



# Parcours jurassiques atelier de robotique

par

*CaraVan*



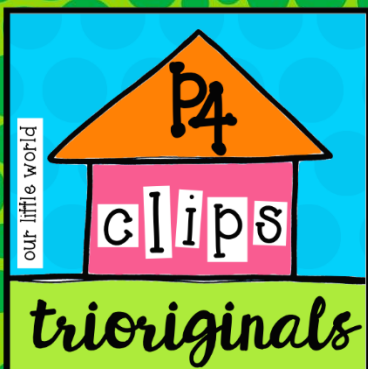
## Crédits

<https://www.teacherspayteachers.com/Store/Jo-Kavanagh-Designs>

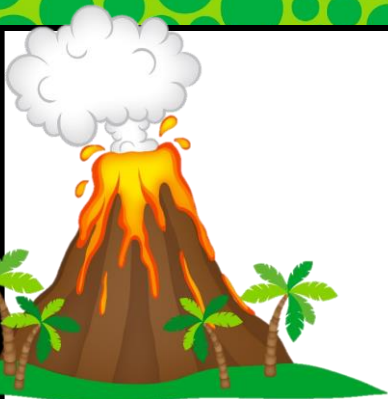
<https://www.teacherspayteachers.com/Store/Krista-Wallden-Creative-Clips>

<https://www.teacherspayteachers.com/Store/P4-Clips-Trioriginals>

<http://kimberlygeswein.com>



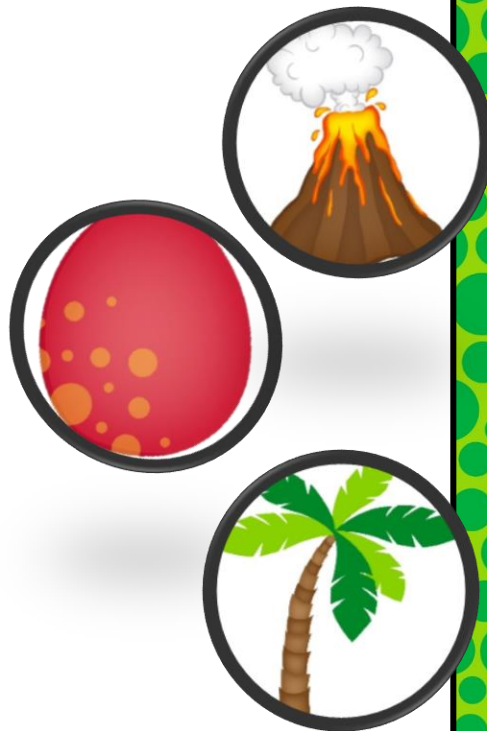
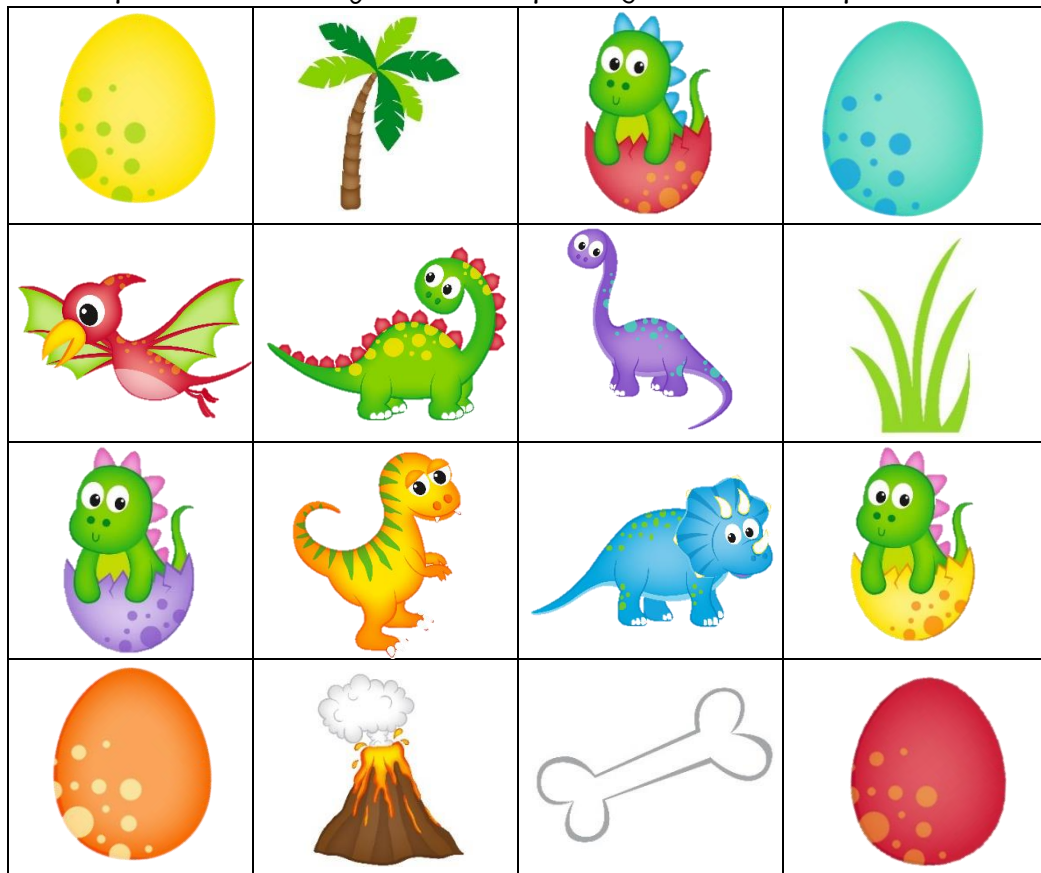
# Parcours jurassiques



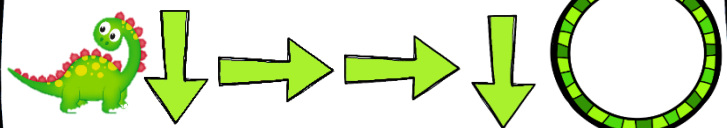
## Consignes:

