



Ozobot version Banquise

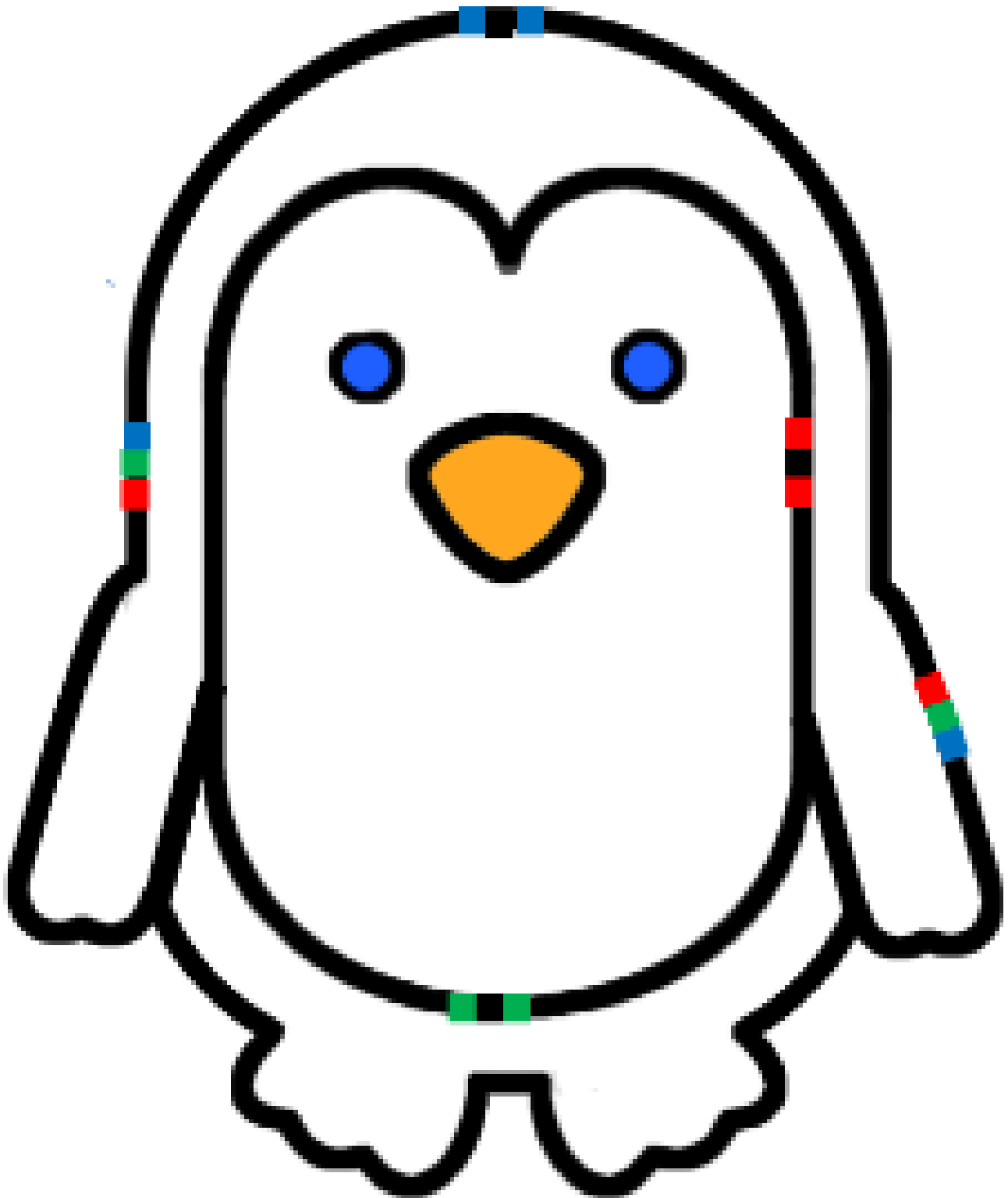
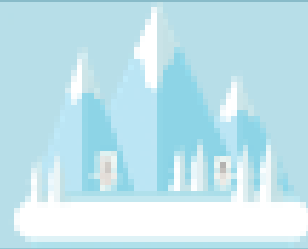
Aborder la programmation en cycle2

