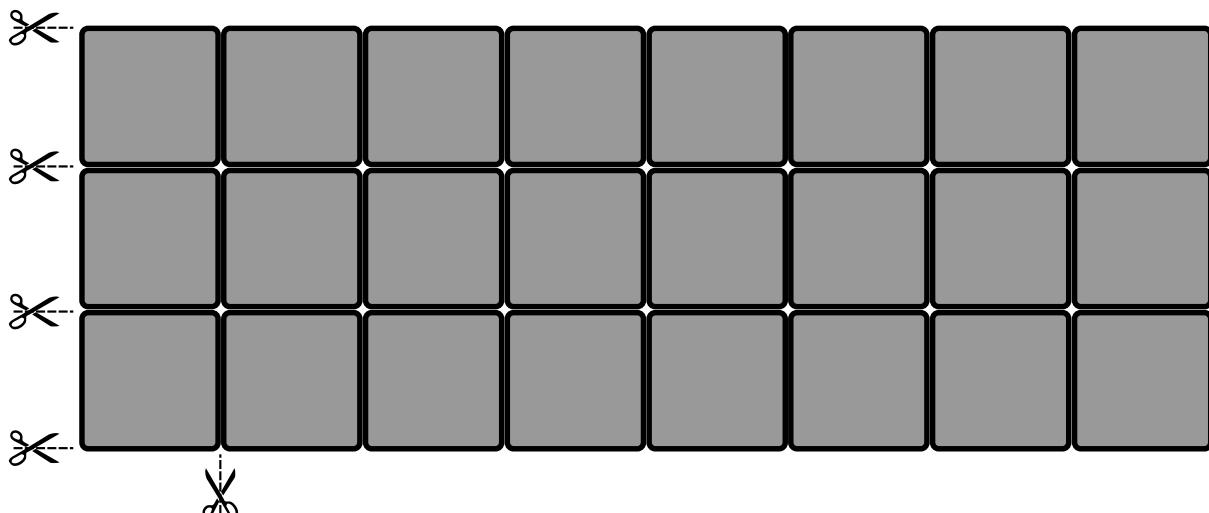