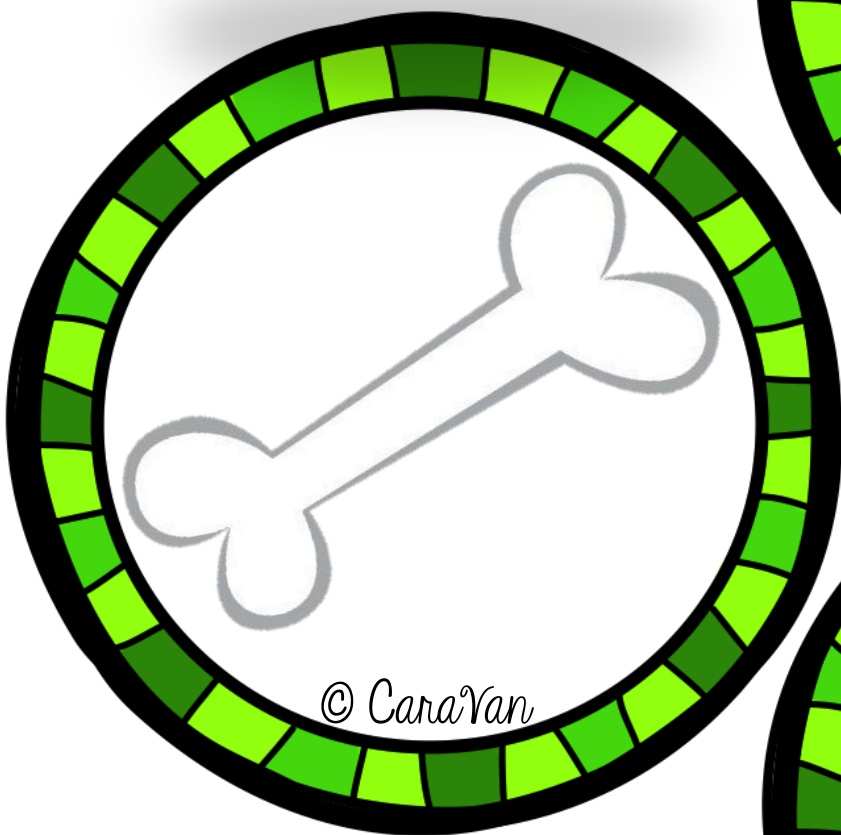
1. L'élève pige une carte parcours.
2. L'élève trouve à quel endroit Bee-Bot doit se rendre.
3. L'élève place l'image correspondant à sa réponse au bout de la carte parcours.
4. L'élève programme Bee-Bot pour se rendre à la bonne image sur le tapis de jeu.

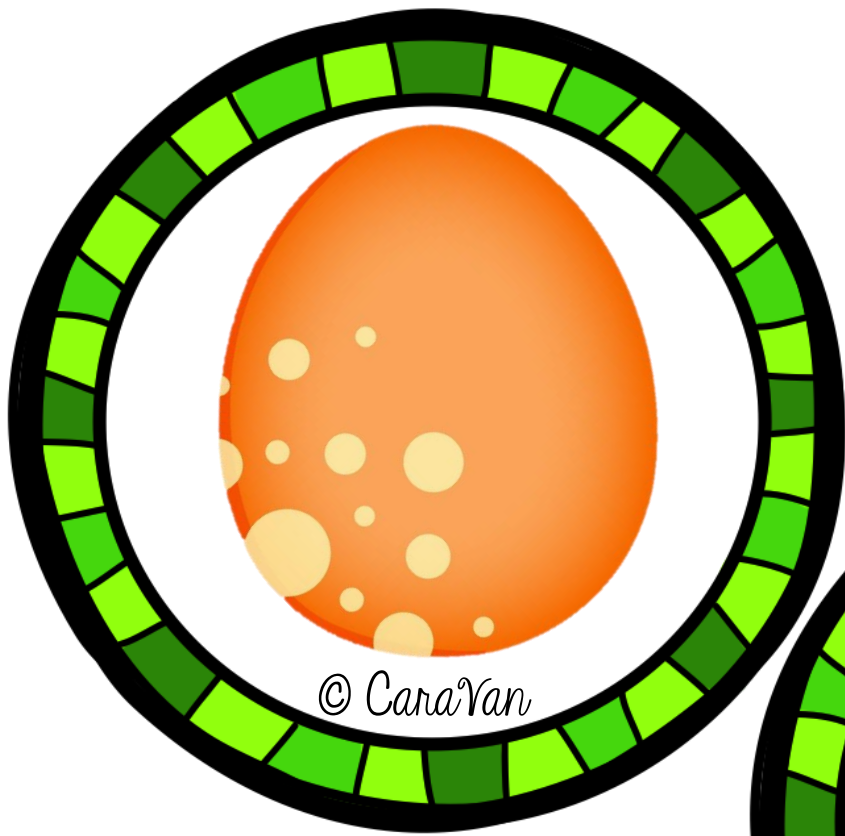
\* La disposition des images sur le tapis de jeu doit correspondre au modèle.



