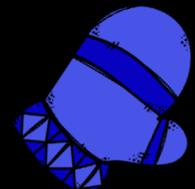




# Les moufles

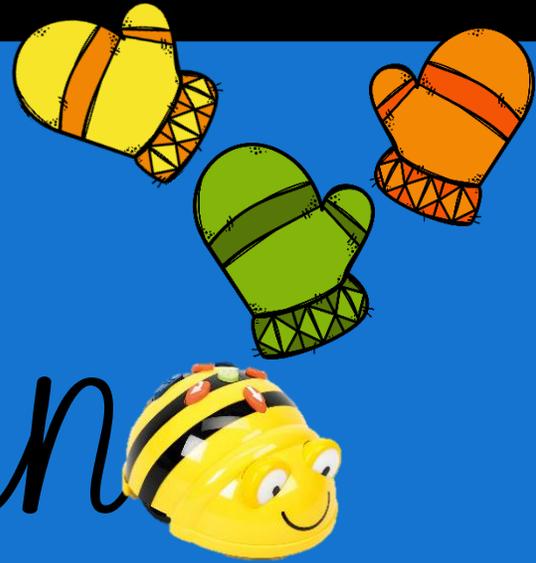


## atelier de programmation



par

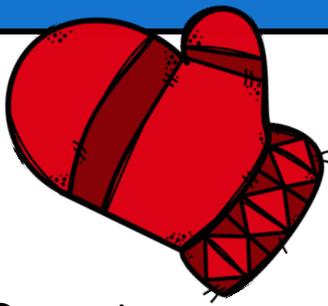
Cara Van



### Crédits

- <https://www.teacherspayteachers.com/Store/Kelly-Benefield>
- <https://www.teacherspayteachers.com/Store/First-Class-Clipart>
- <https://www.teacherspayteachers.com/Store/The-3am-Teacher>
- <http://kimberlygeswein.com>



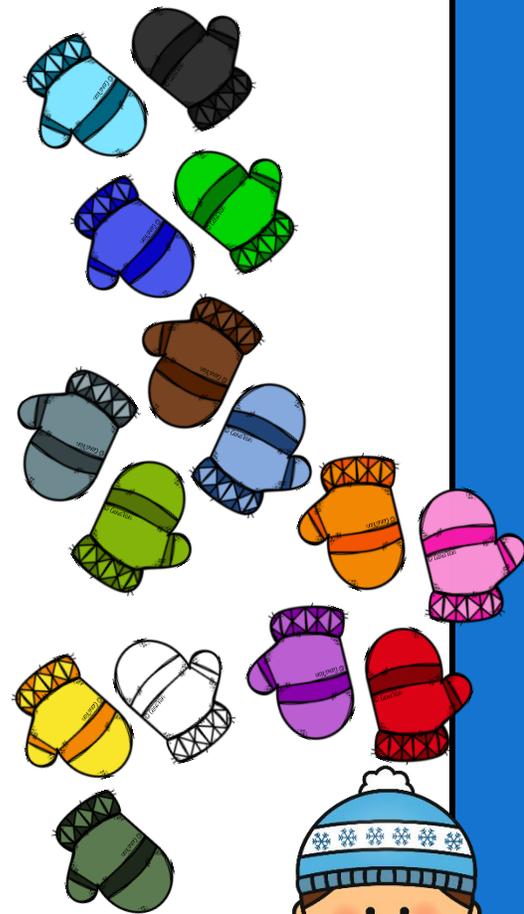
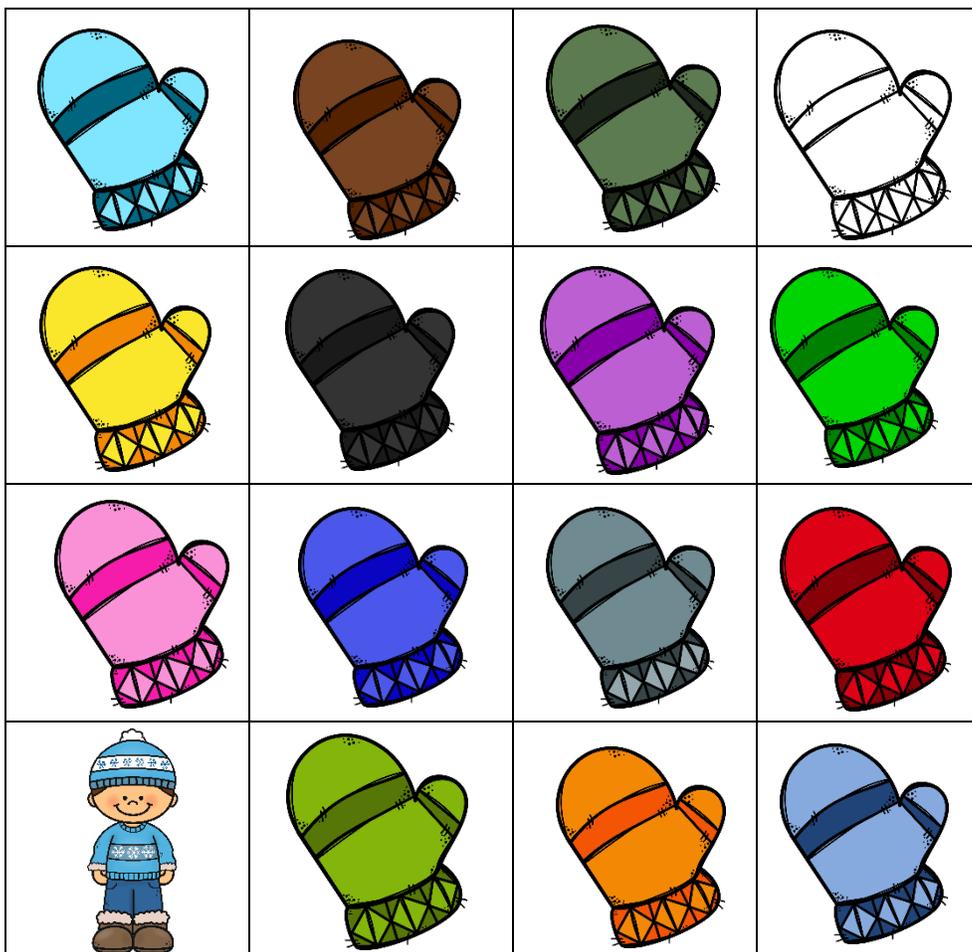


