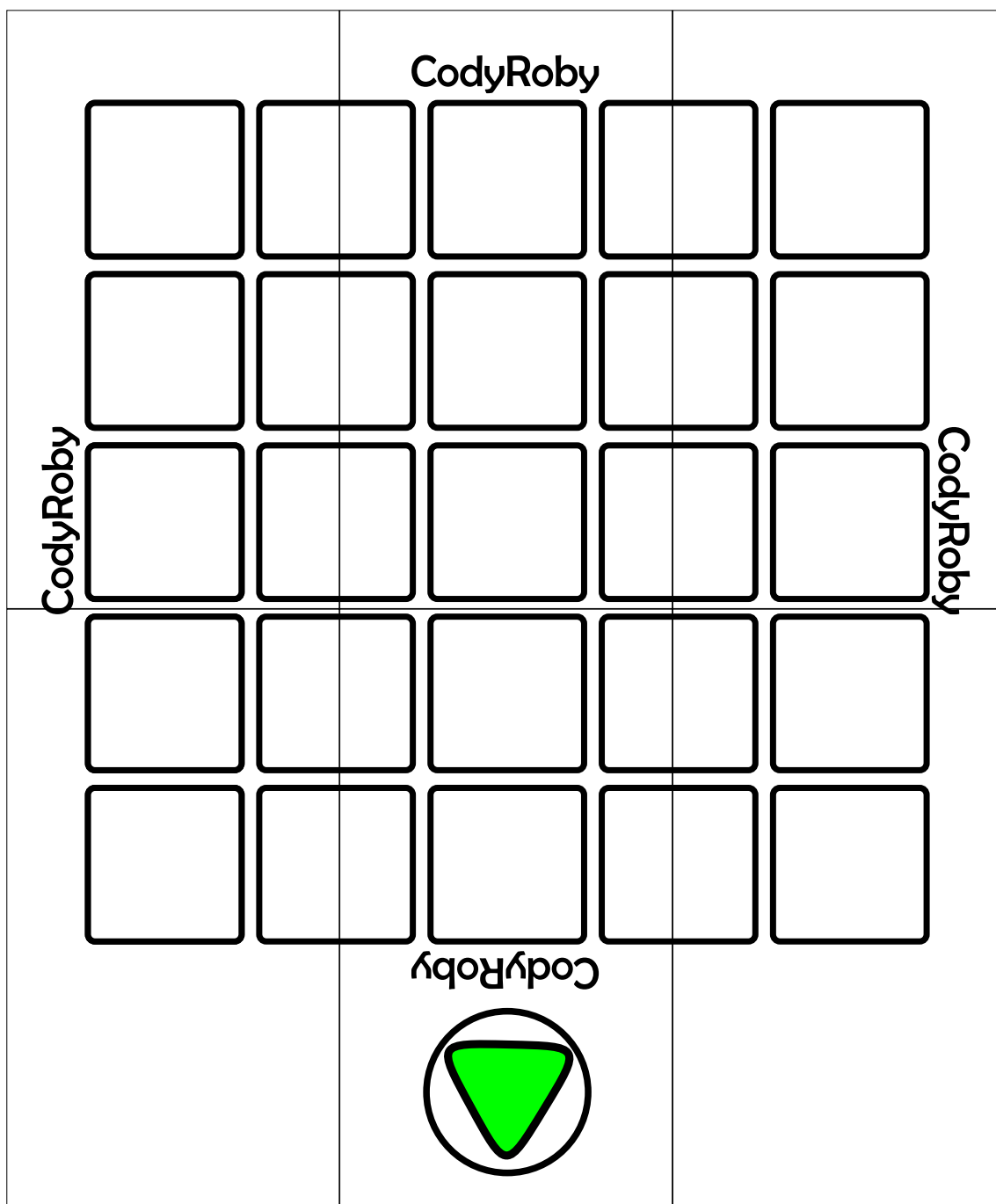


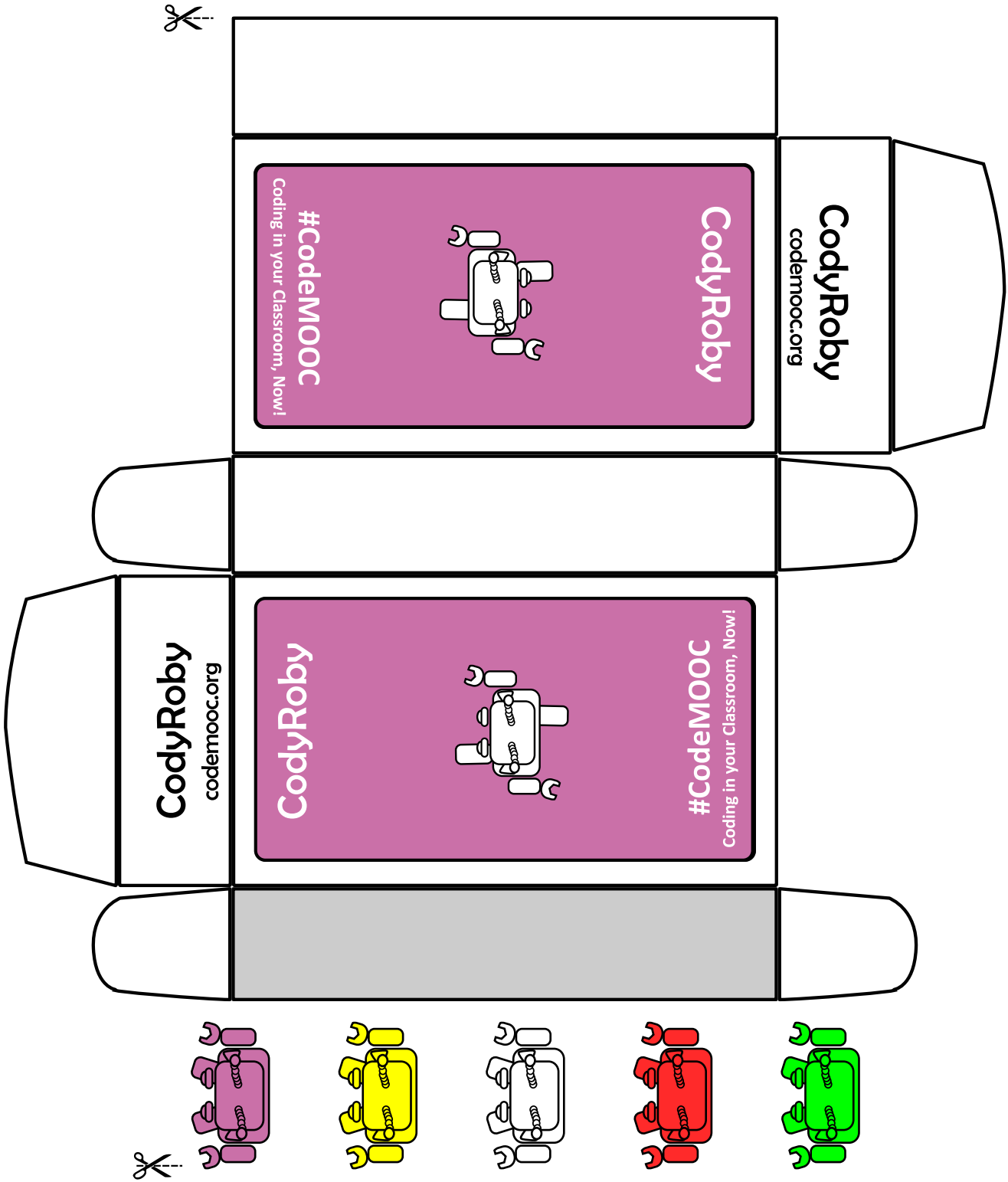
Scacchiera