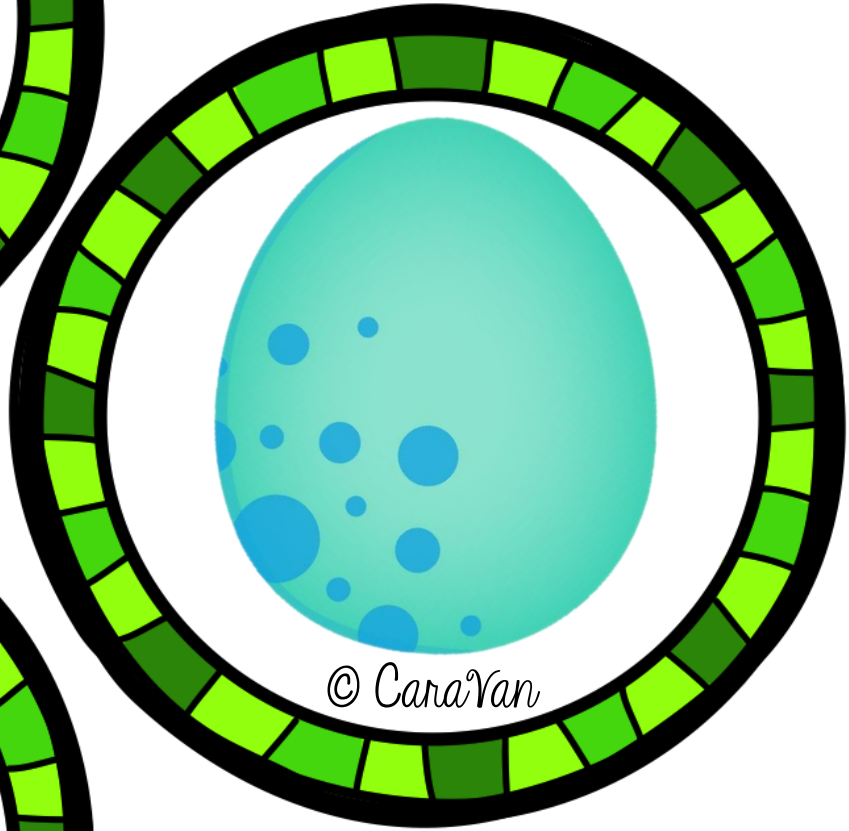
### Parcours 2



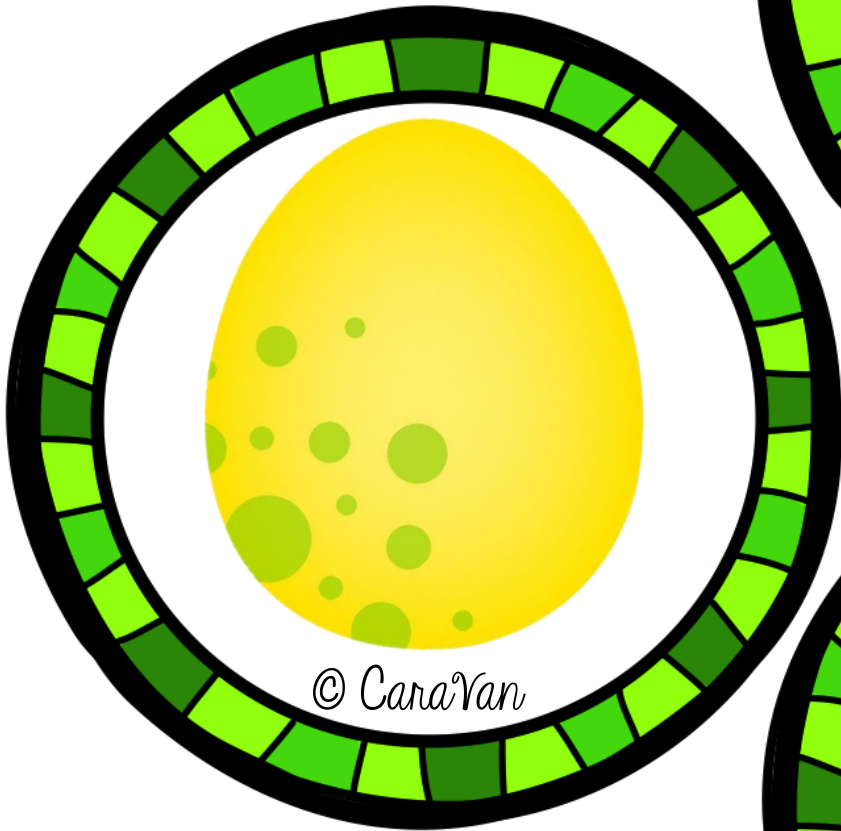




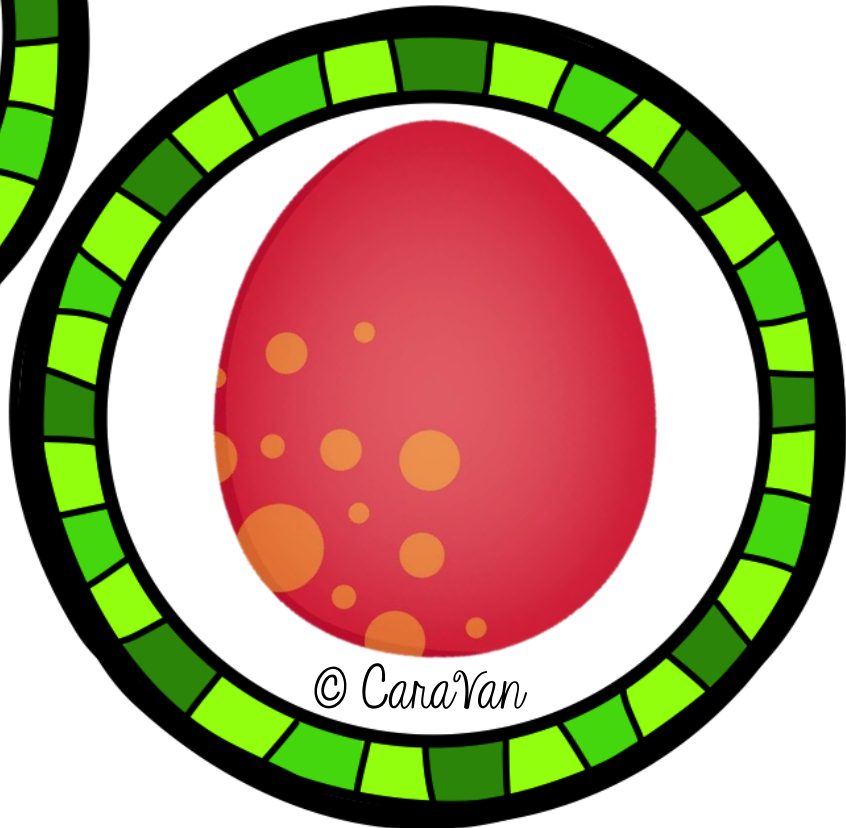
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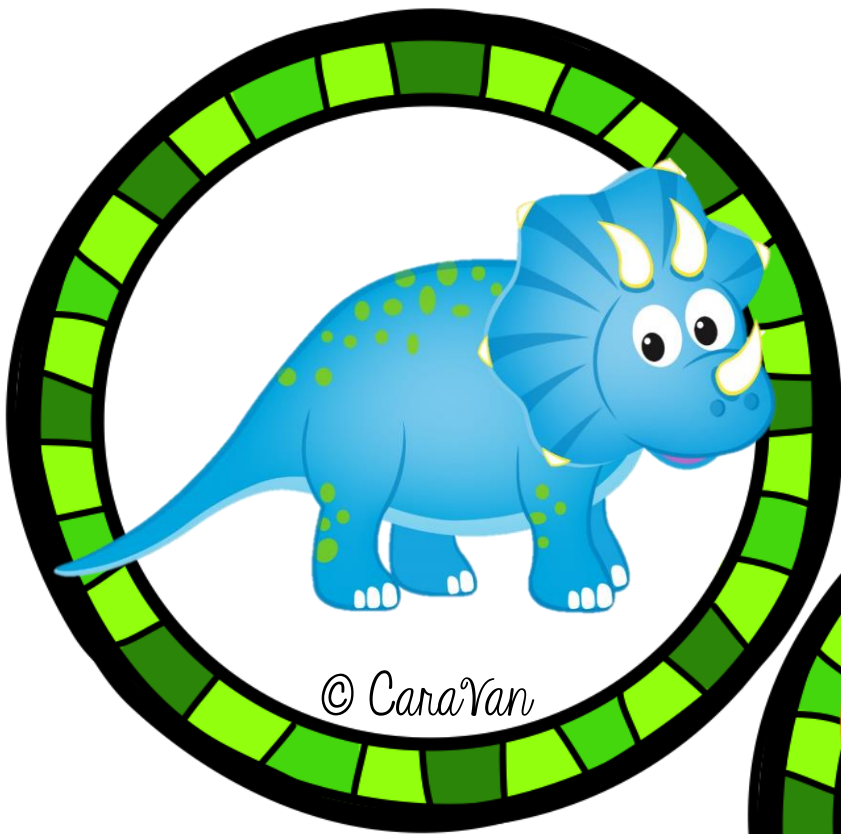
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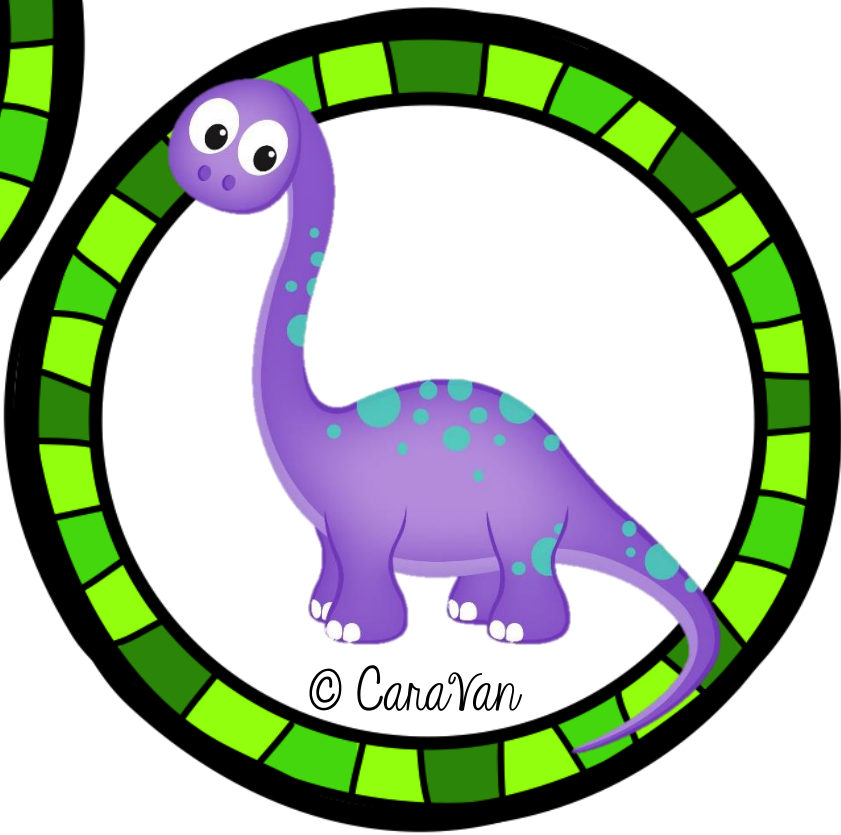
