

# LE CHEVALIER DE LA PROGRAMMATION

Série A

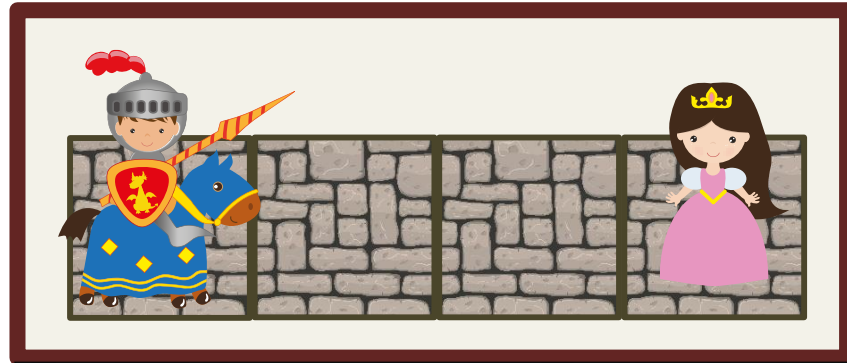
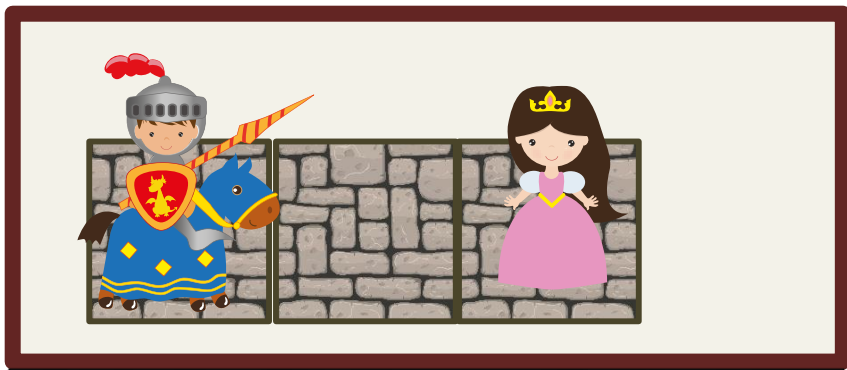
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date :

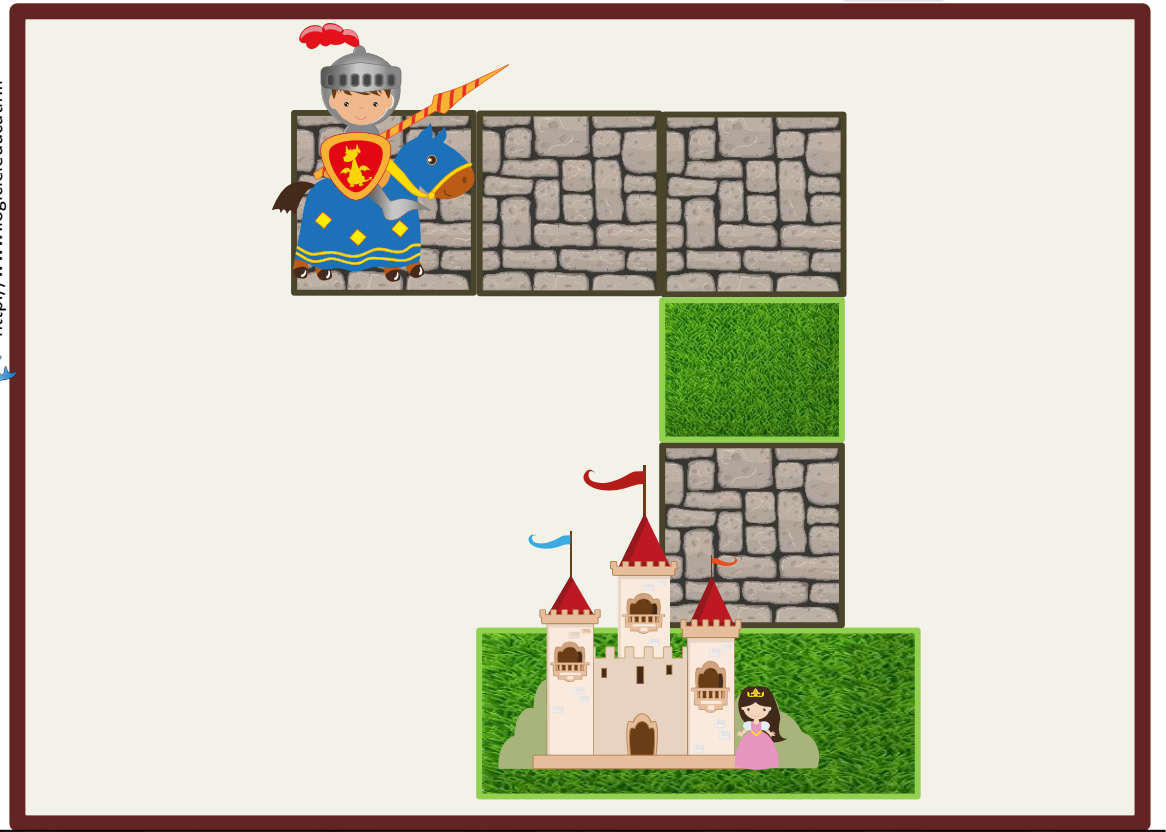
