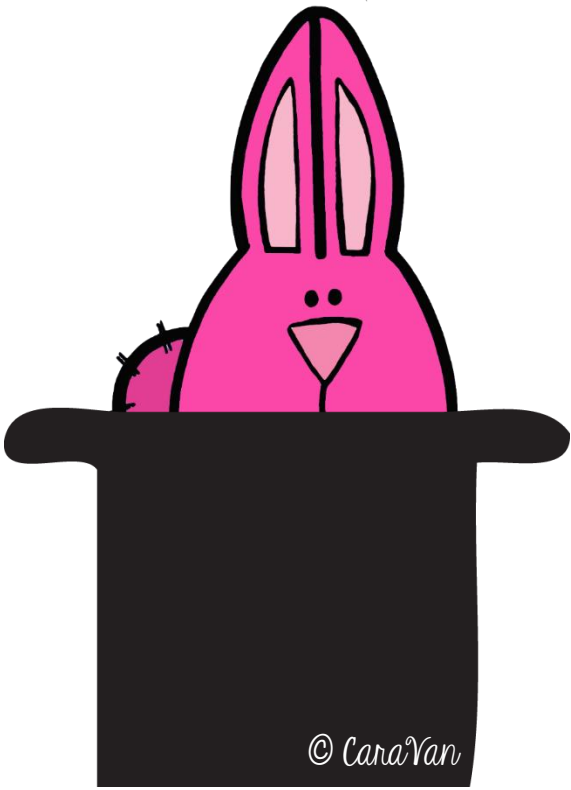














# Conditions d'utilisation

Cet atelier a été créé par Vanessa Côté et Caroline Ann Gagnon, enseignantes au préscolaire à la CSMB.

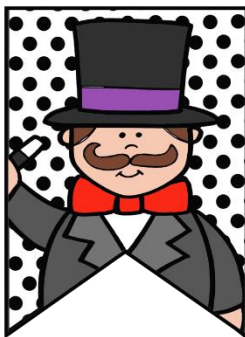
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À vos baguettes!

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