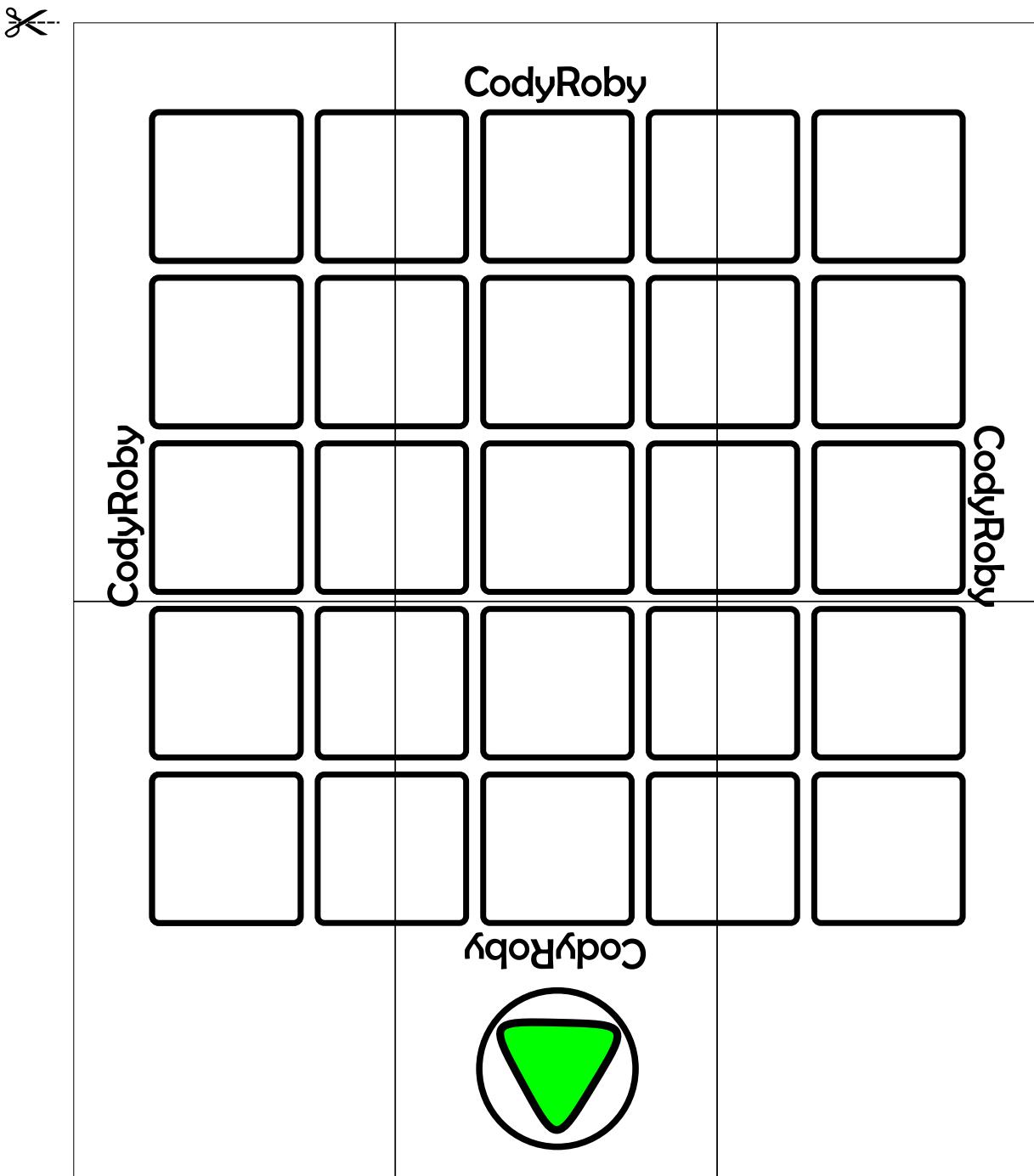