# Les moufles



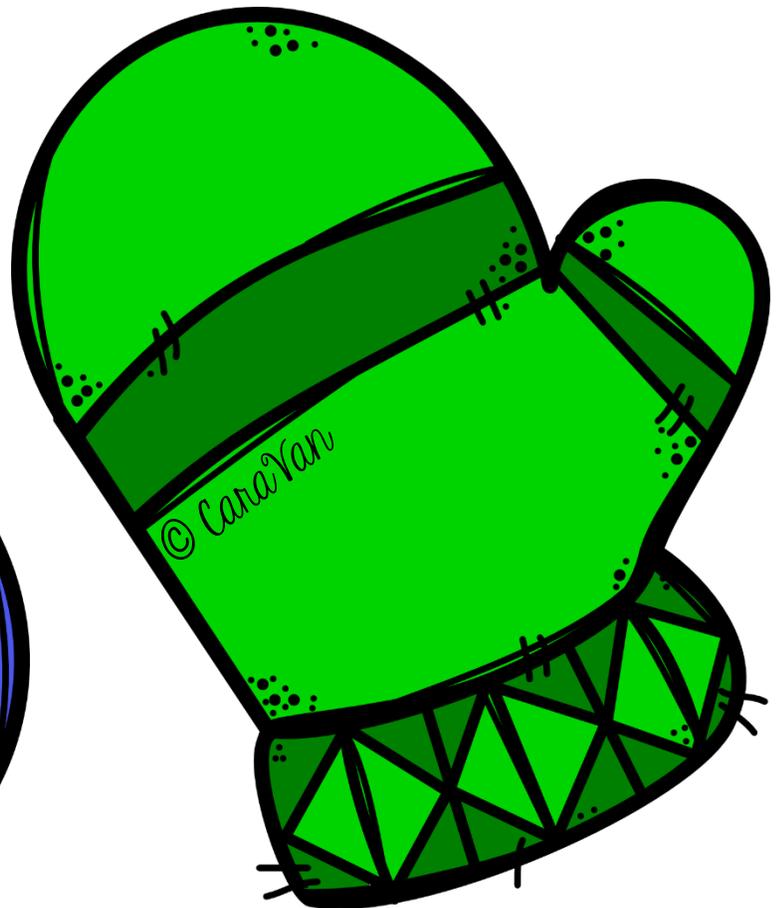
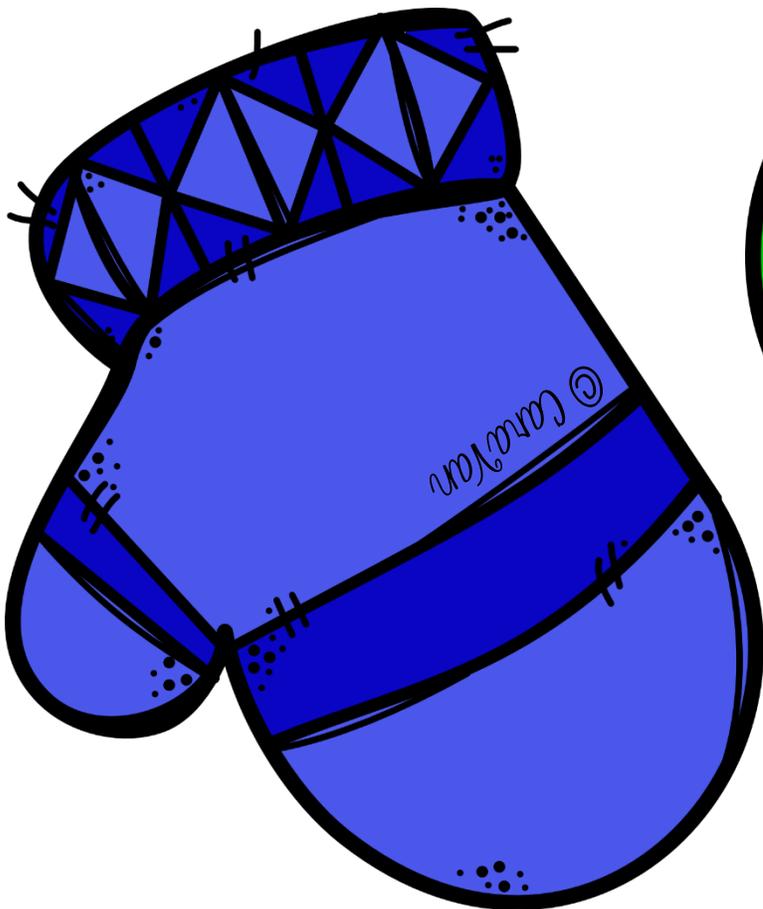