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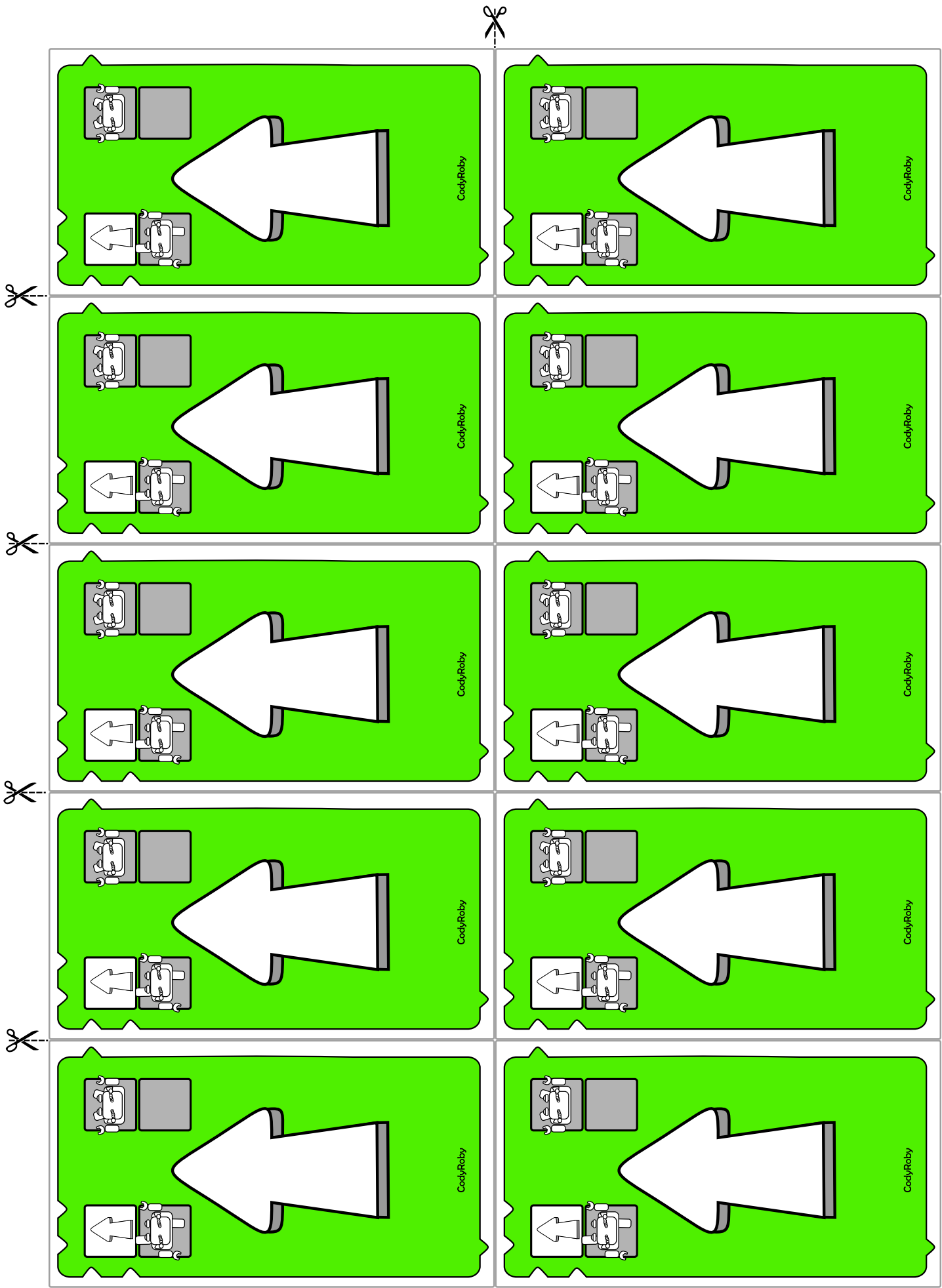
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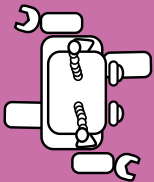
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Carte Vai Avanti