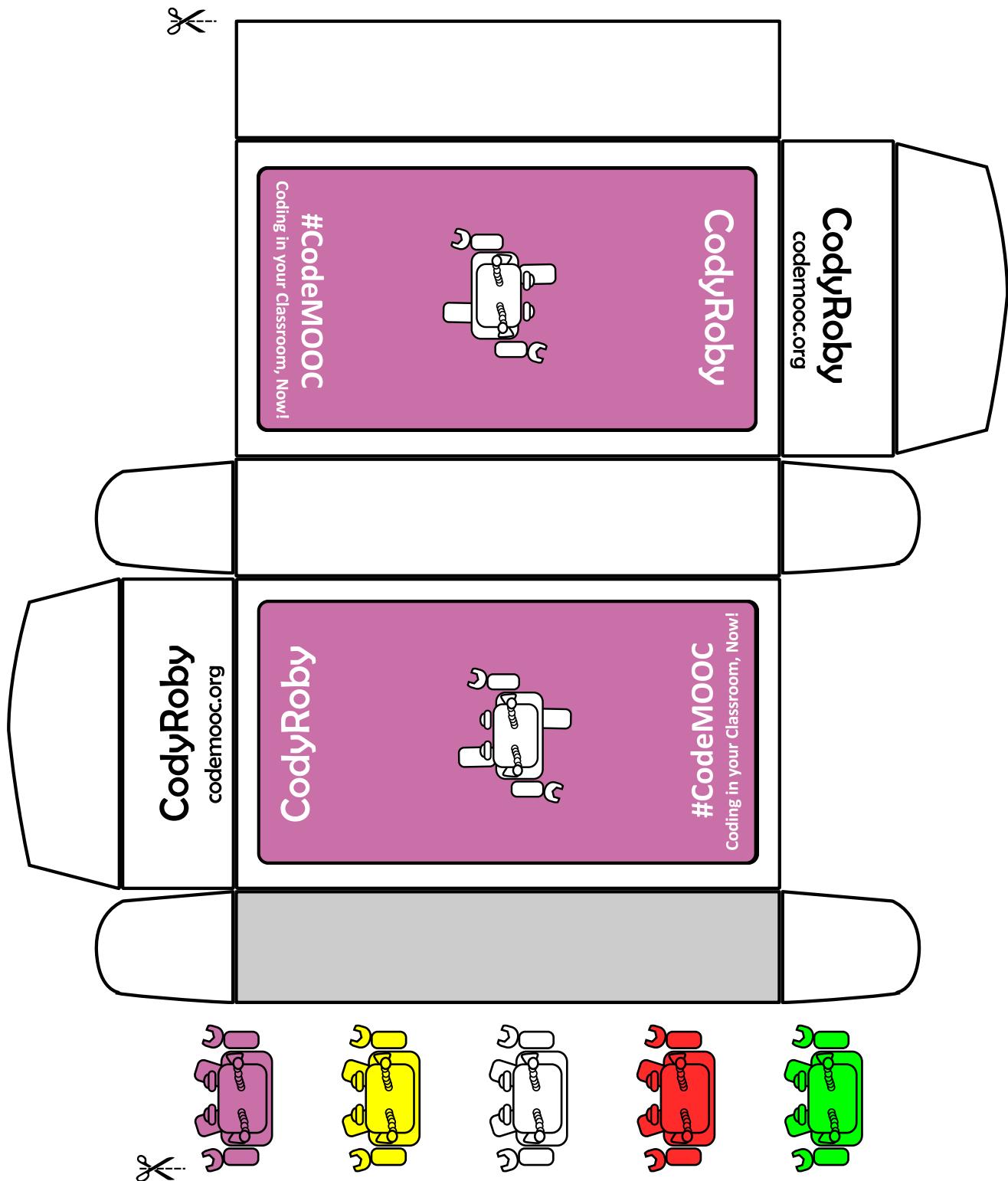
Scacchiera



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