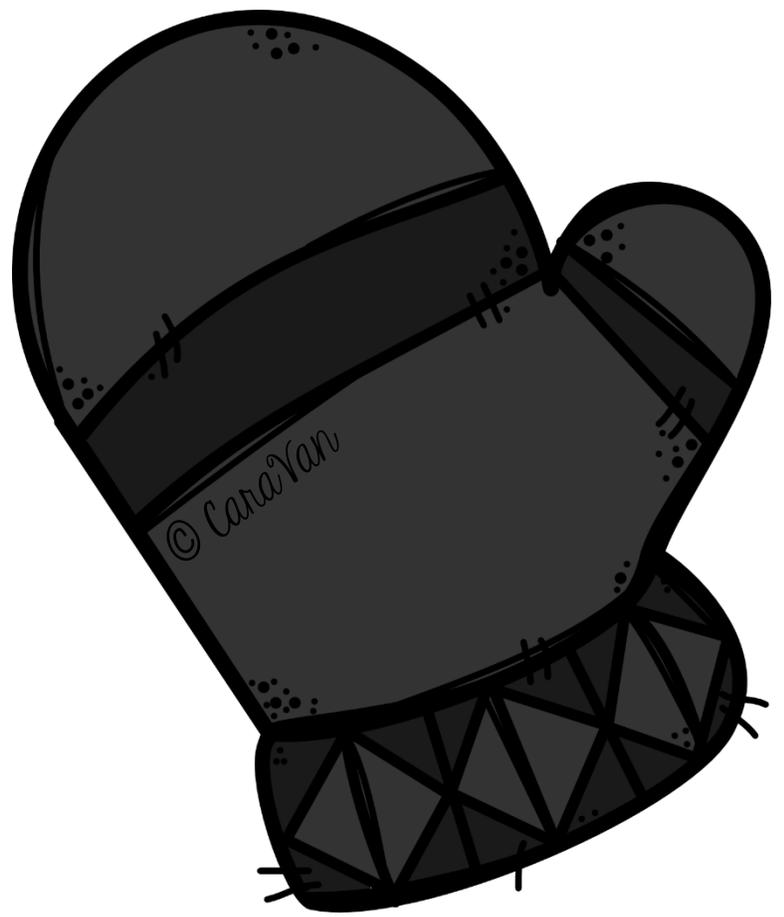
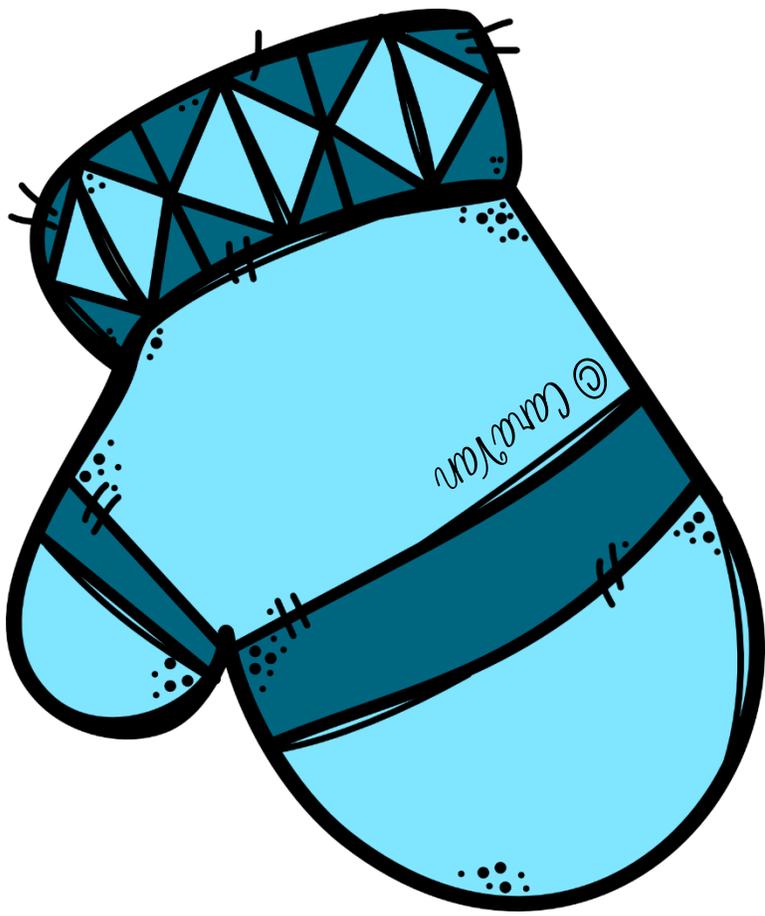
## Consignes