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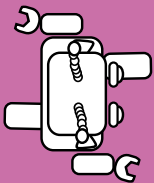
CodyRoby



#CodeMOOC

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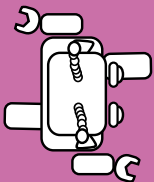
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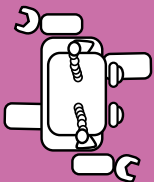
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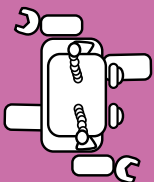
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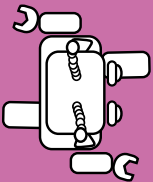
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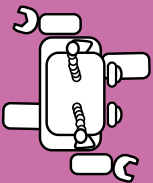
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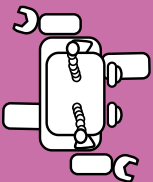
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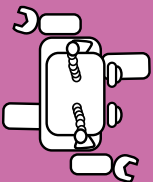
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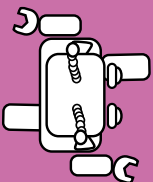
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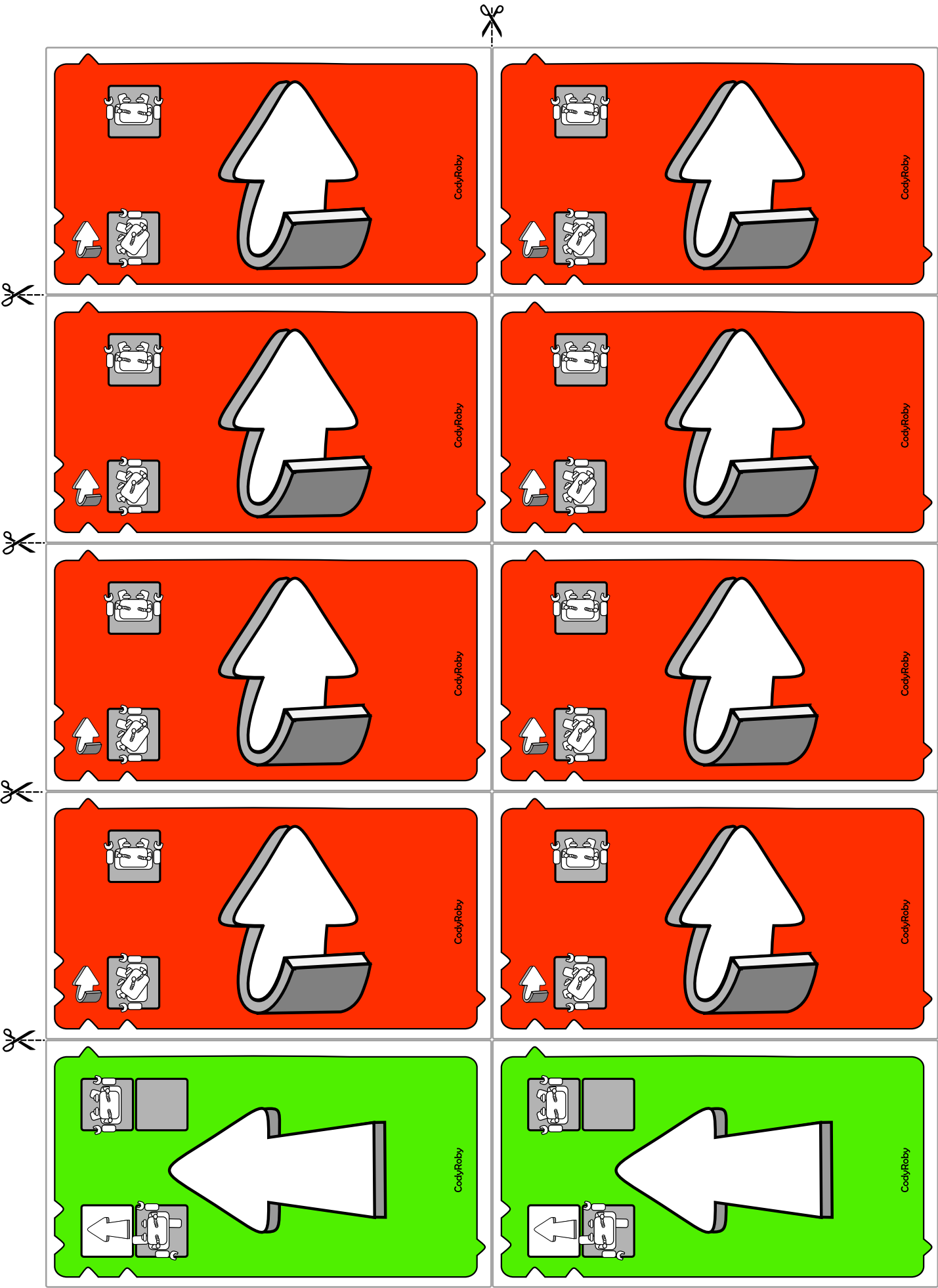
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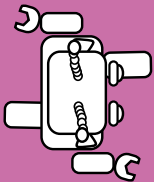
Coding in your Classroom, Now!