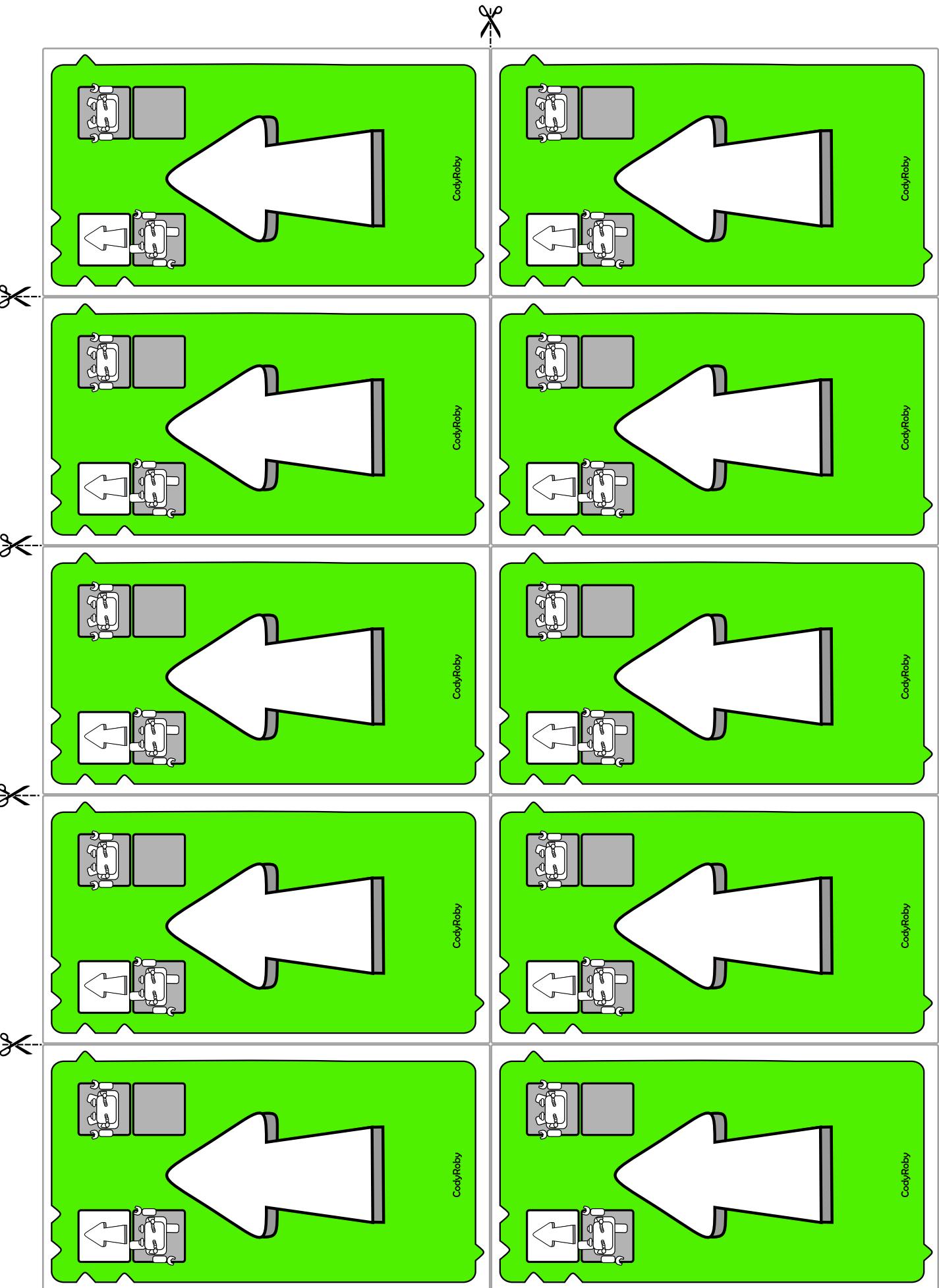
VIDEO TUTORIAL