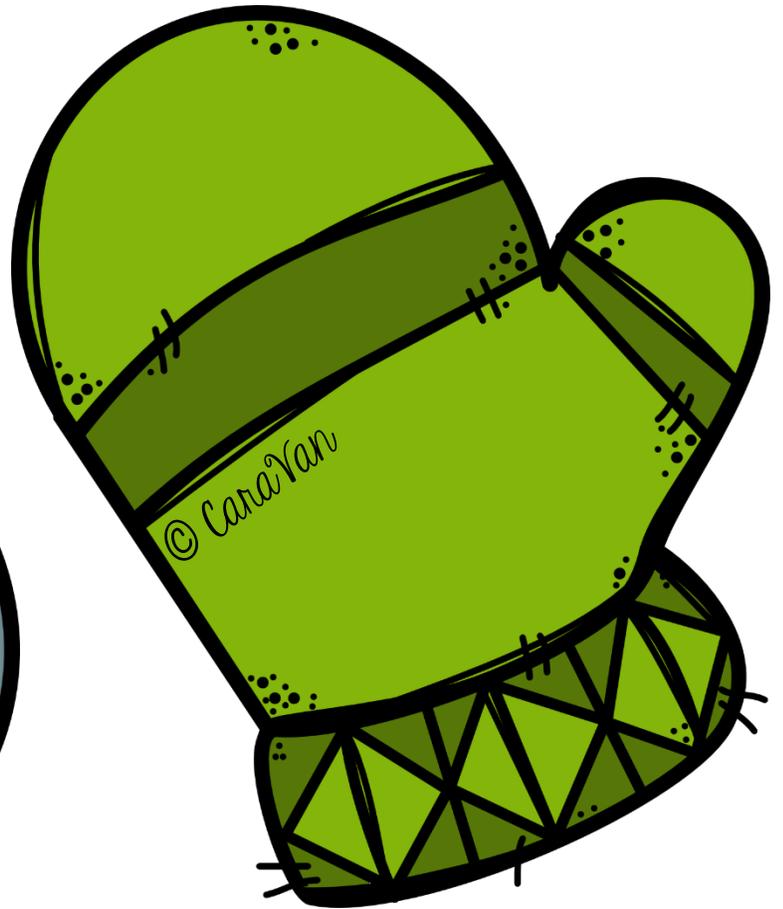
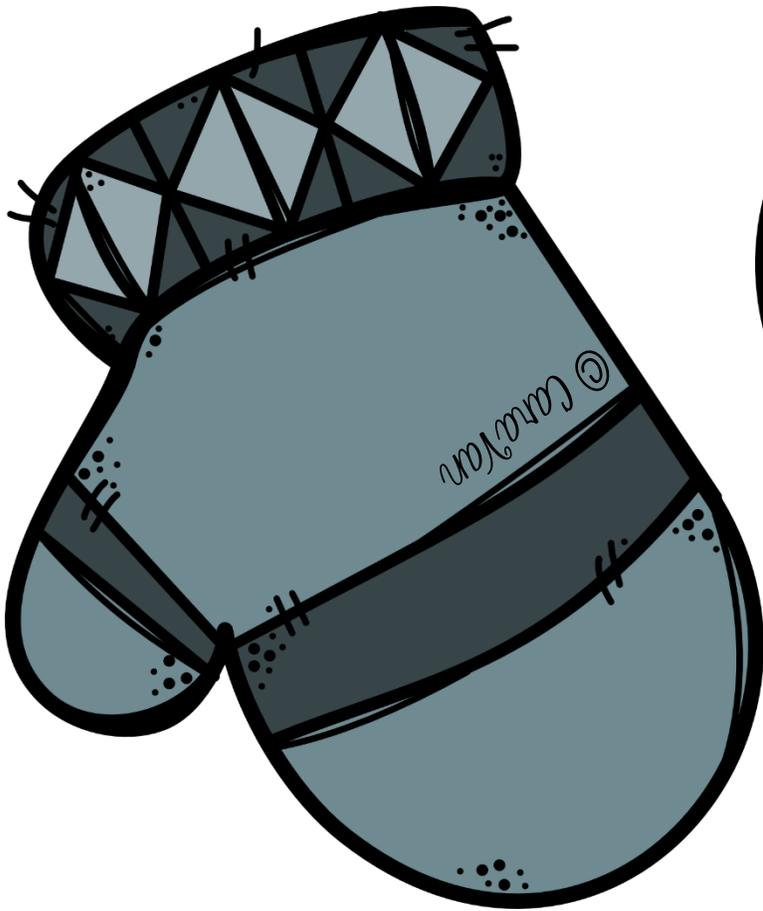
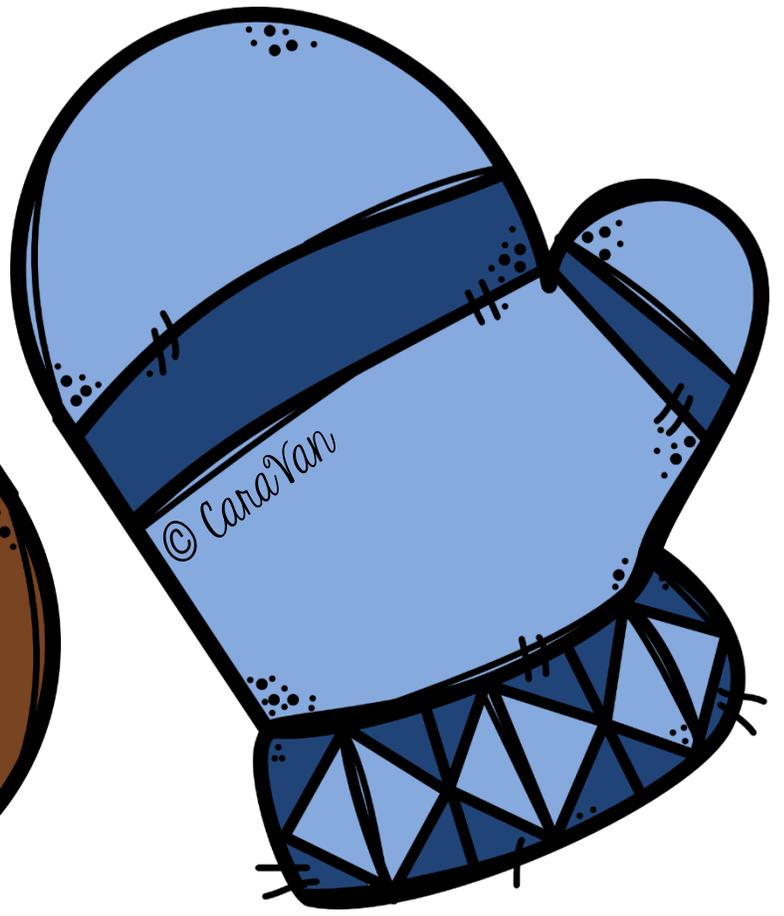
1. L'élève pige une carte défi (moufle).
2. L'élève place Bee-Bot sur l'image du « garçon » (case départ).
3. L'élève programme Bee-Bot pour se rendre sur la moufle de la même couleur que celle pigée afin de réunir la paire et réchauffer les mains du petit garçon.