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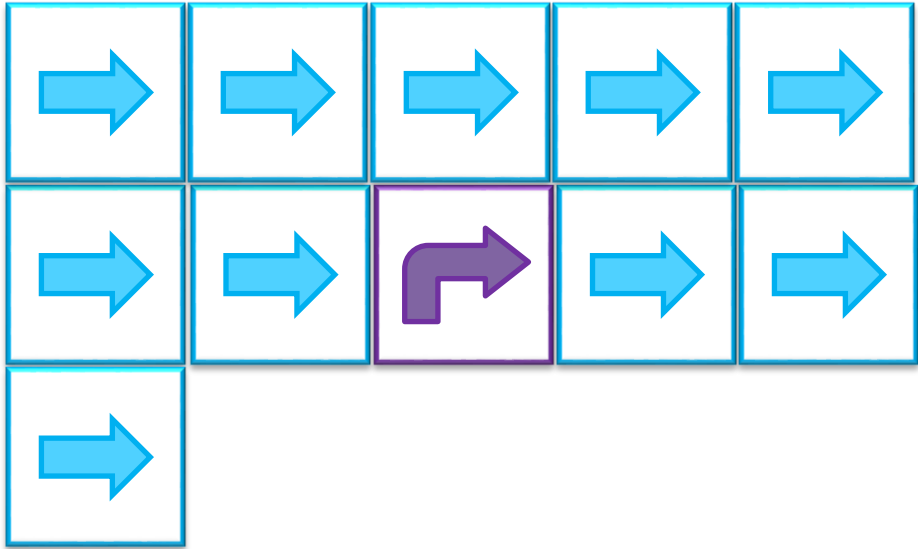
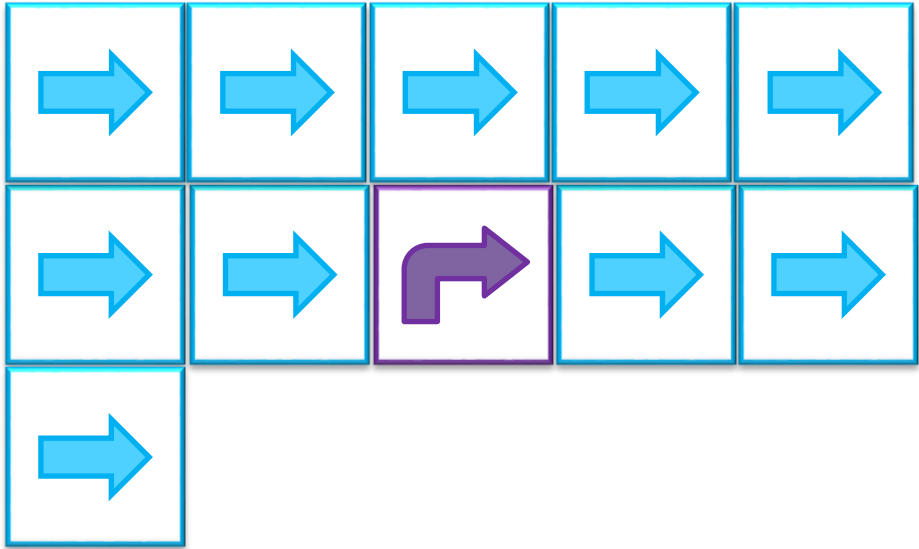
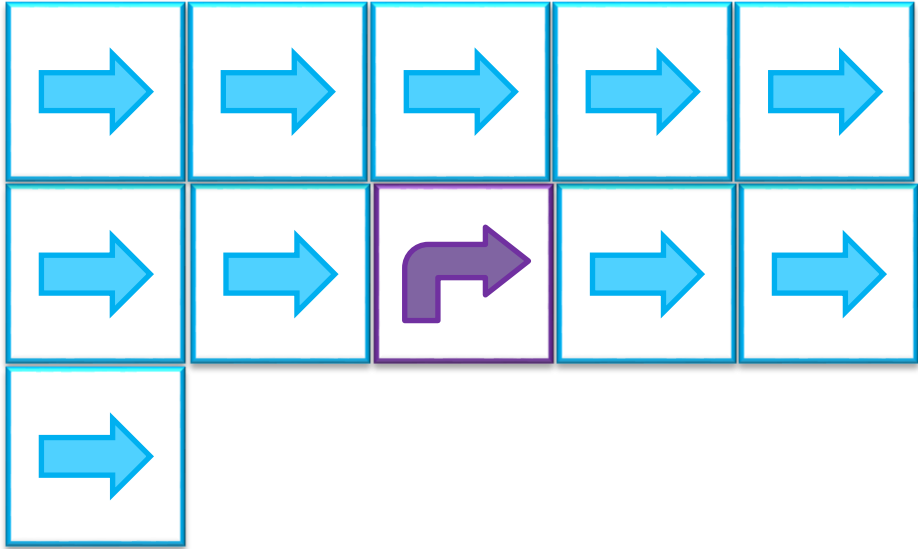
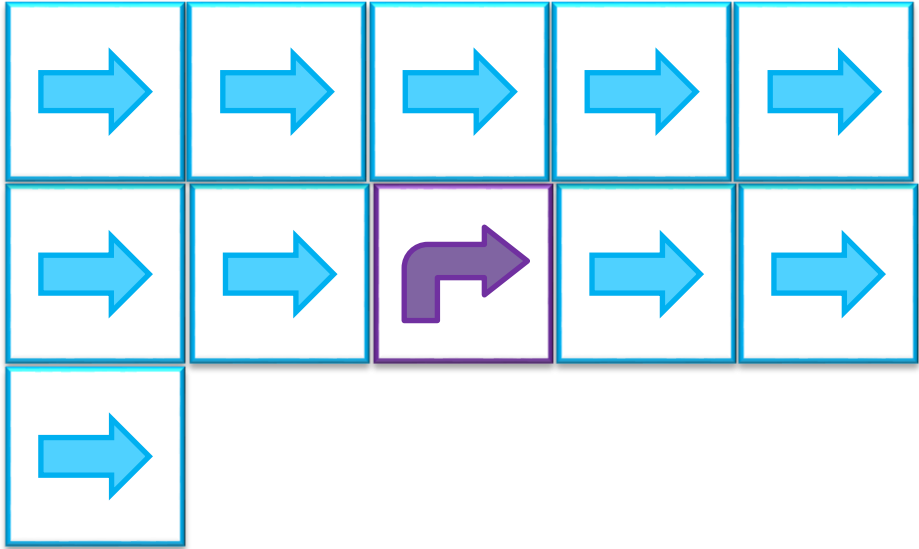