<http://codemooc.org/codyroby/>



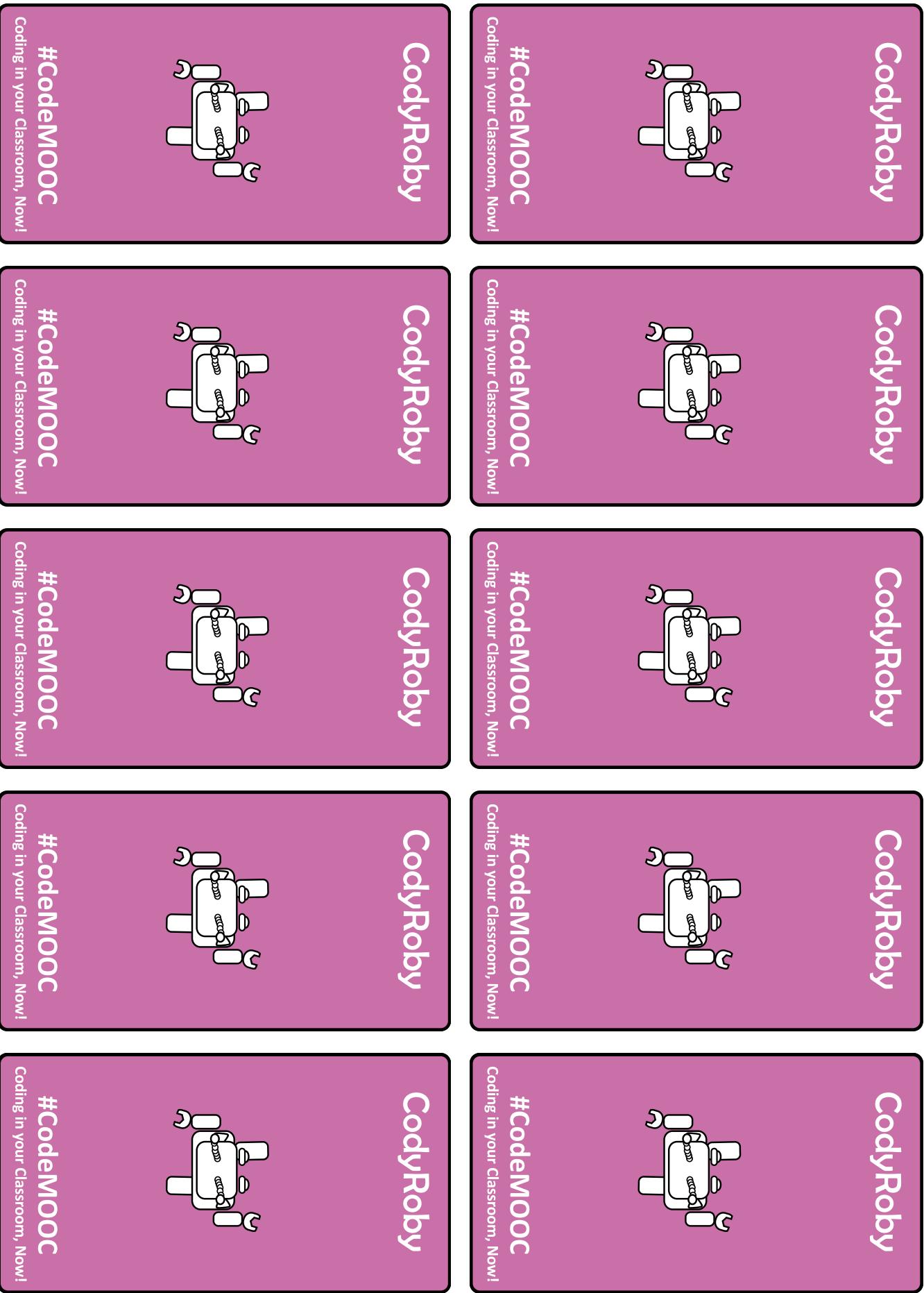
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Carte Vai Avanti