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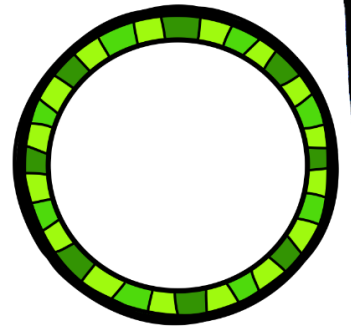
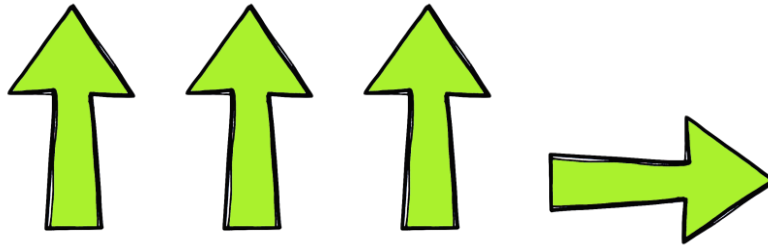


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Parcours 1



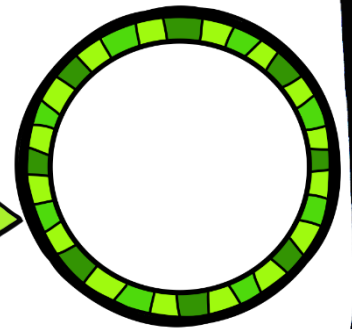
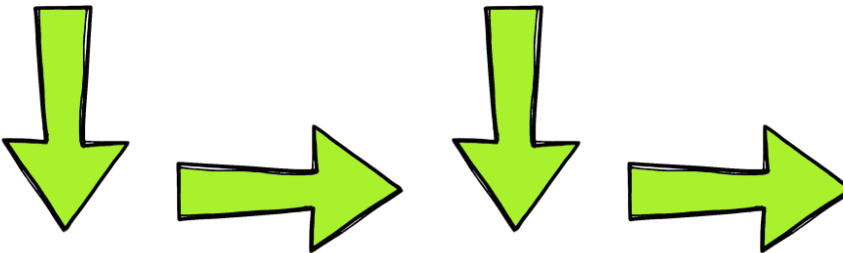
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Parcours 2