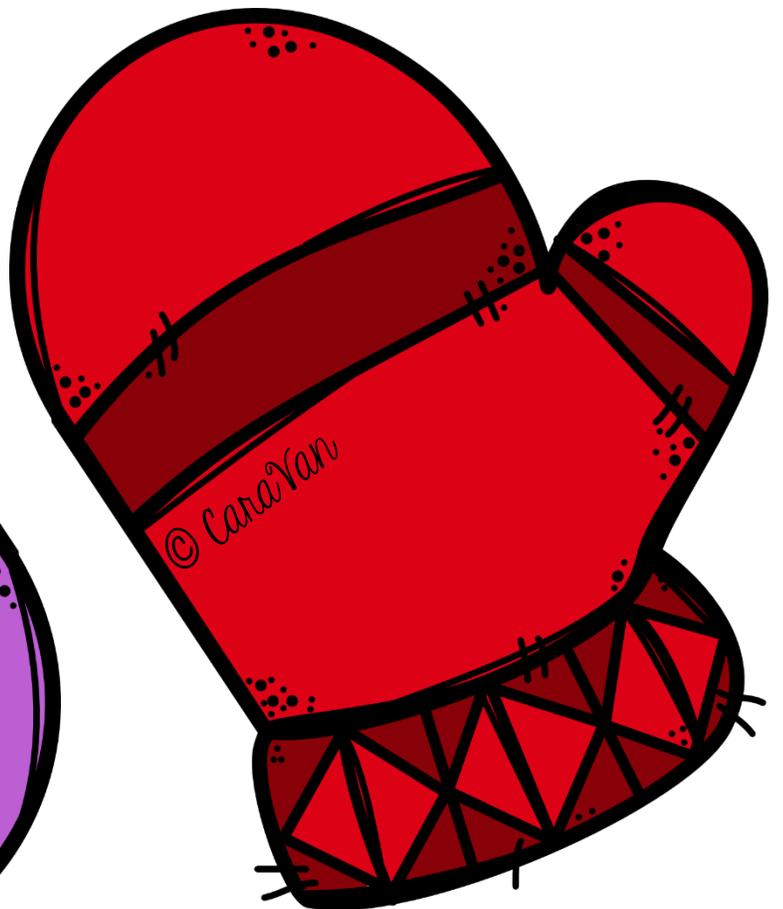
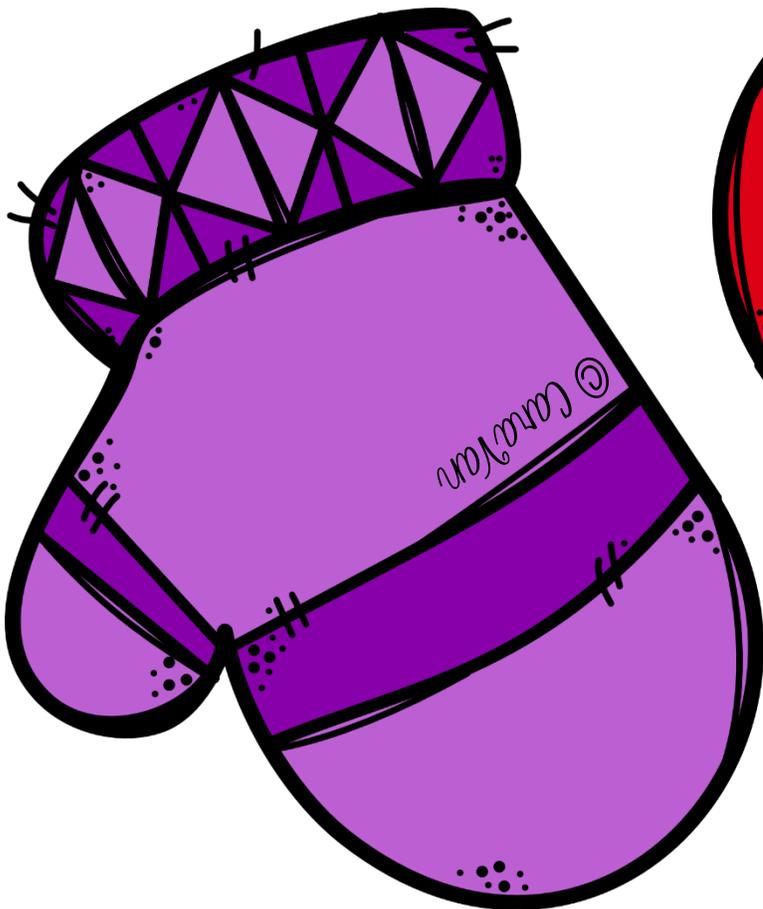
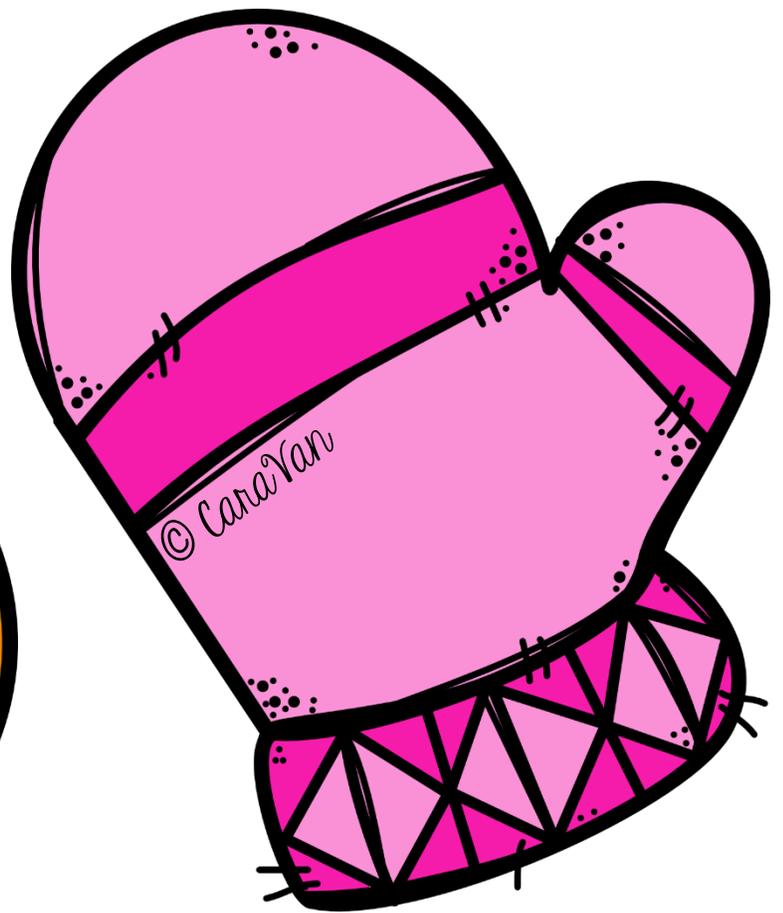
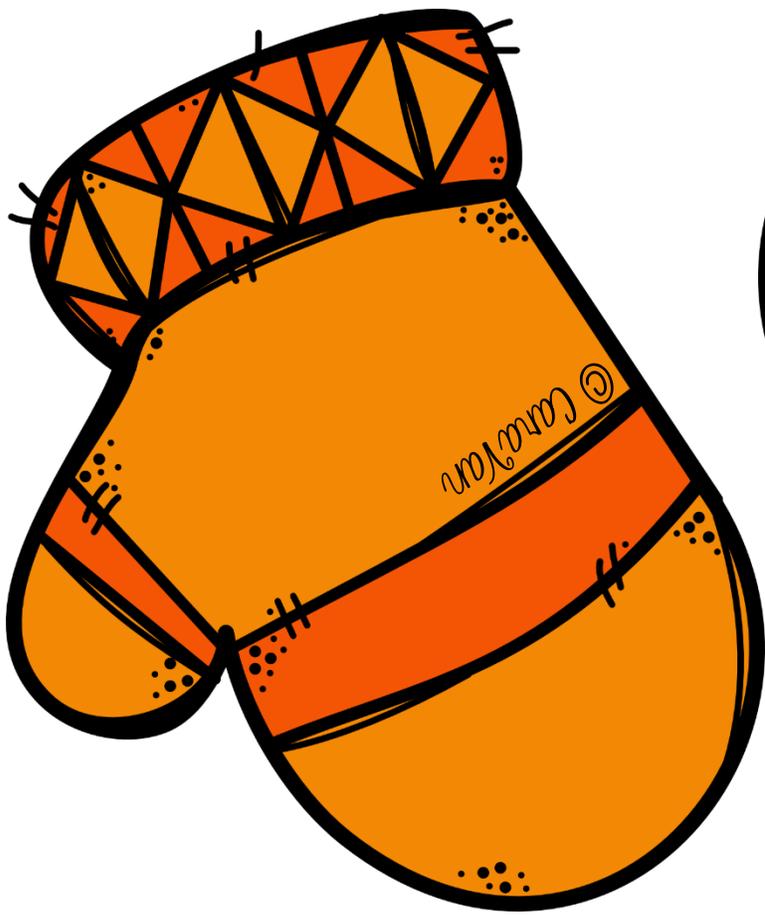