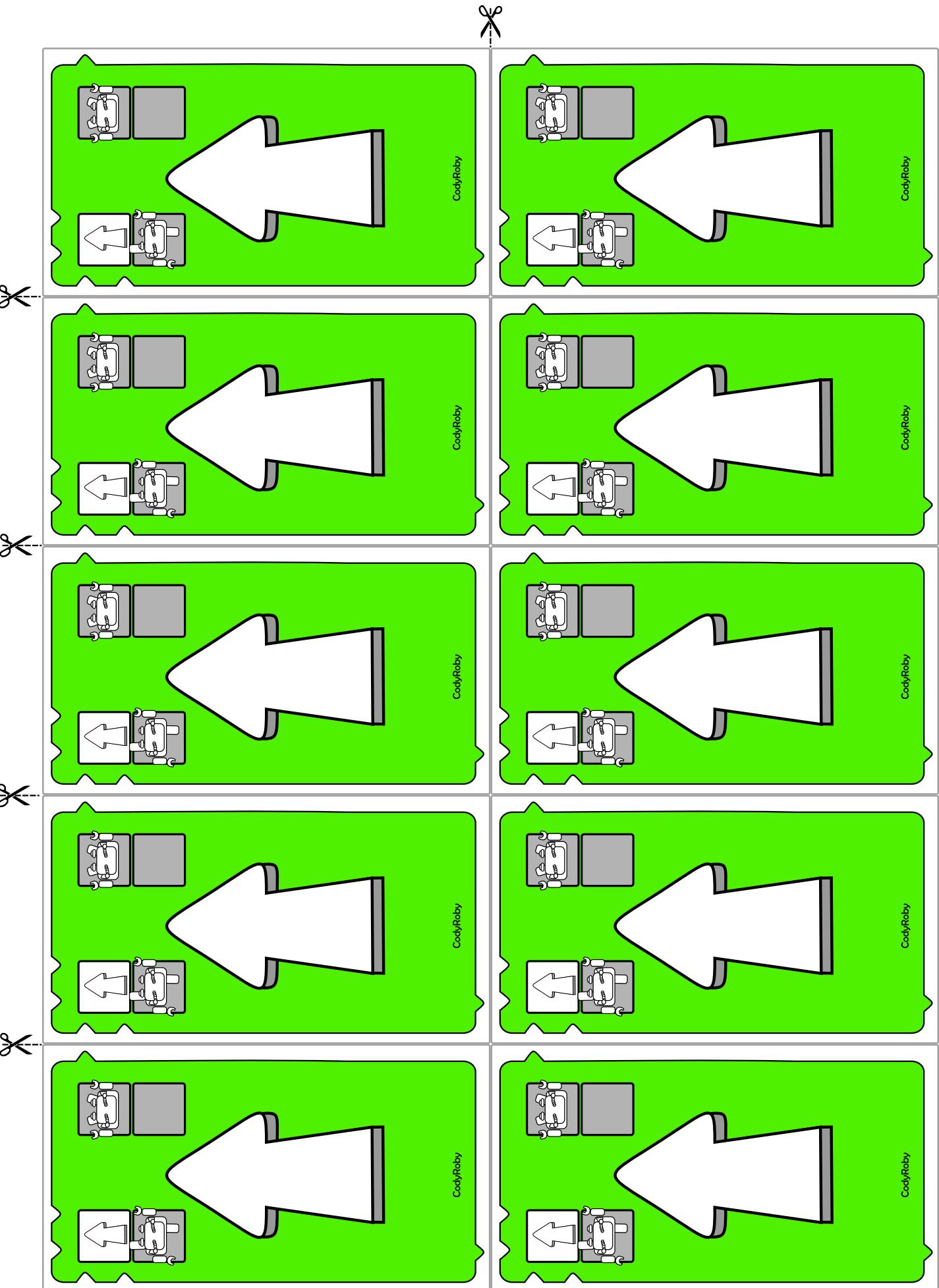


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Retro



Carte Vai Avanti

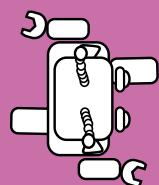


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Retro

#CodeMOOC

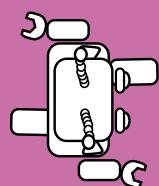
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

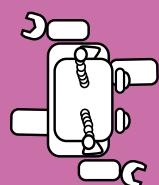
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

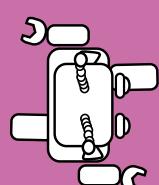
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

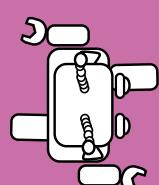
Coding in your Classroom, Now!



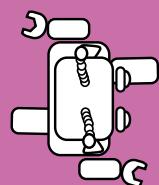
CodyRoby

#CodeMOOC

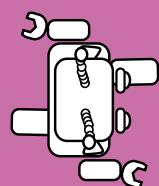
Coding in your Classroom, Now!



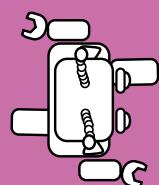
CodyRoby



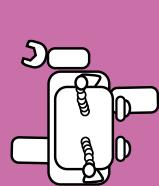
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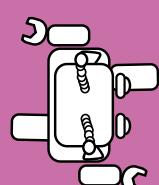
CodyRoby