Carte Girati a Destra



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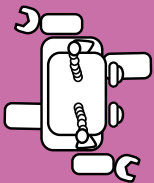
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#CodeMOOC

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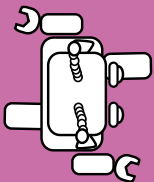
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#CodeMOOC

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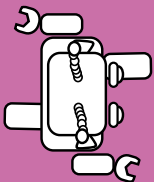
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#CodeMOOC

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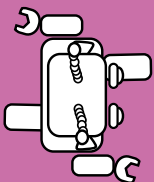
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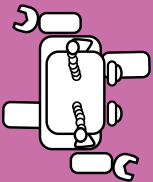
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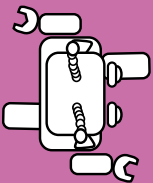
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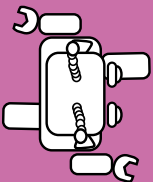
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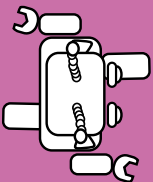
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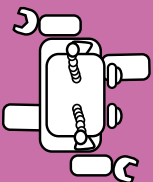
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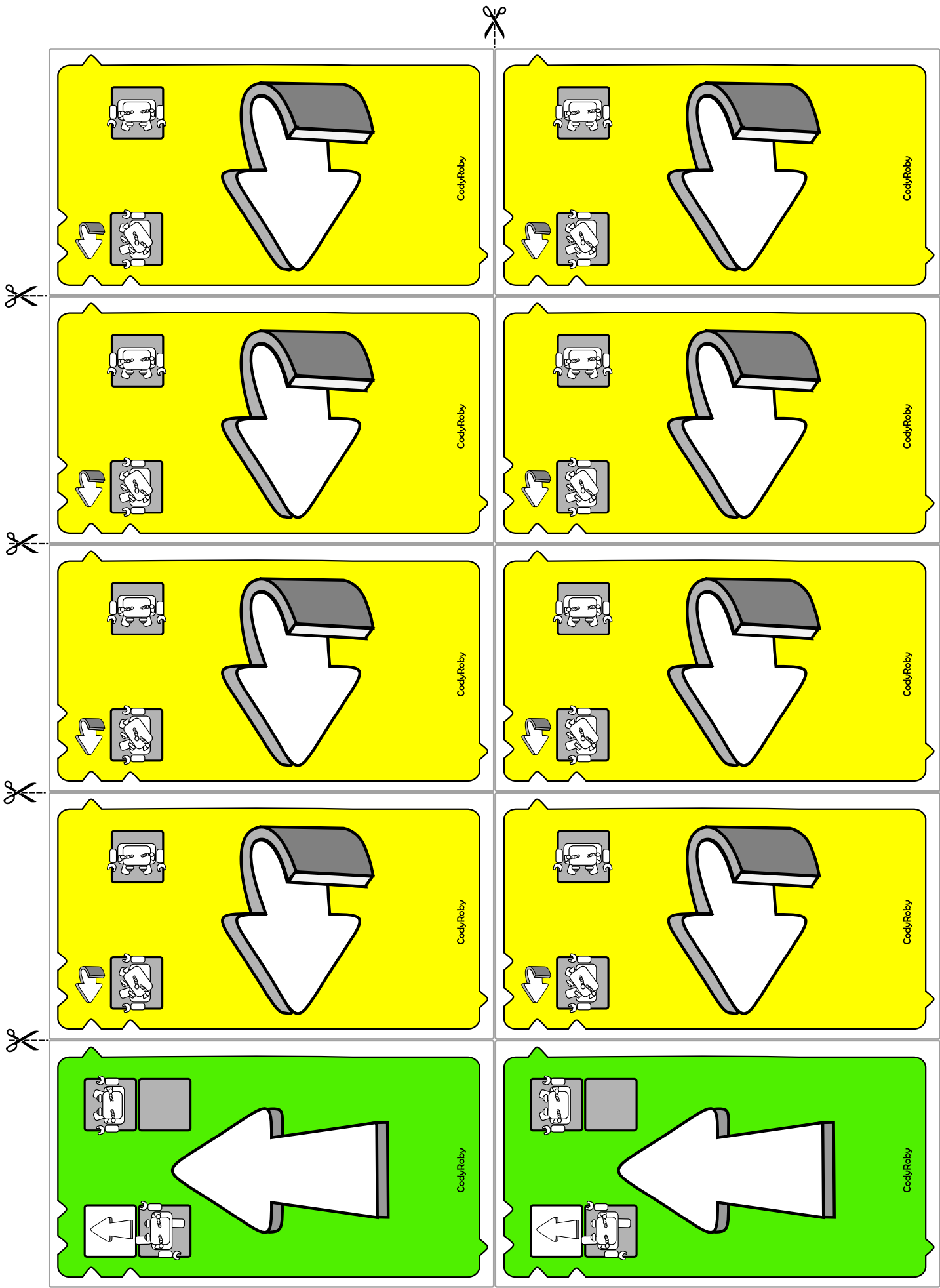
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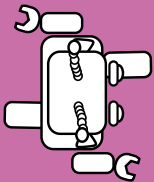
Carte Girati a Sinistra