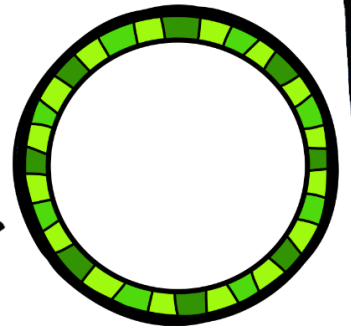
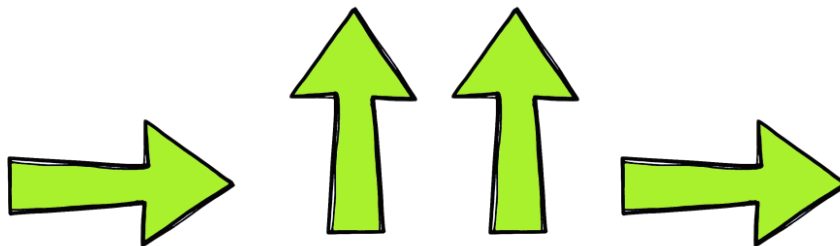
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Parcours 3



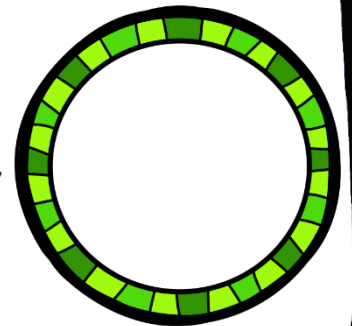
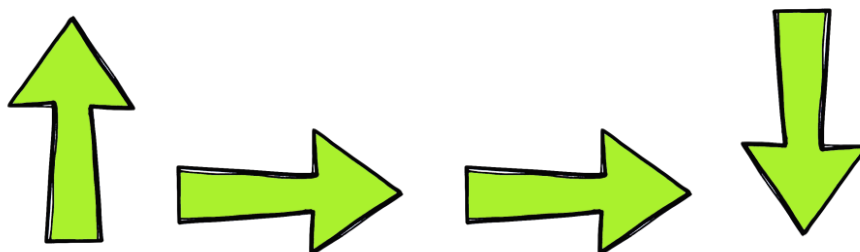
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Parcours 4



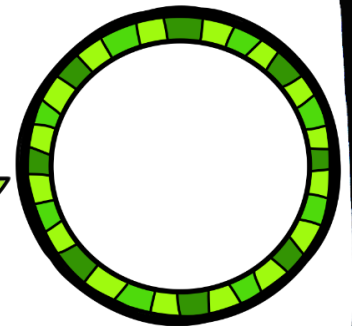
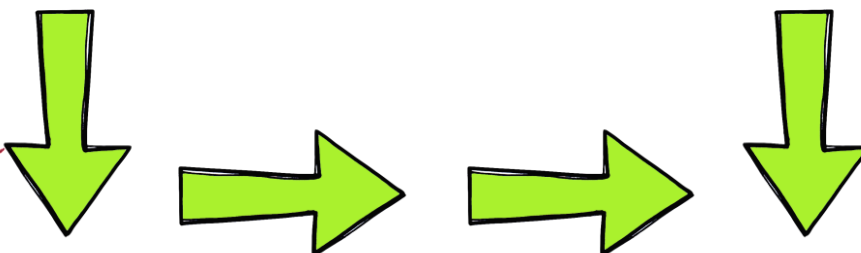
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Parcours 5



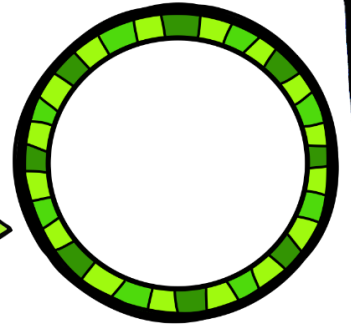
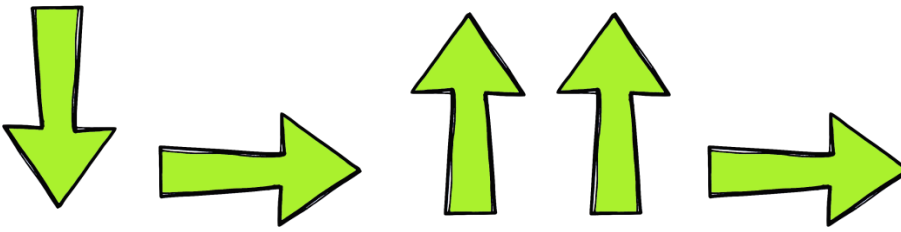
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Parcours 6



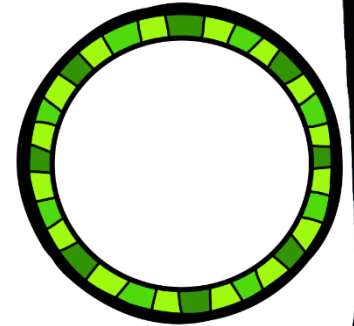
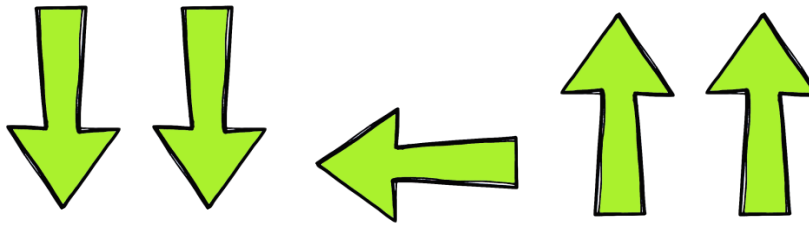
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Parcours 7