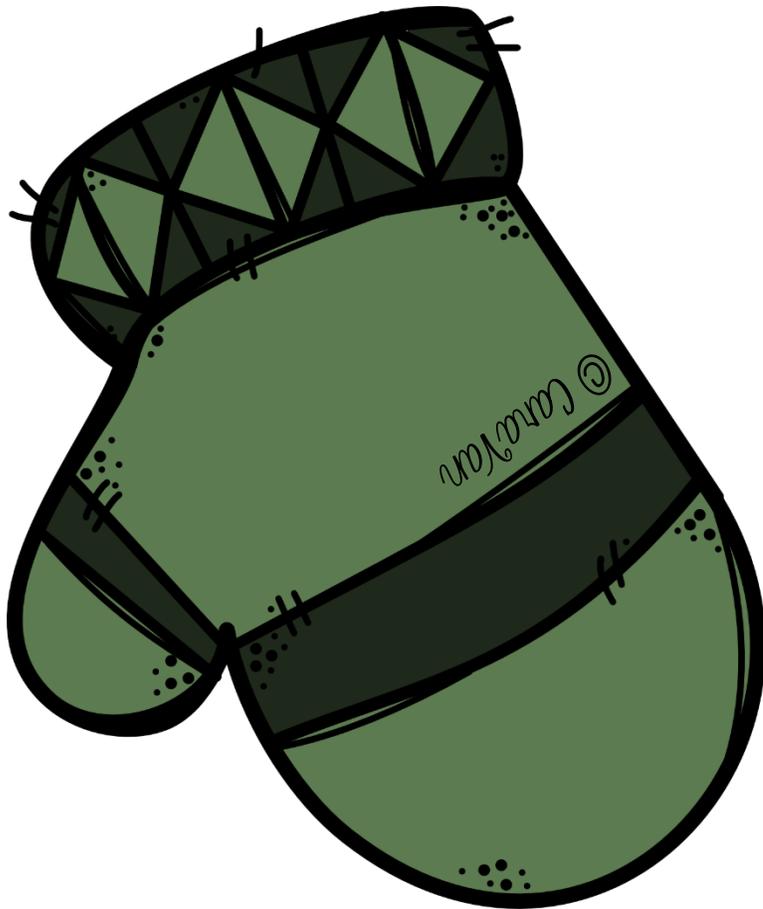
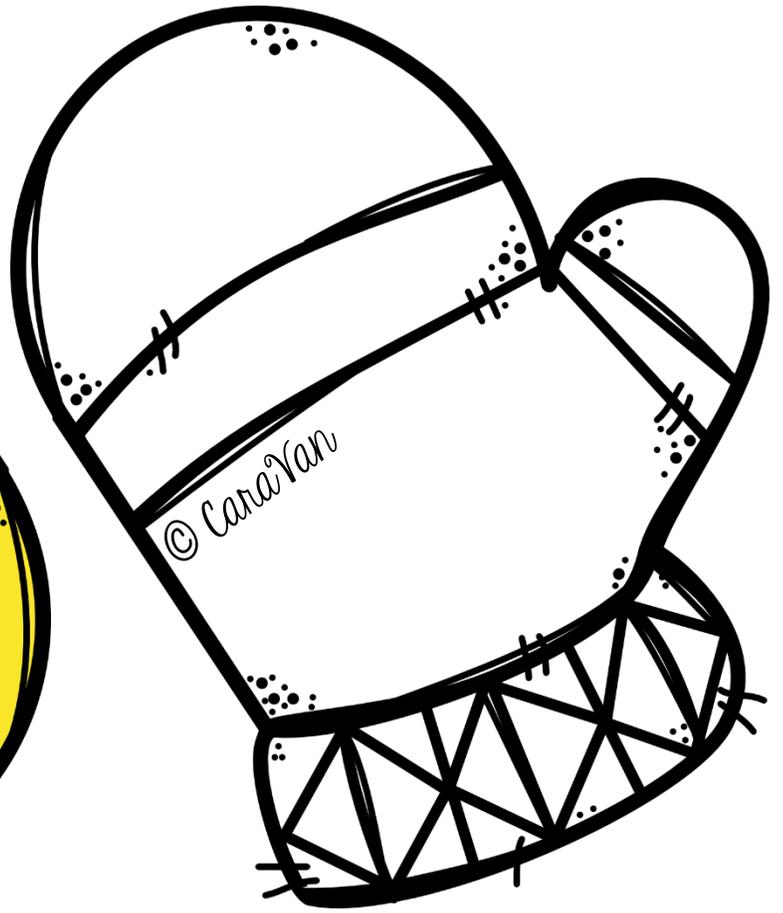
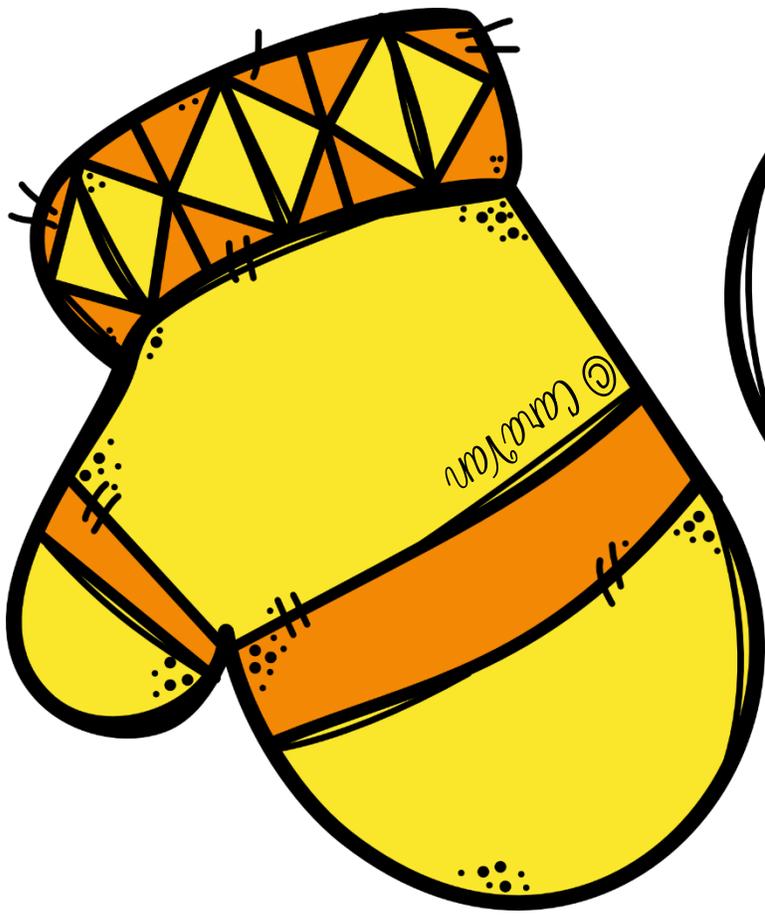
\* La disposition des images sur le tapis de jeu peut varier du modèle.