Colle les flèches pour écrire le programme qui permettra au chevalier de rejoindre la princesse ou d'arriver jusqu'au château..



<http://www.logicieleducatif.fr>





A imprimer pour 4 élèves en fonction du niveau de difficulté voulu.

# LE CHEVALIER DE LA PROGRAMMATION


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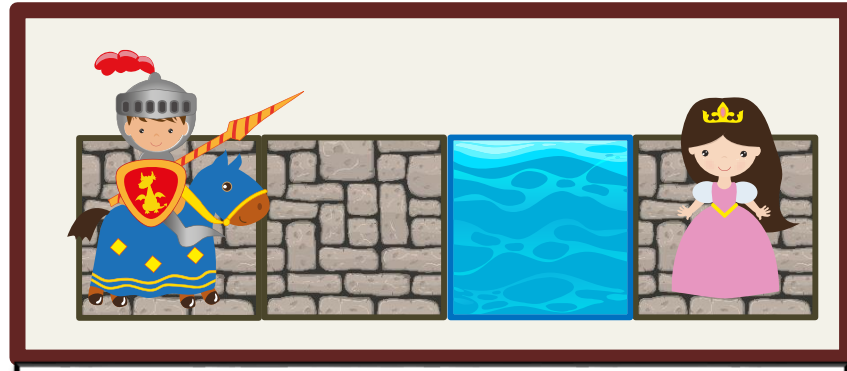
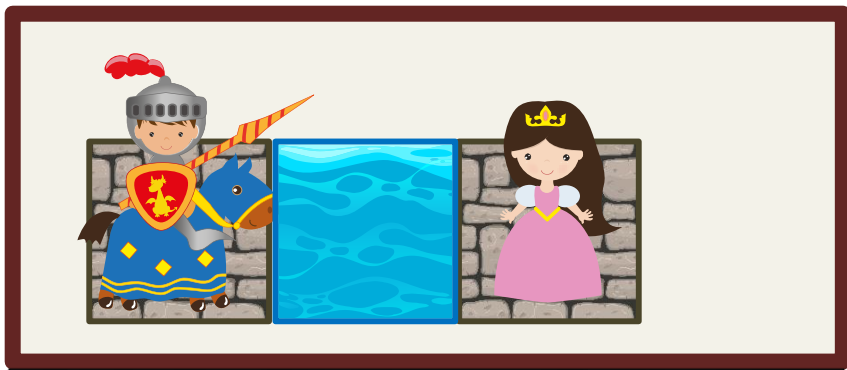
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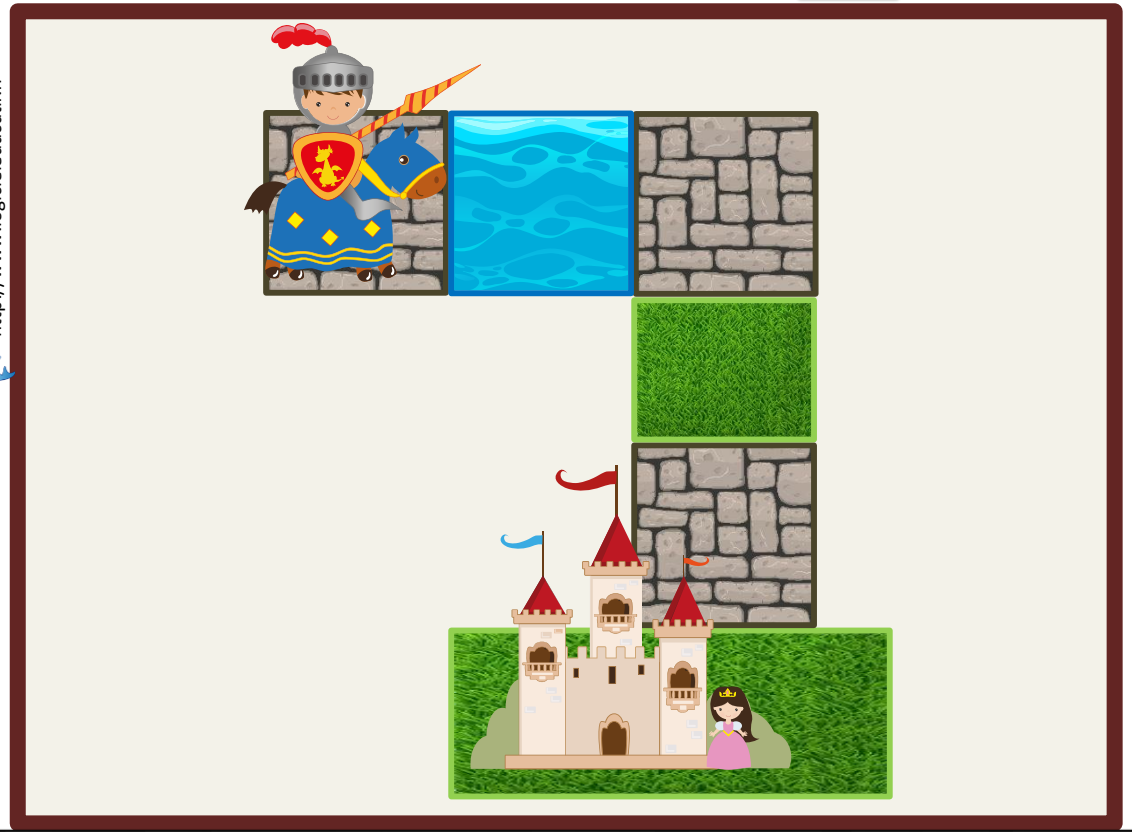
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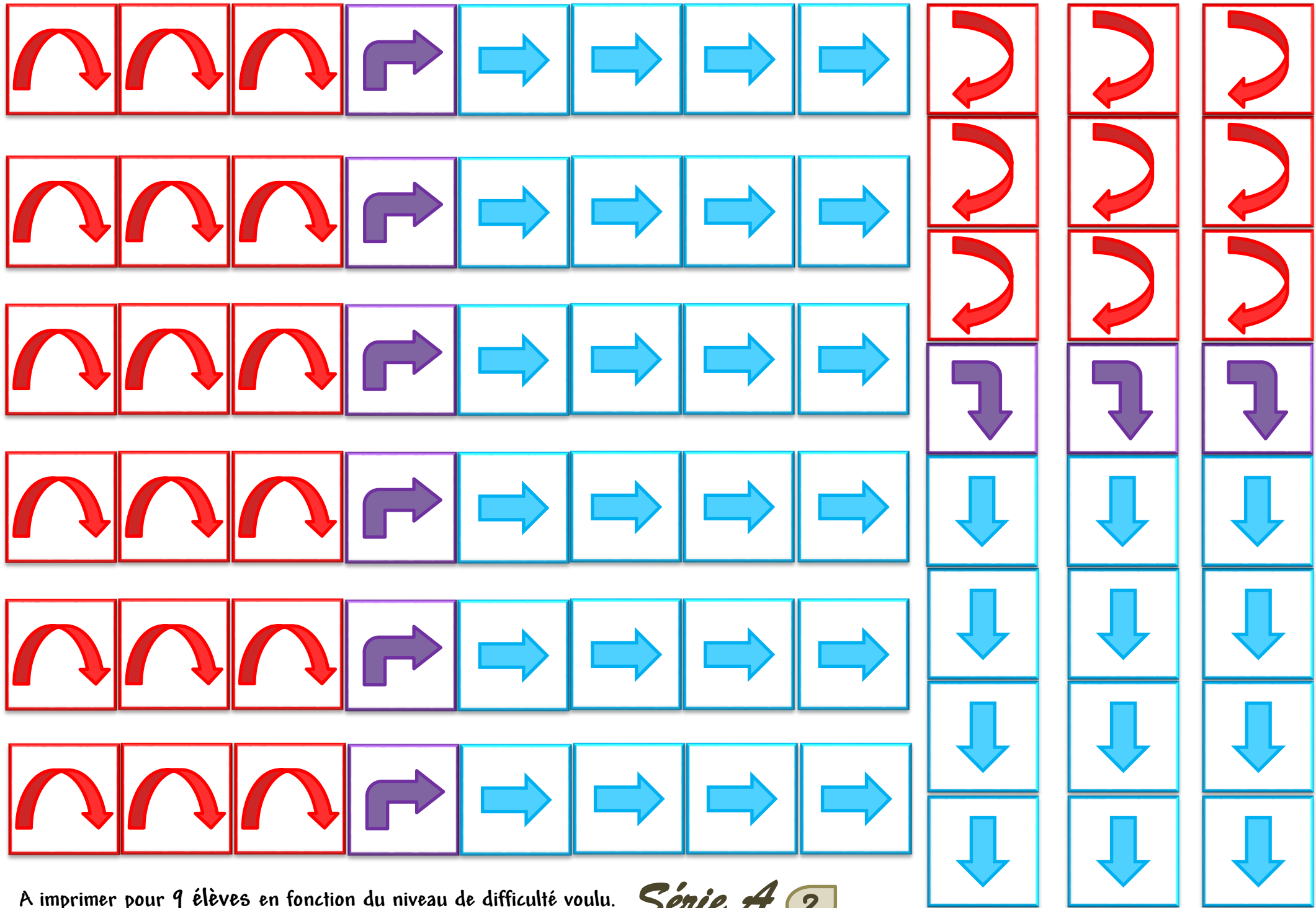


Colle les flèches pour écrire le code qui permettra au chevalier d'arriver à la princesse ou jusqu'au château. Attention, le chevalier ne sait pas nager ! Il faudra sauter .