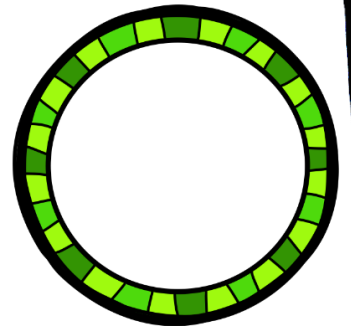
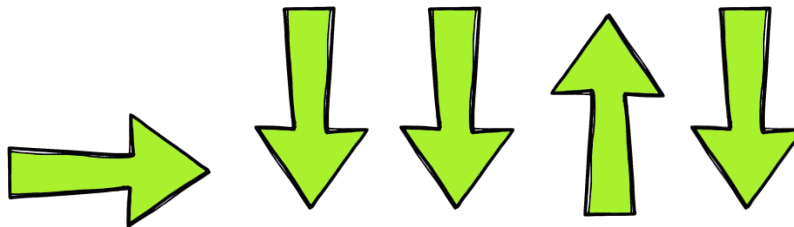
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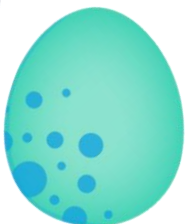
Parcours 8



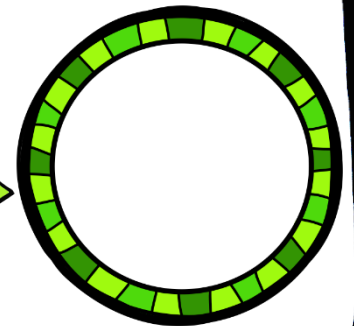
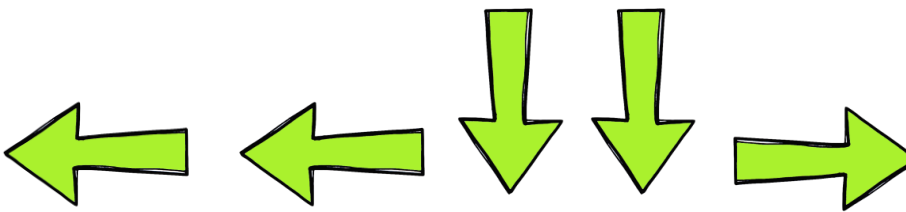
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Parcours 9



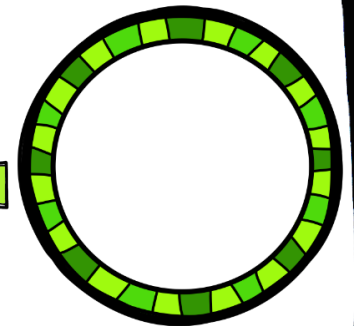
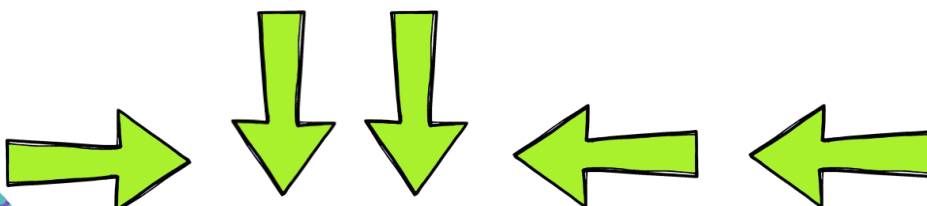
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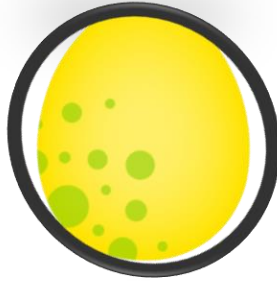
Parcours 10



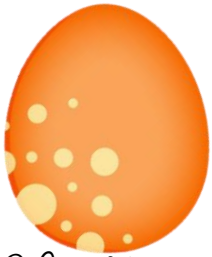
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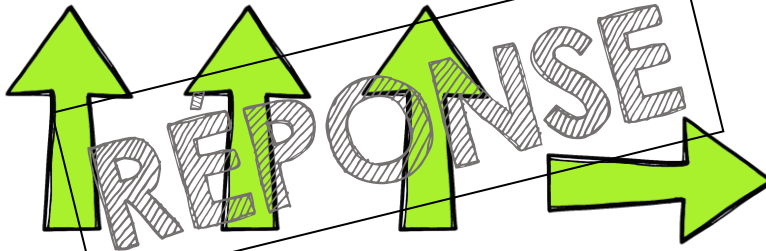




**Chemin 1**



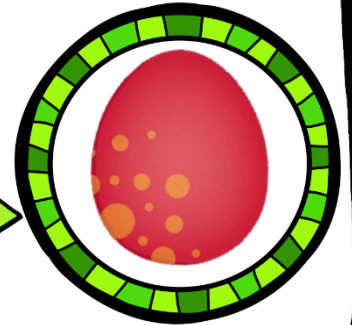
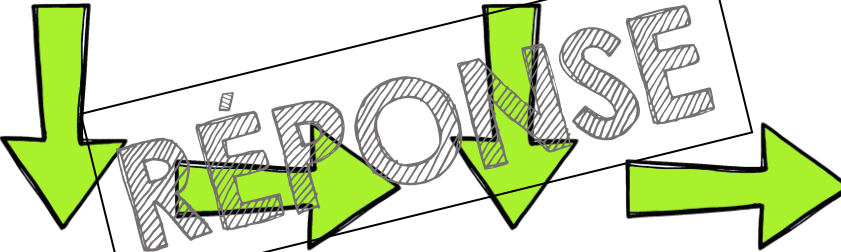
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**Chemin 2**



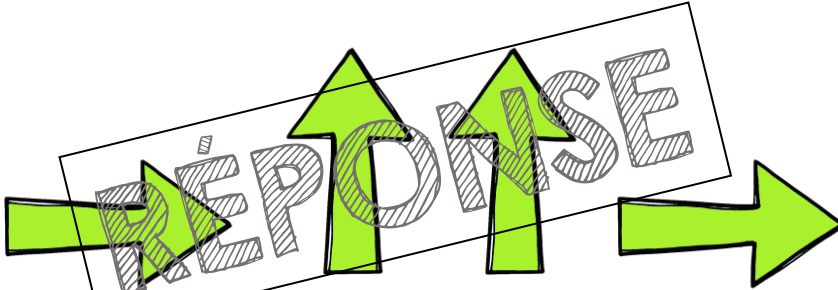
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**Chemin 3**