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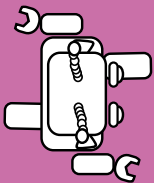
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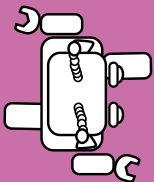
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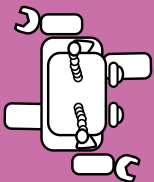
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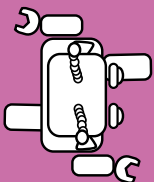
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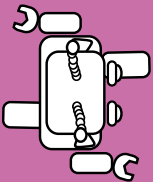
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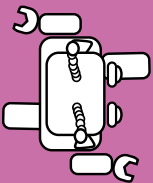
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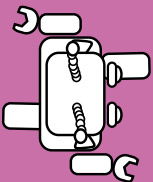
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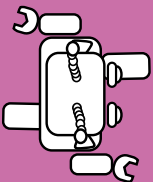
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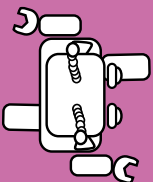
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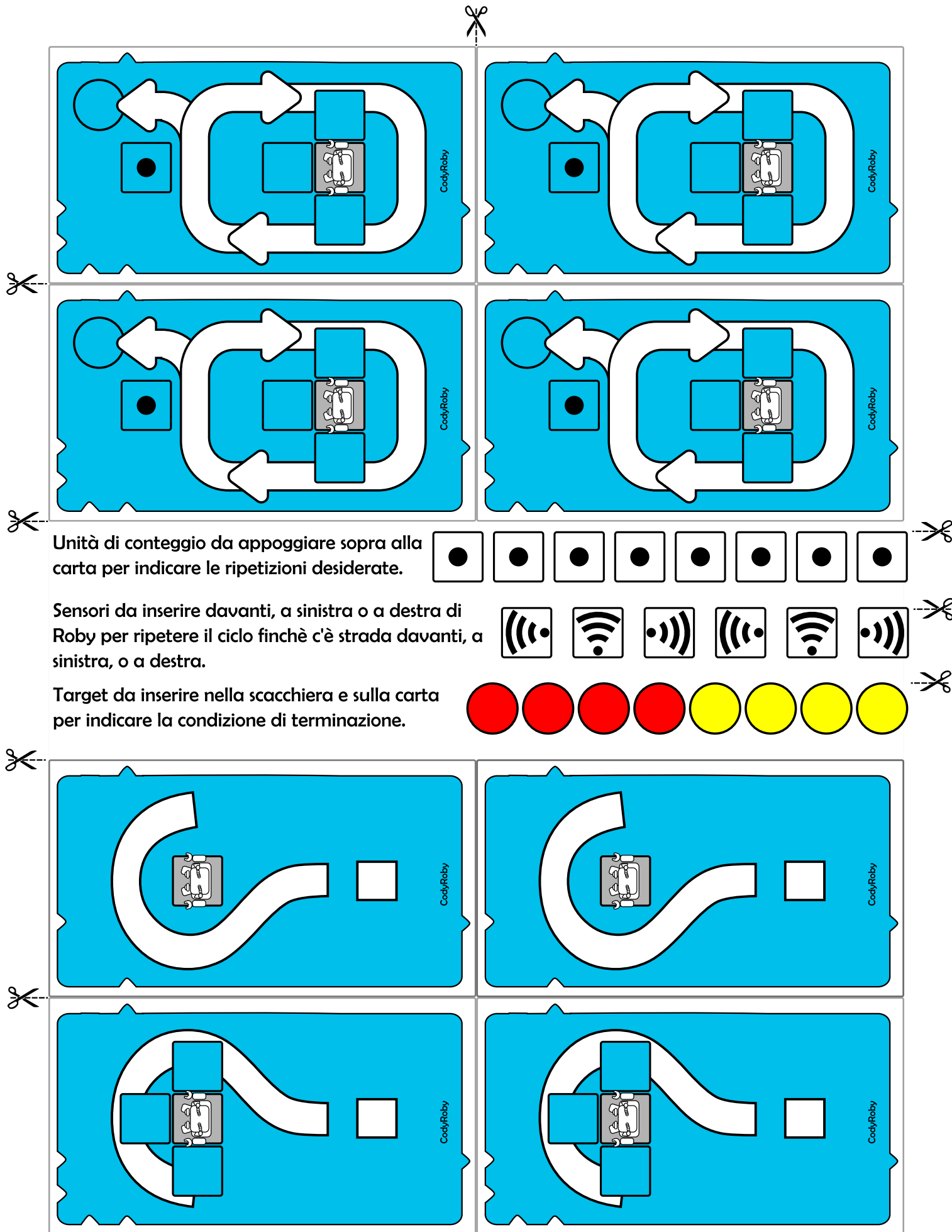
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#CodeMOOC

Coding in your Classroom, Now!

Carte Speciali



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CodyRoby

Blocco di ripetizione, che può essere usato per ripetere istruzioni un numero prefissato di volte (indicate dalle unità poste sulla carta), finchè c'è strada (rivelata dal sensore), o finchè non si raggiunge un target (posto sulla scacchiera e sulla carta).

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

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#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco altrimenti, da utilizzare insieme ad un blocco condizionale, tra le istruzioni da eseguire quando la condizione è verificata e quelle da eseguire quando non lo è.

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco condizionale. Inserire il simbolo del sensore davanti, a sinistra o a destra di Roby per verificare se c'è strada davanti, a sinistra o a destra.

#CodeMOOC

Coding in your Classroom, Now!

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