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A imprimer pour 9 élèves en fonction du niveau de difficulté voulu. *Série A* 2

# LE CHEVALIER DE LA PROGRAMMATION


Série A

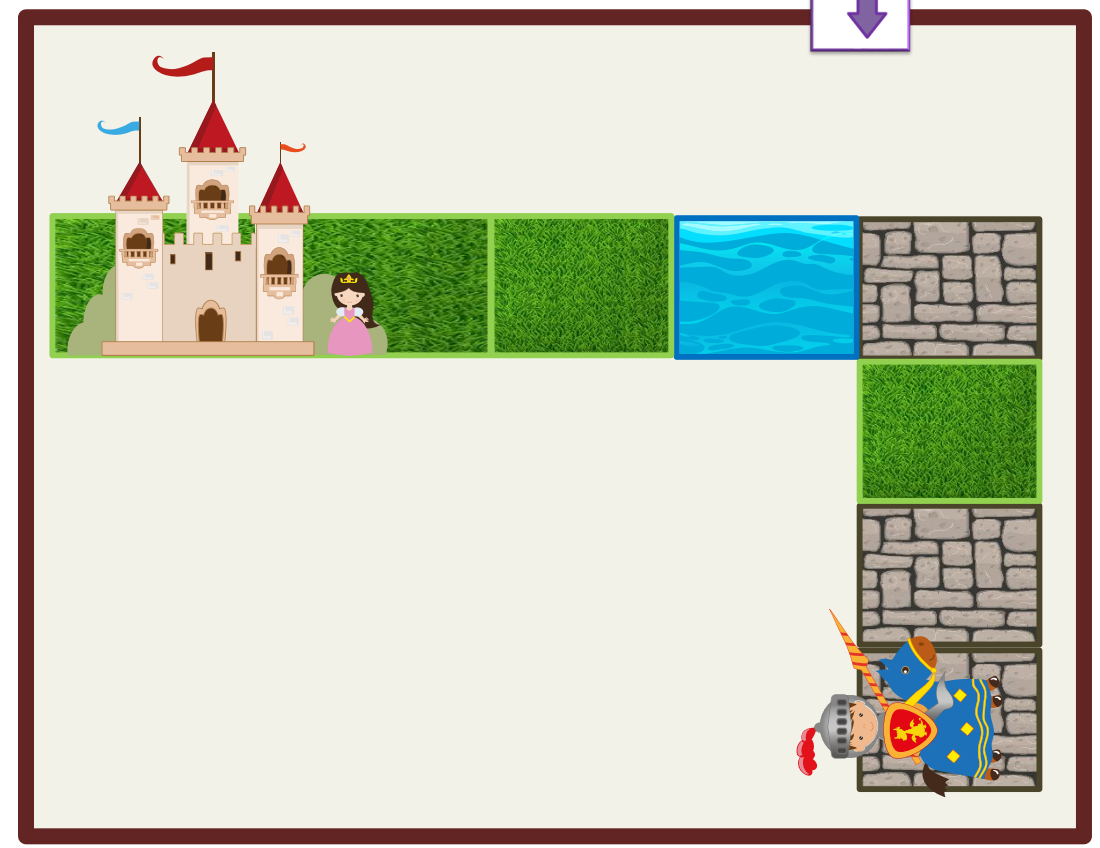
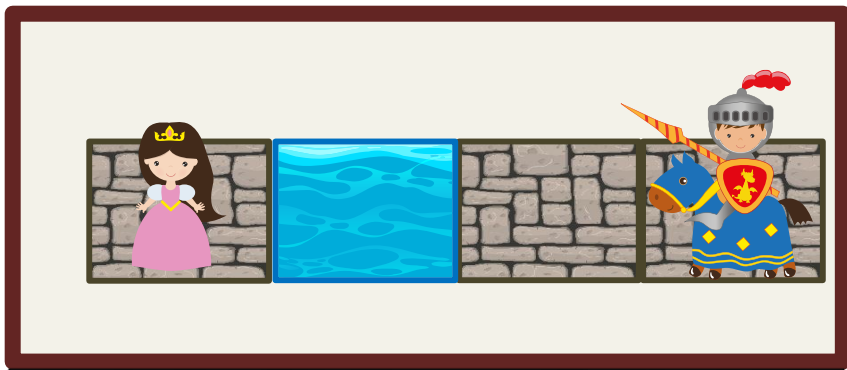
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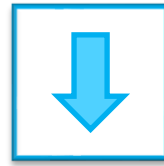
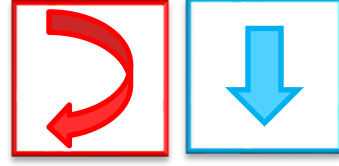
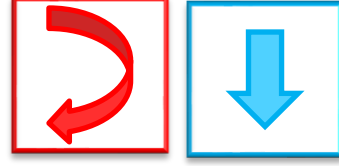
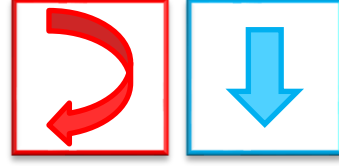
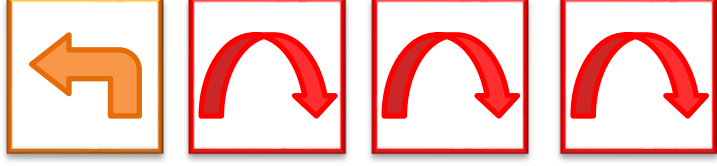
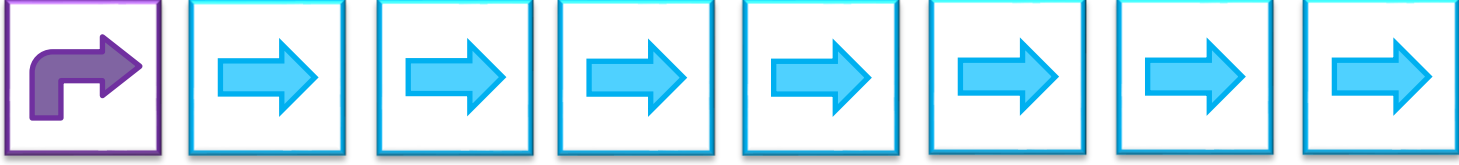
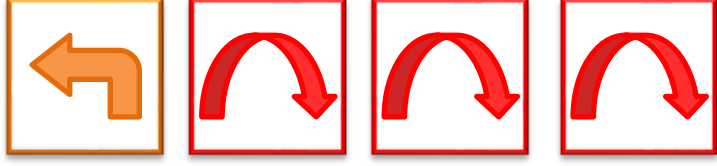
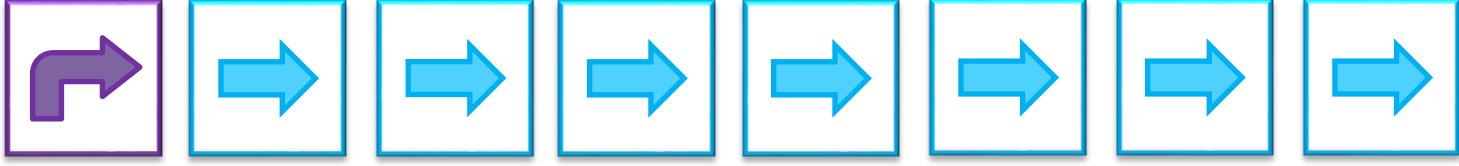
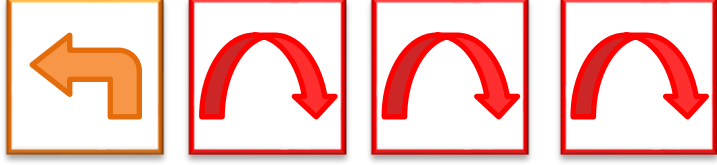
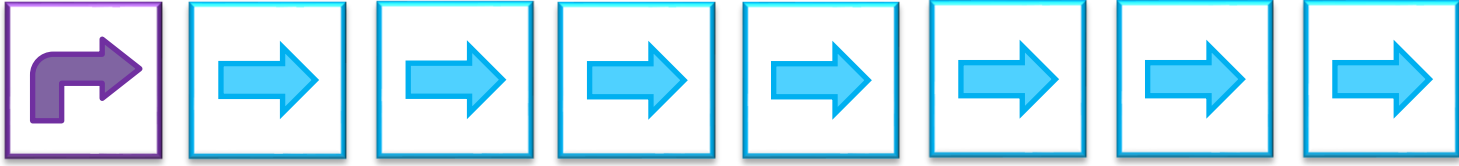
date :

3



Colle les flèches pour écrire le code qui permettra au chevalier d'arriver à la princesse ou jusqu'au château. Attention, le chevalier ne sait pas nager ! Il faudra sauter .