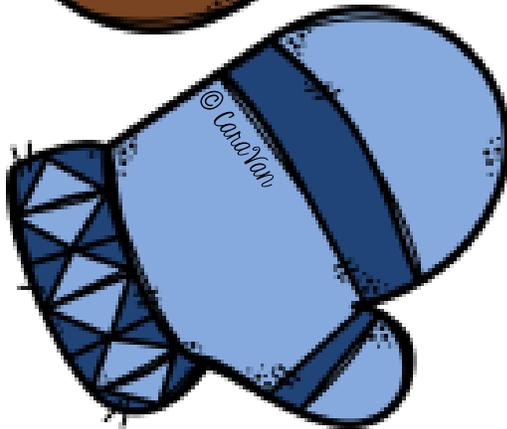
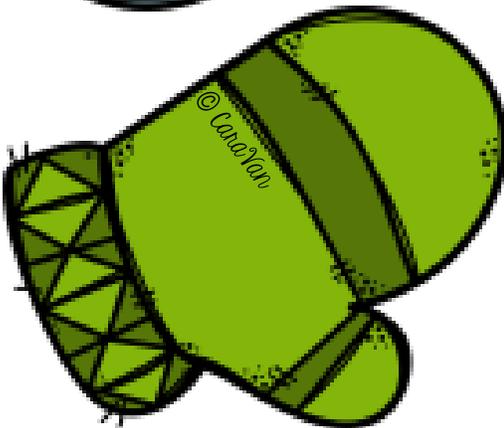
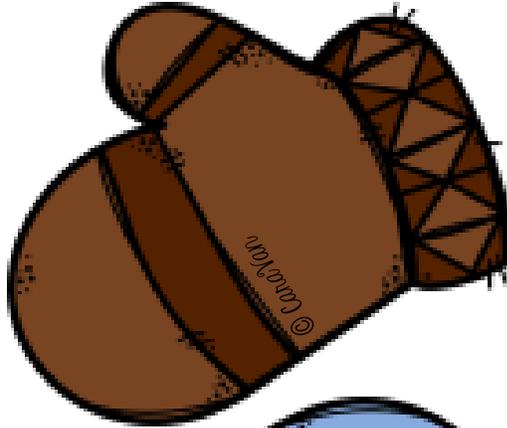
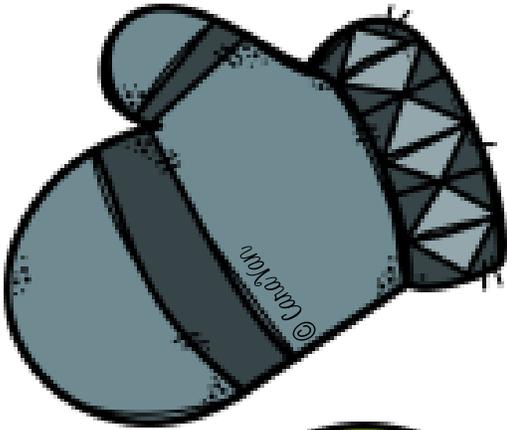
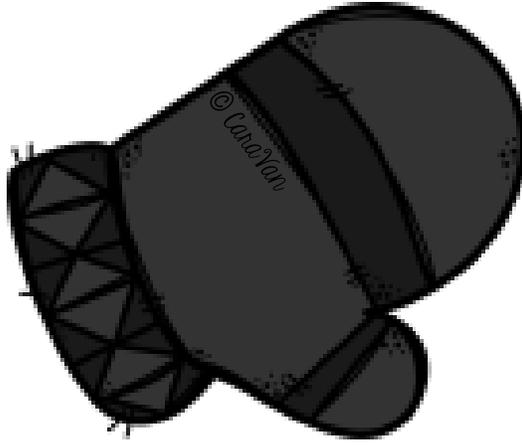
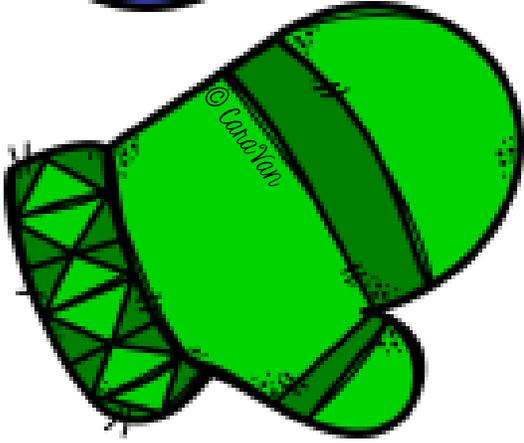
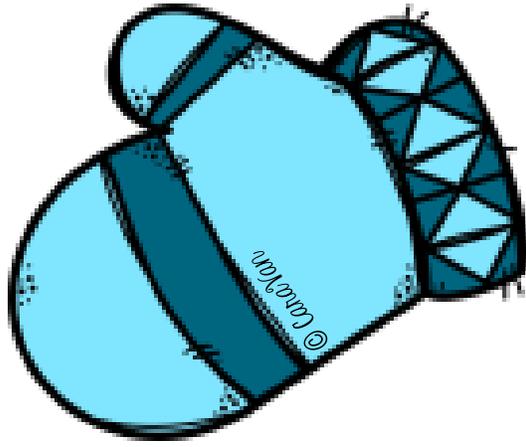
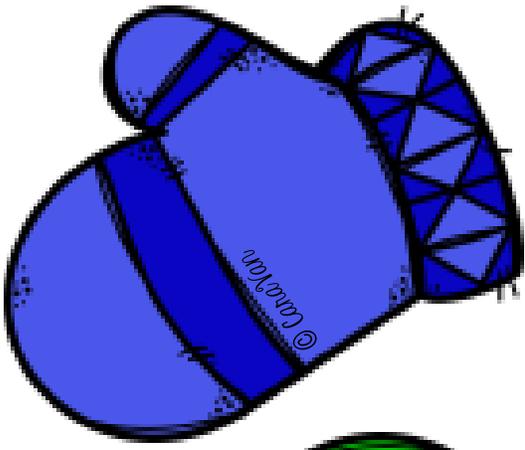