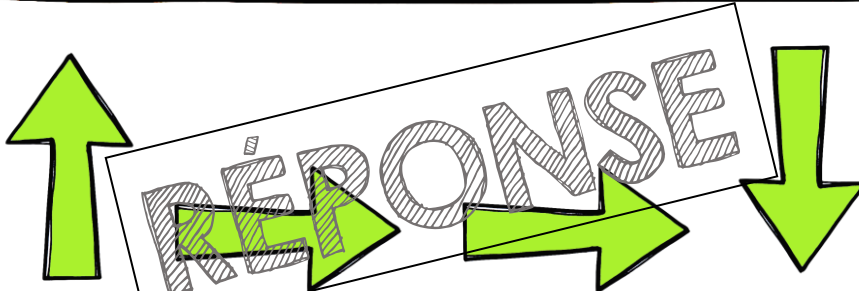
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**Chemin 4**



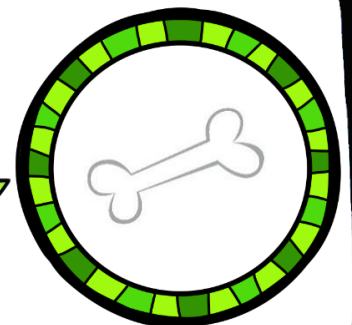
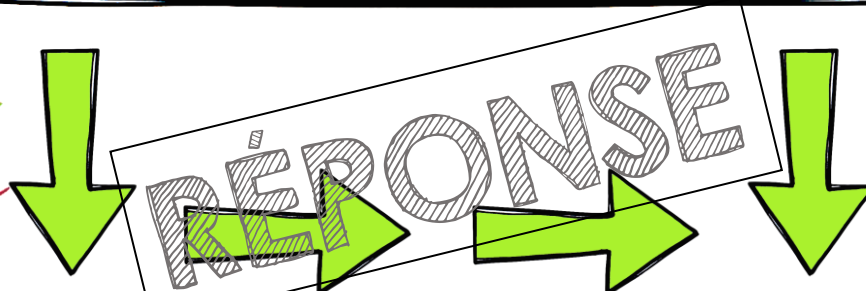
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**Chemin 5**



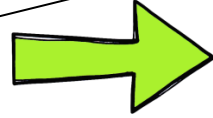
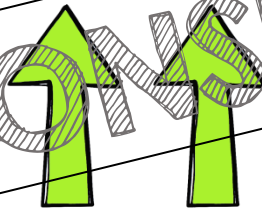
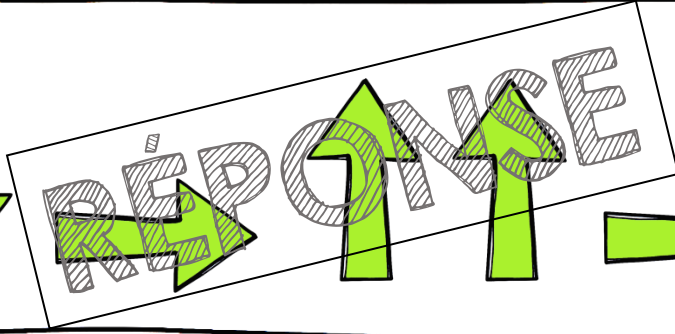
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Chemin 6



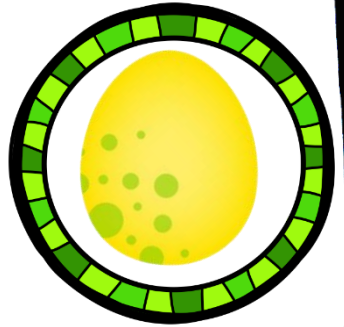
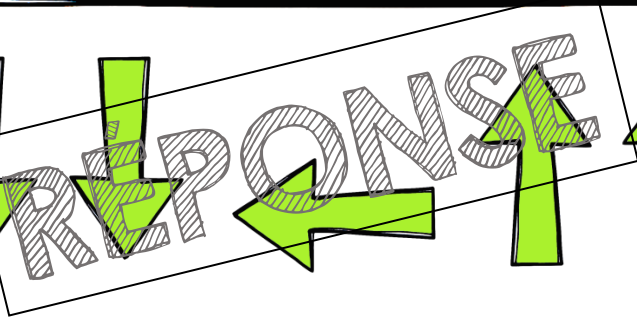
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Chemin 7



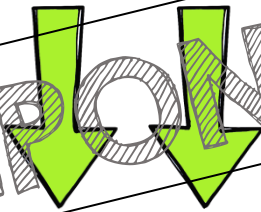
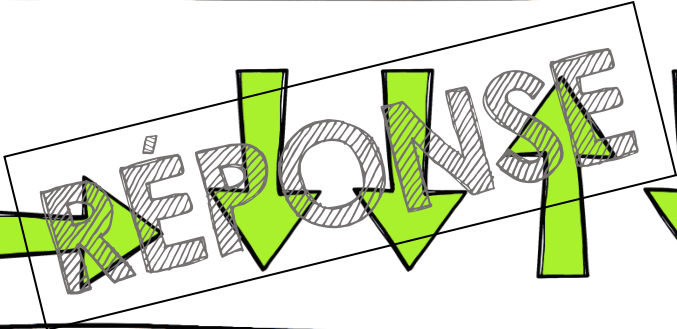
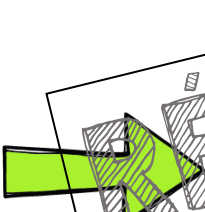
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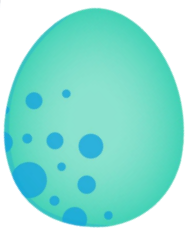
Chemin 8