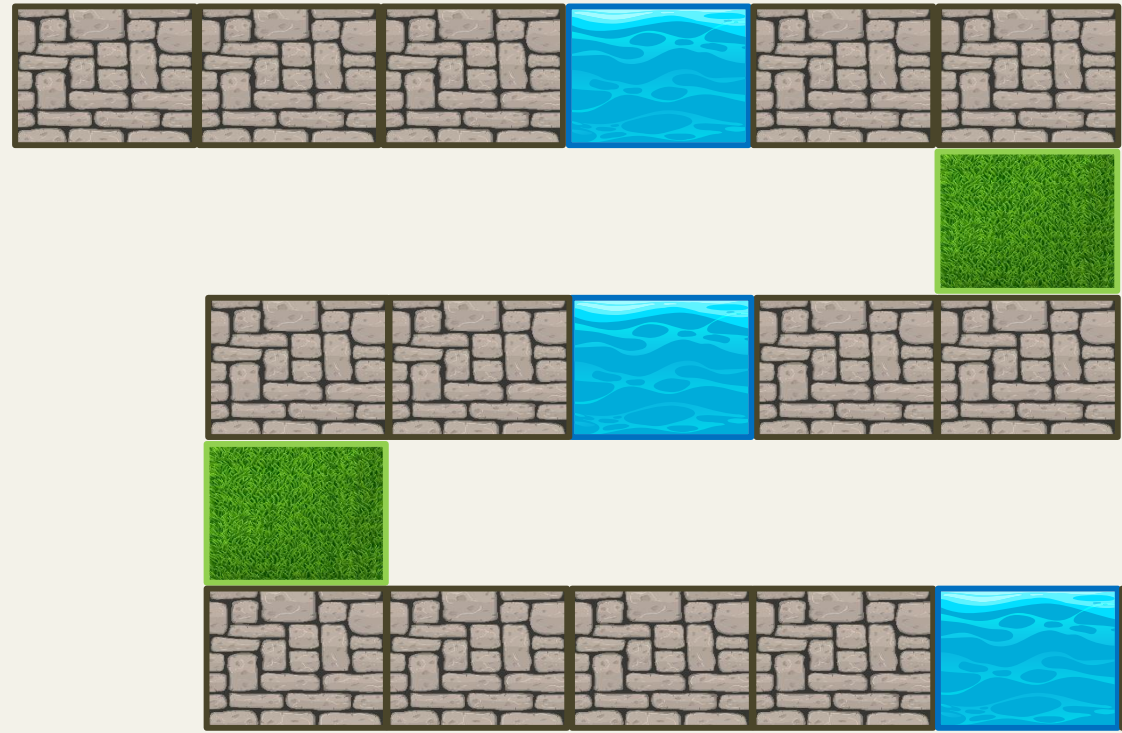





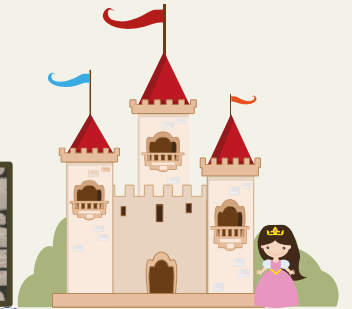
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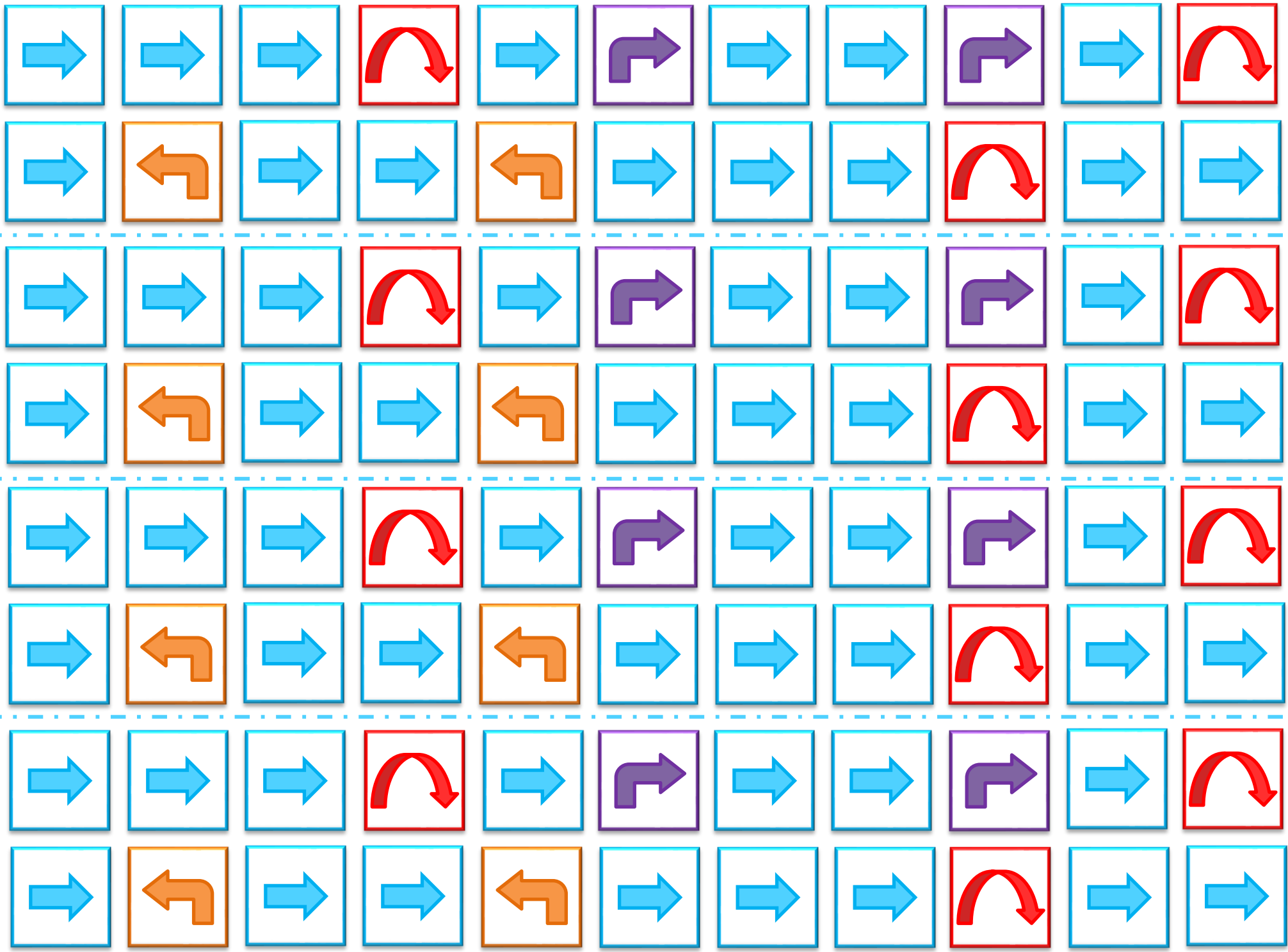
Prénom :