GS- CP -CE1-CE2



Programmer avec Le robot Ozobot

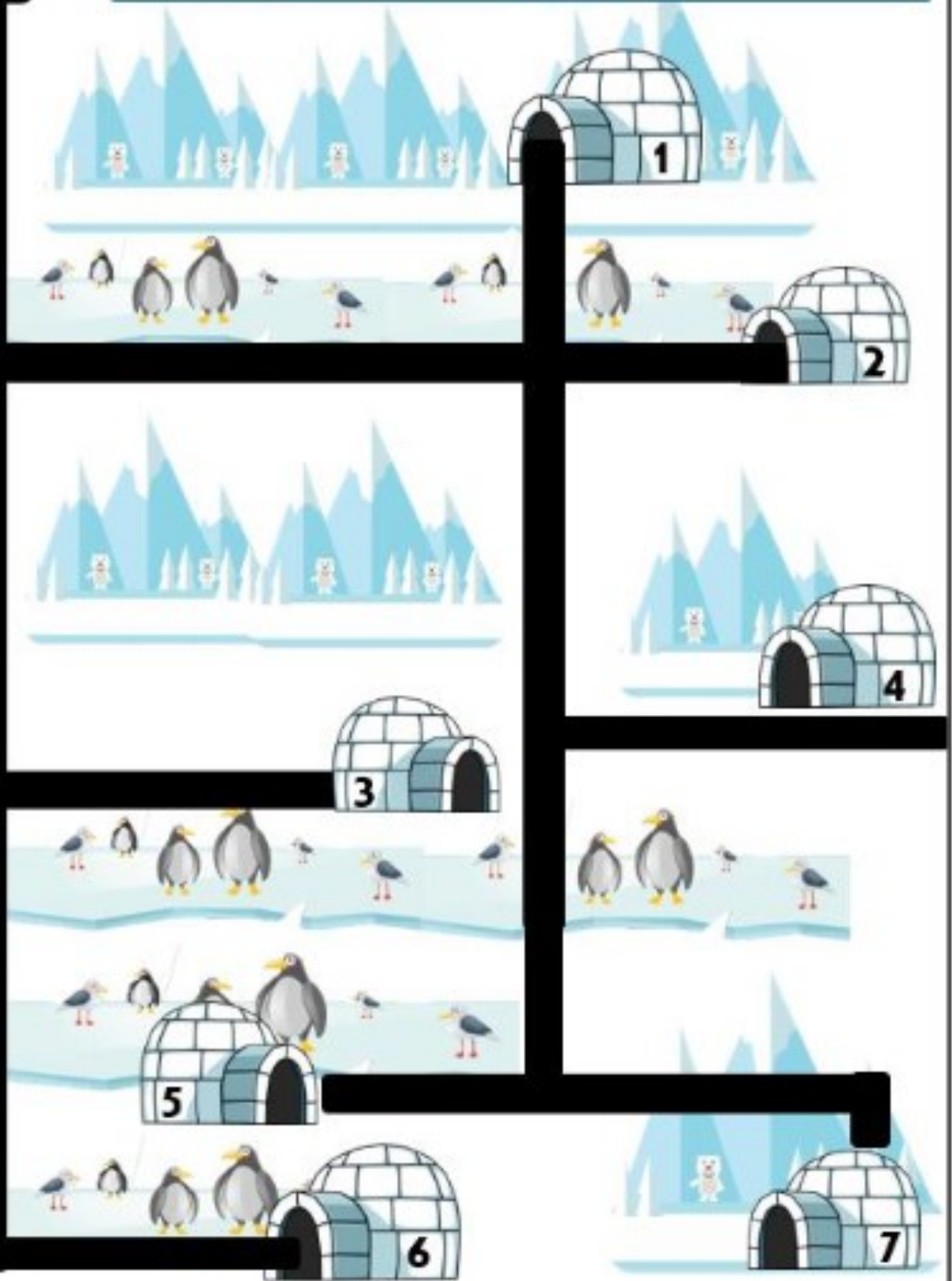
Parcours 1










Coder un parcours donné

Programmer avec le robot Ozobot




Parcours 1

Vitesse


Parcours 2

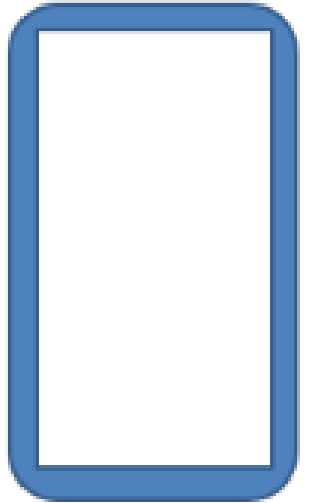
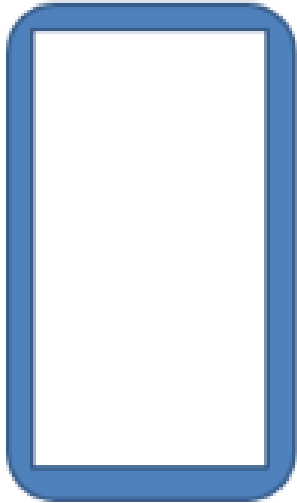