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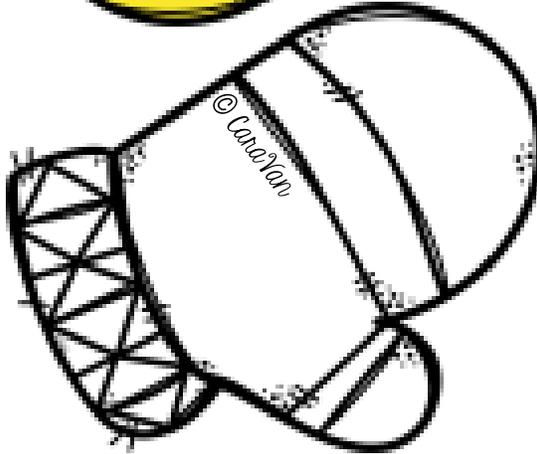
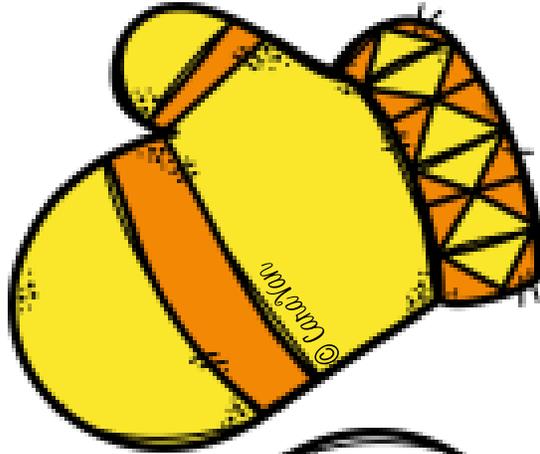
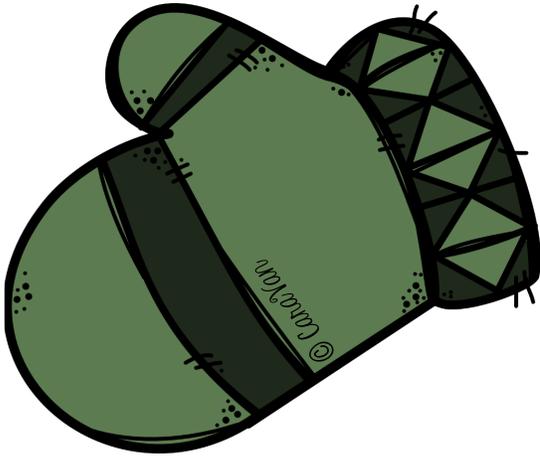
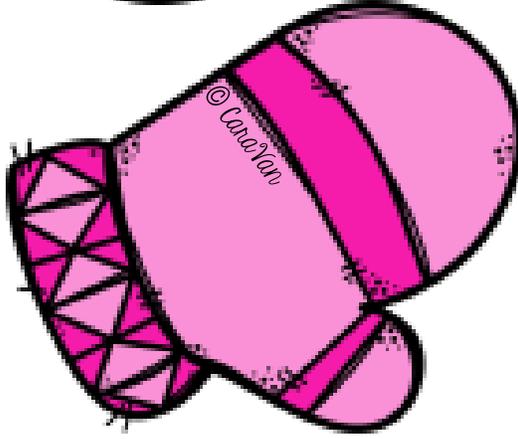
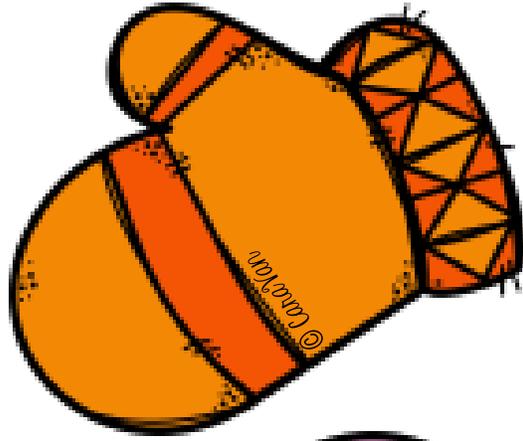
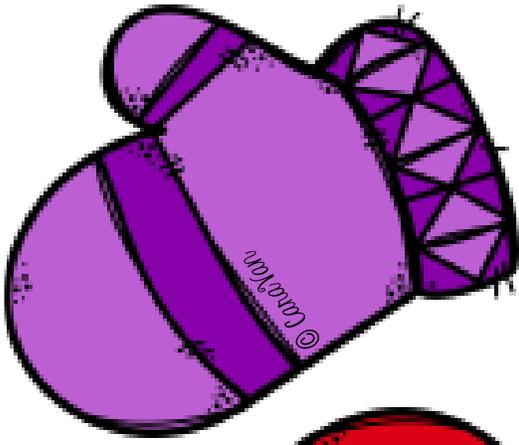












# Conditions d'utilisation

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