CodyRoby

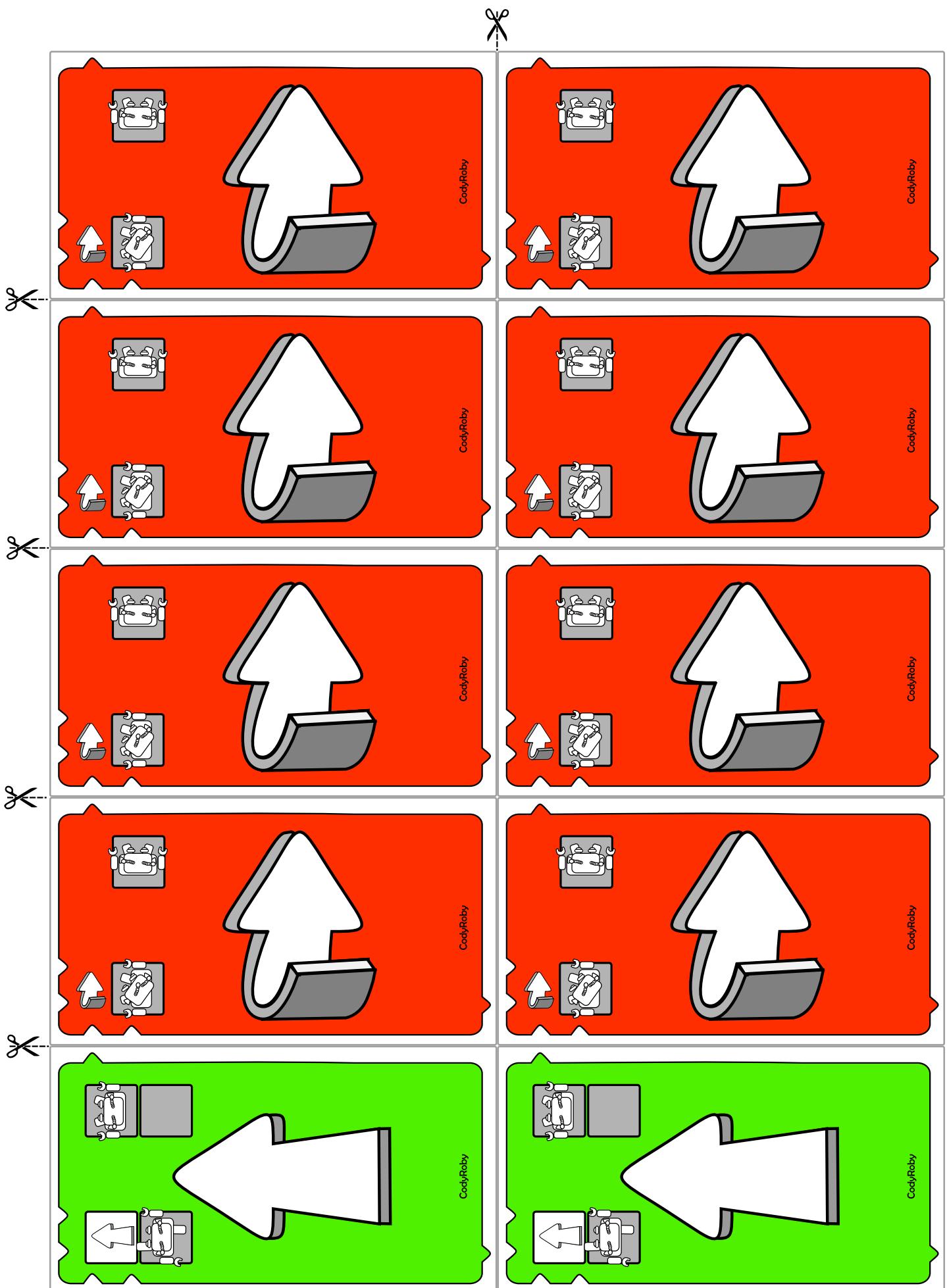


CodyRoby



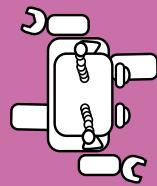
CodyRoby

Carte Girati a Destra



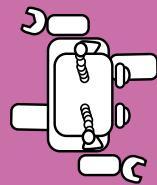
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Permissions beyond the scope of this license may be available at <http://codemooc.org/codyroby/>.

#CodeMOOC
Coding in your Classroom, Now!



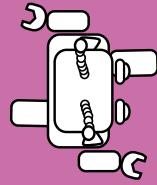
CodyRoby

#CodeMOOC
Coding in your Classroom, Now!



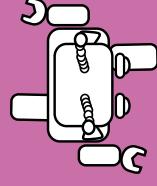
CodyRoby

#CodeMOOC
Coding in your Classroom, Now!



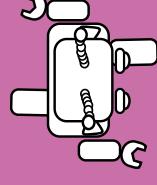
CodyRoby

#CodeMOOC
Coding in your Classroom, Now!

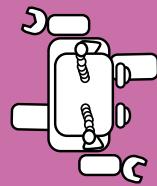


CodyRoby

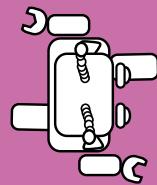
#CodeMOOC
Coding in your Classroom, Now!



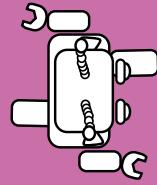
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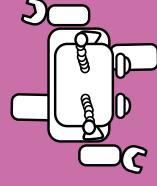
CodyRoby