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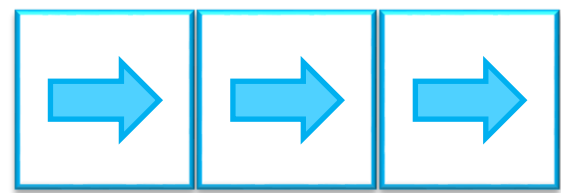
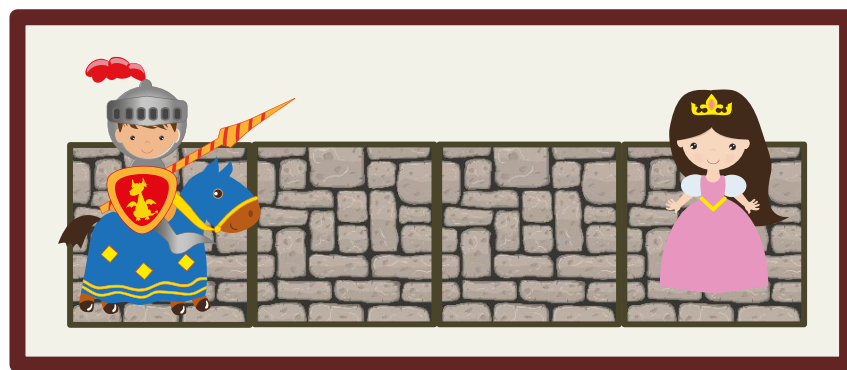
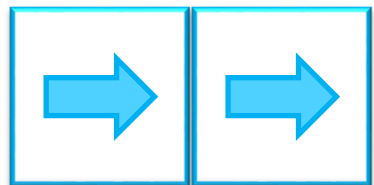
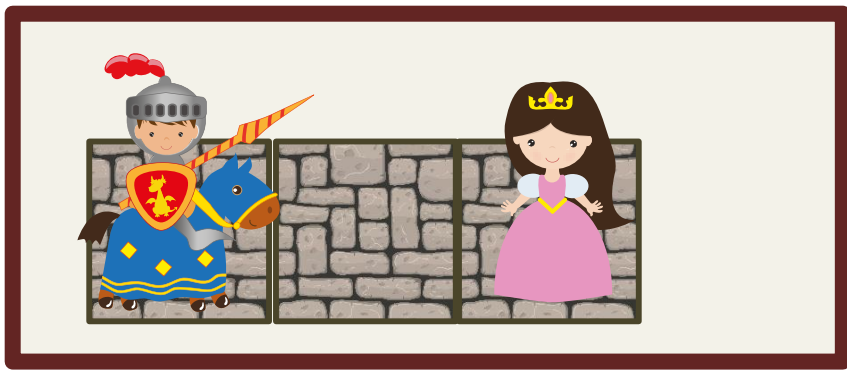
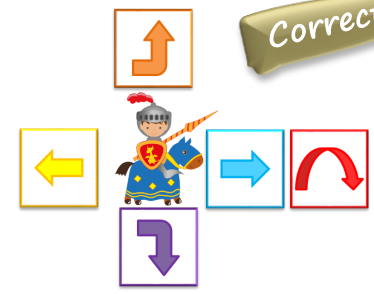
Série A

1

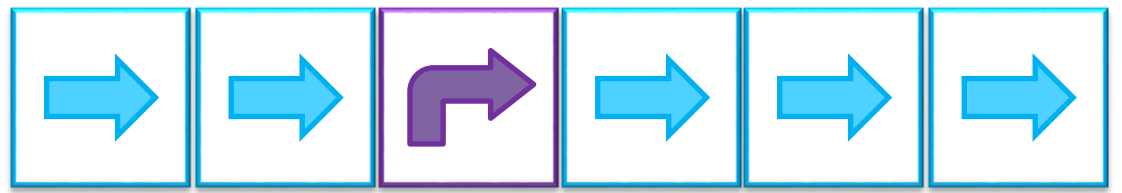
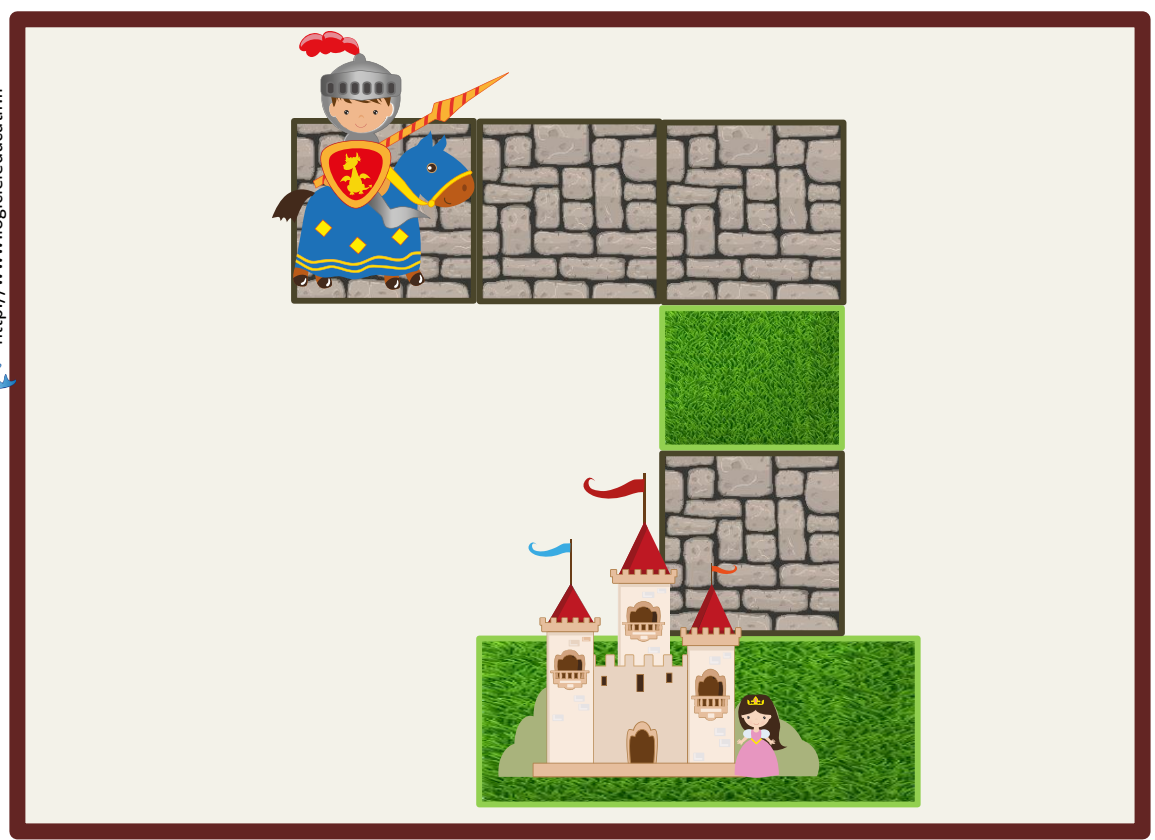
Correction



Colle les flèches pour écrire le programme qui permettra au chevalier de rejoindre la princesse ou d'arriver jusqu'au château..