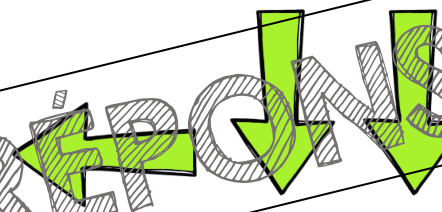
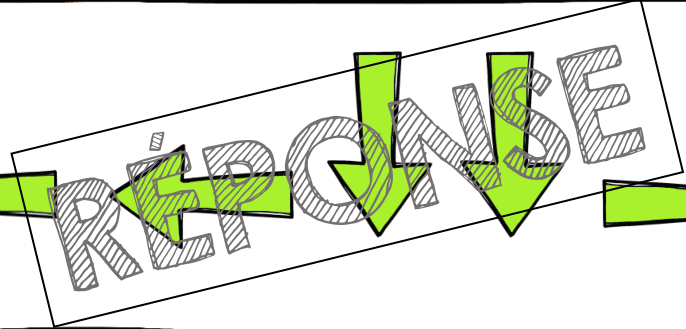
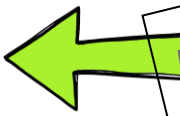
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Chemin 9



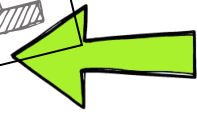
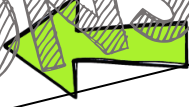
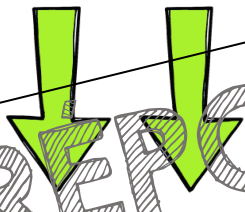
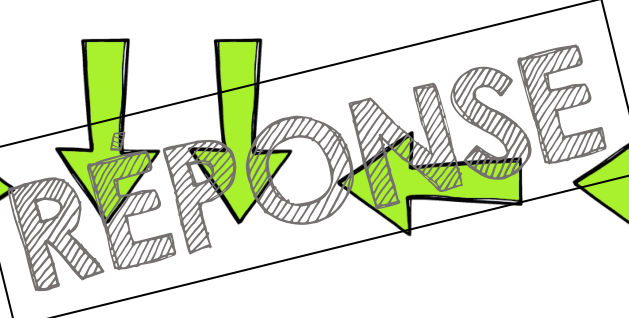
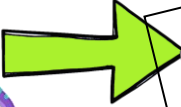
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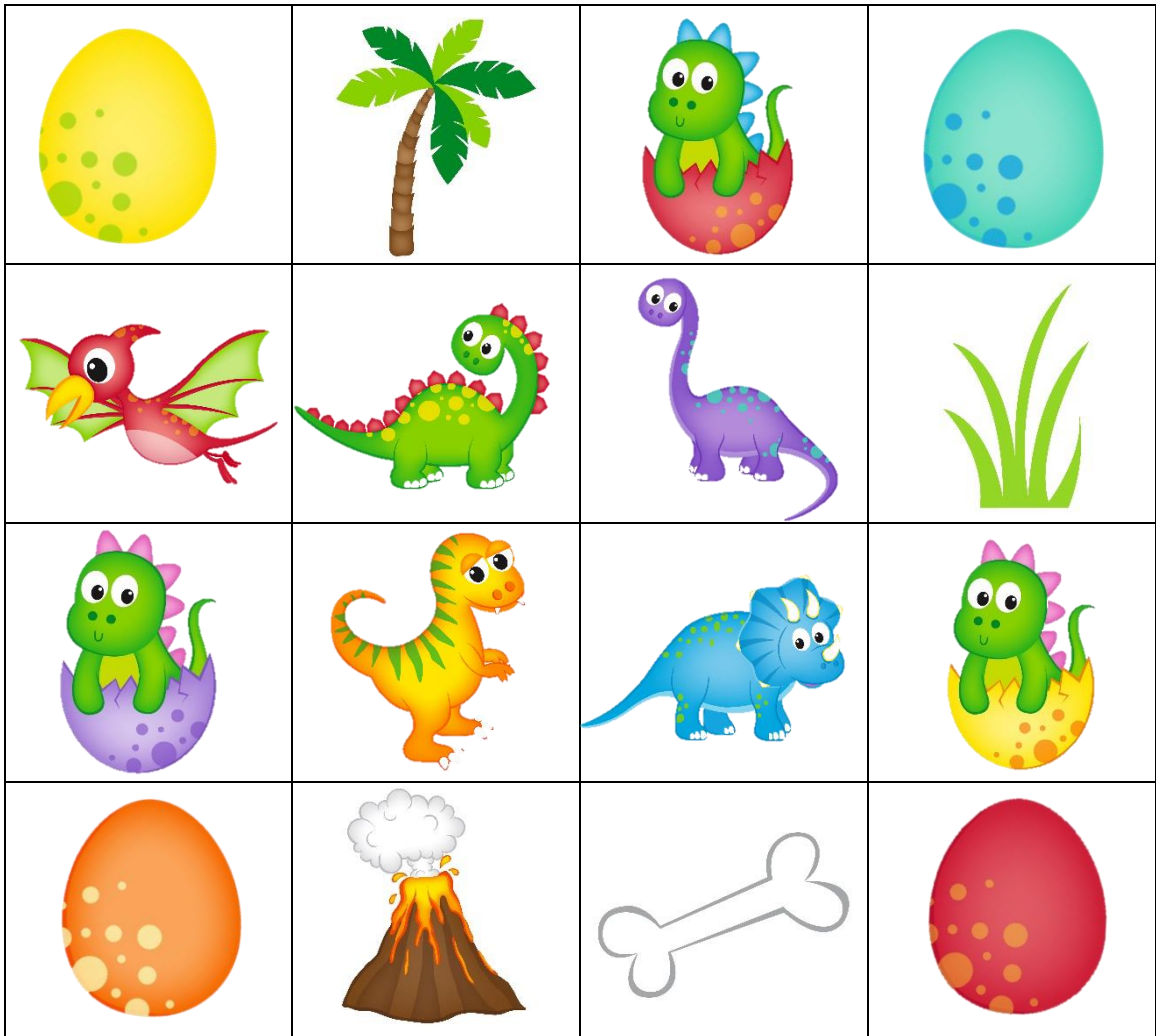
Chemin 10



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# Plan du tapis



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