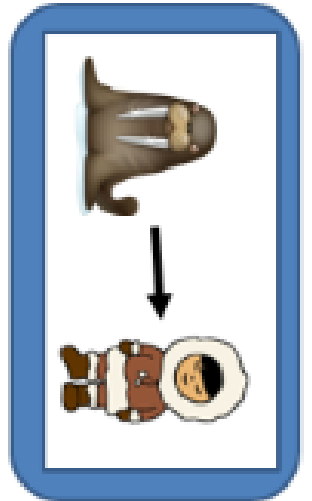
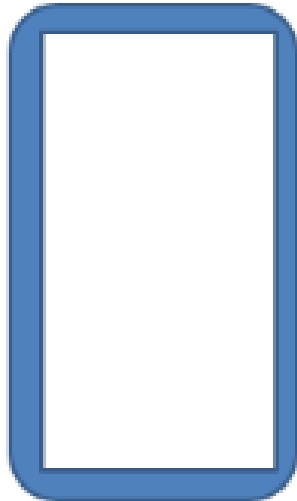
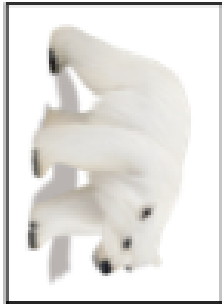
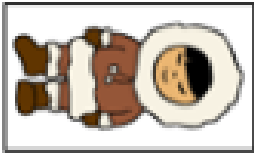
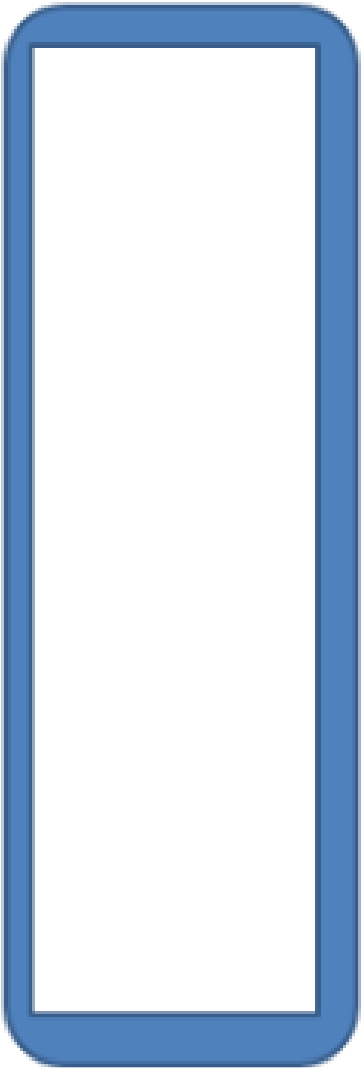
Couleur








	
	
	
	

Parcours 3 et 4

Direction



										
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