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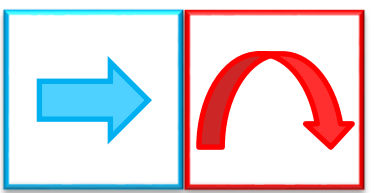
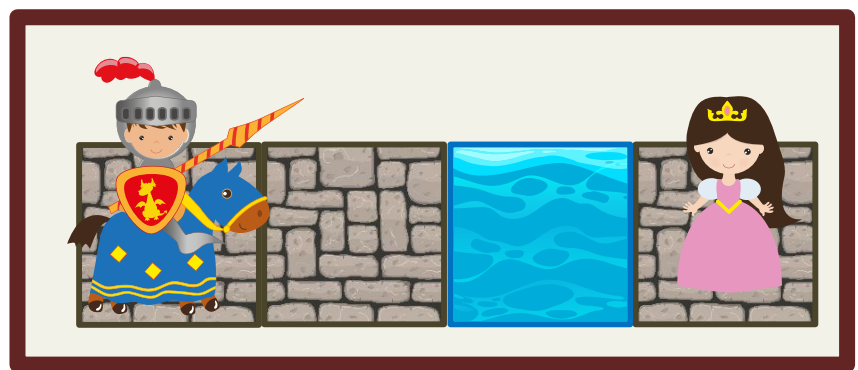
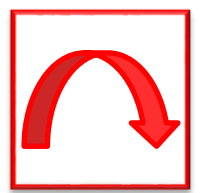
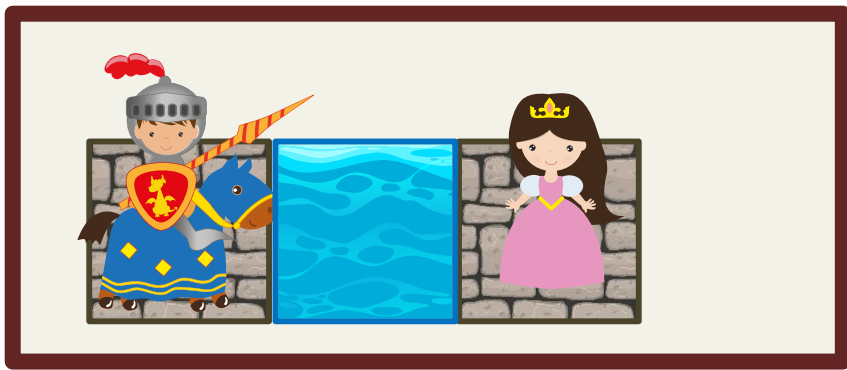
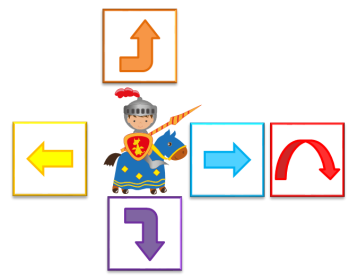
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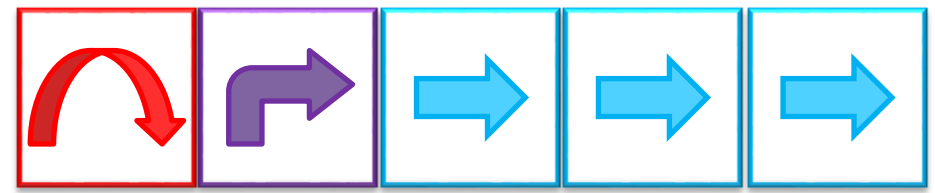
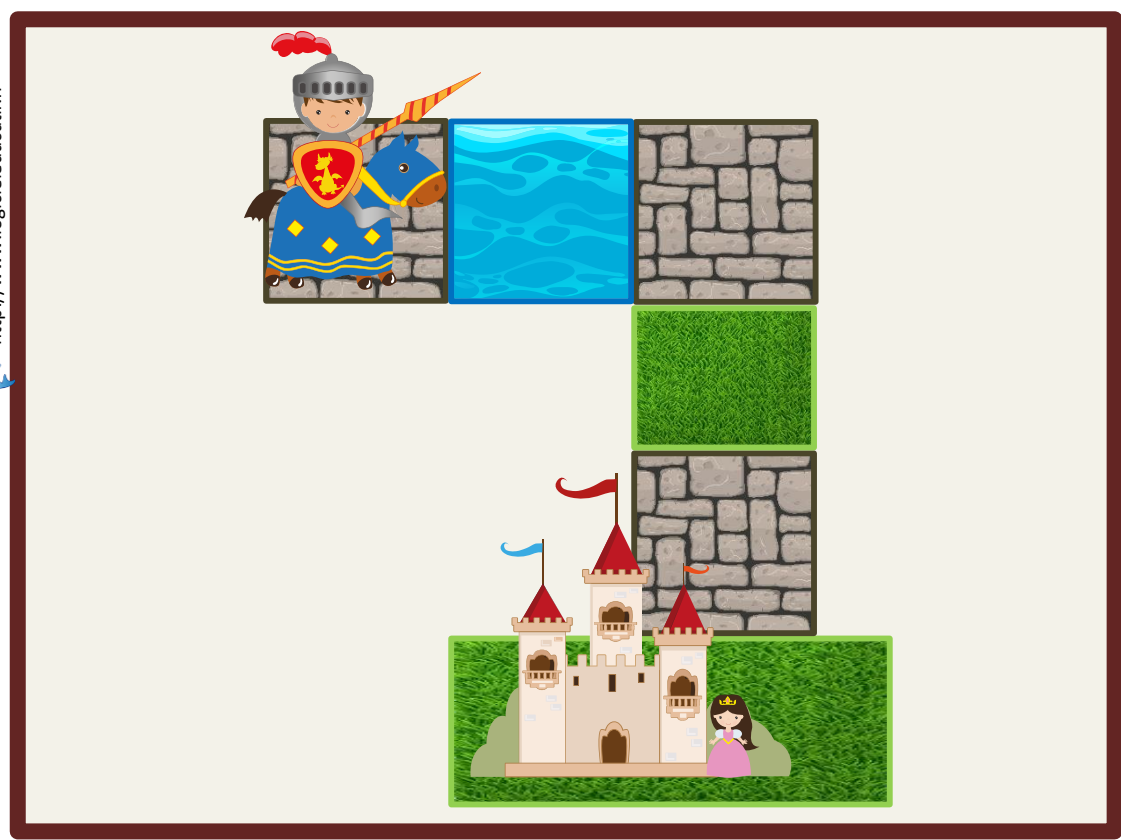
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2

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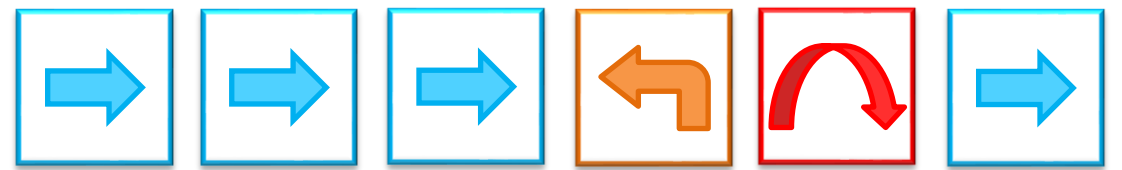
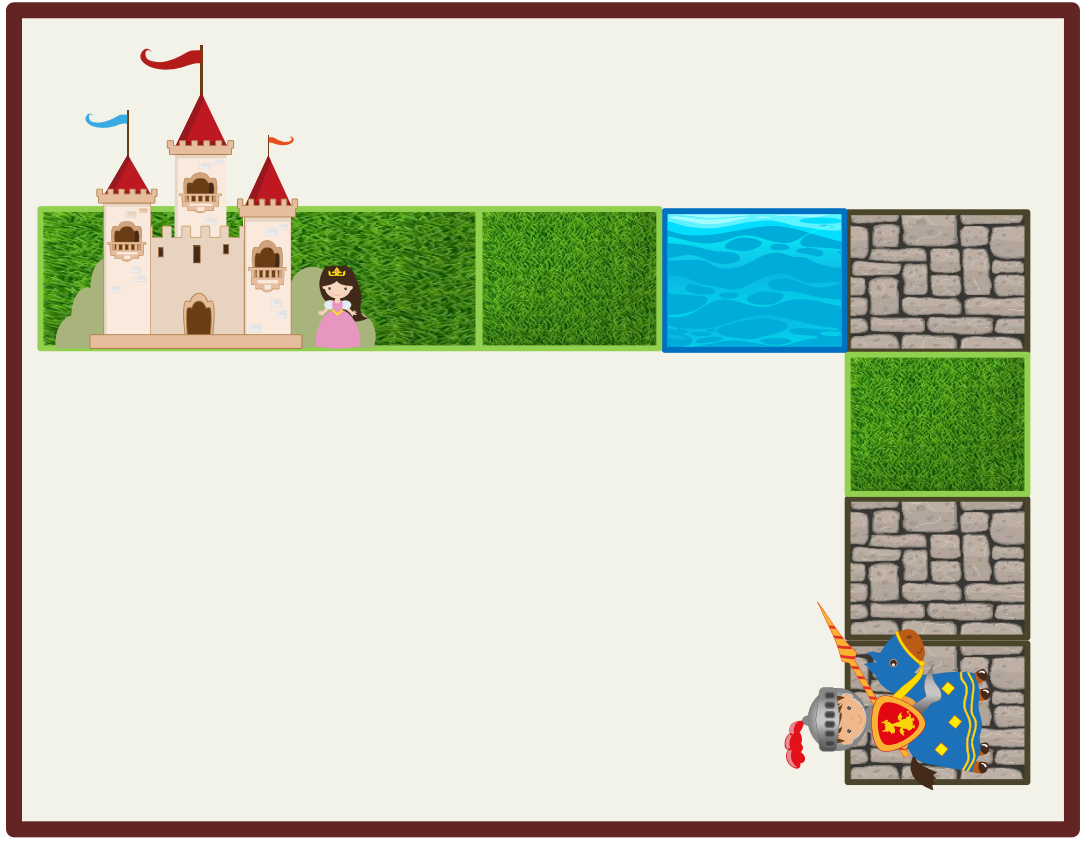
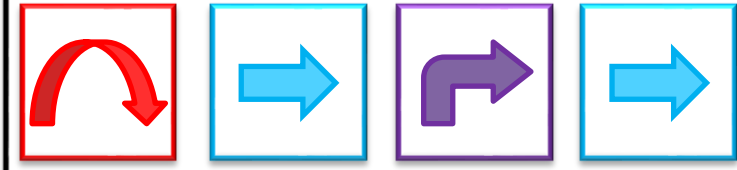
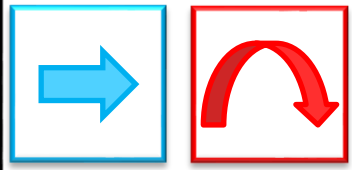
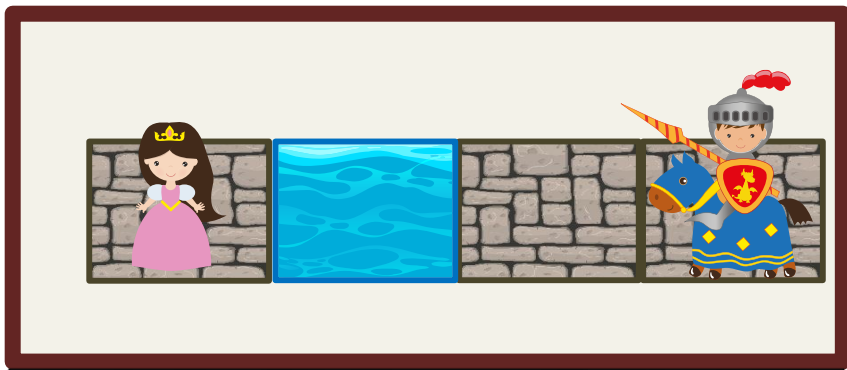
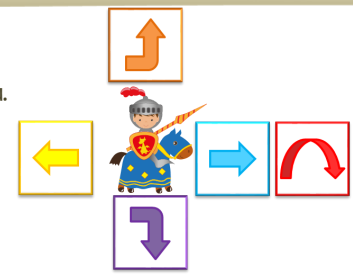


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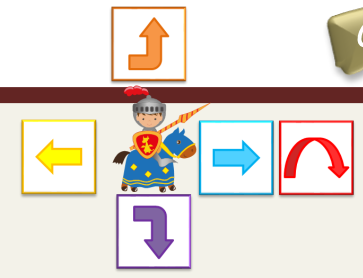
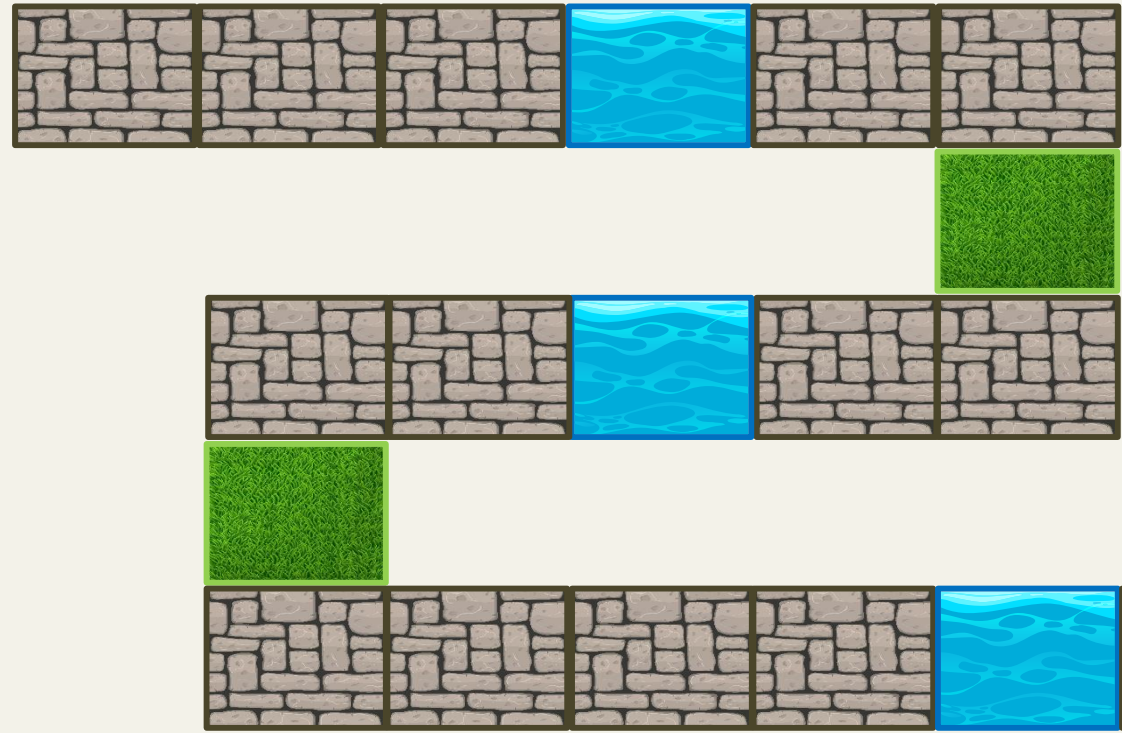
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