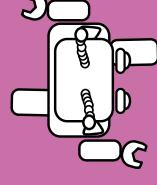
CodyRoby



CodyRoby

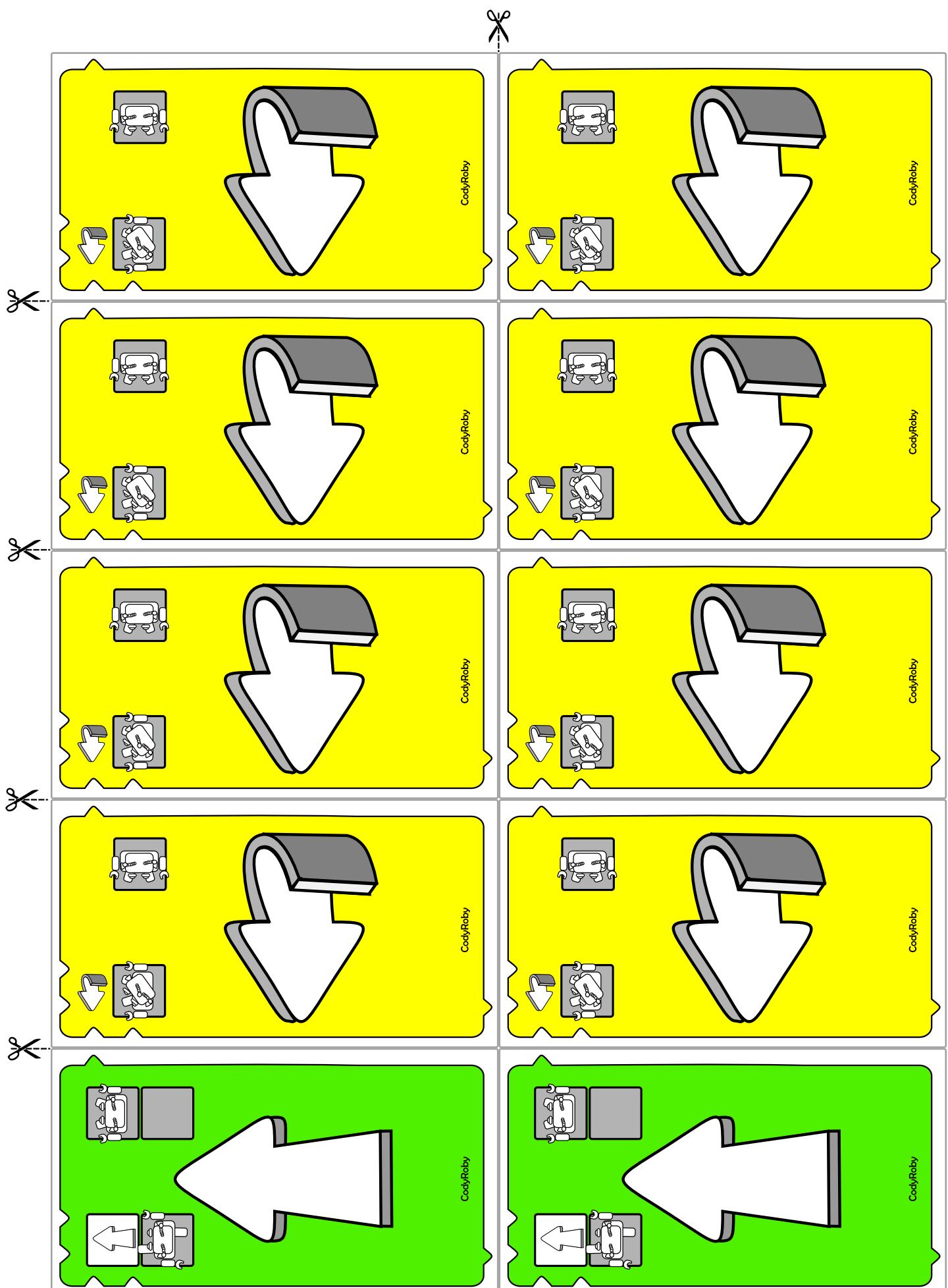


CodyRoby



CodyRoby

Carte Girati a Sinistra

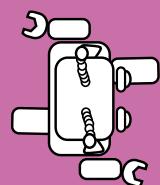


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Retro

#CodeMOOC

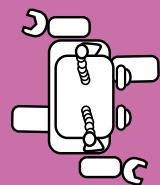
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

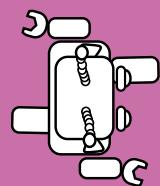
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

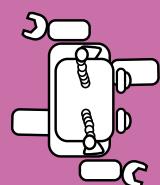
Coding in your Classroom, Now!



CodyRoby

#CodeMOOC

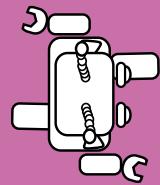
Coding in your Classroom, Now!



CodyRoby

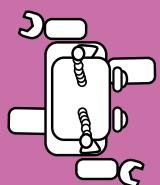
#CodeMOOC

Coding in your Classroom, Now!

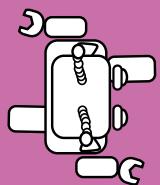


CodyRoby

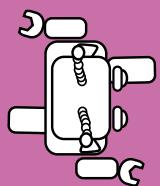
CodyRoby



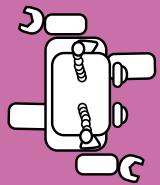
CodyRoby



CodyRoby

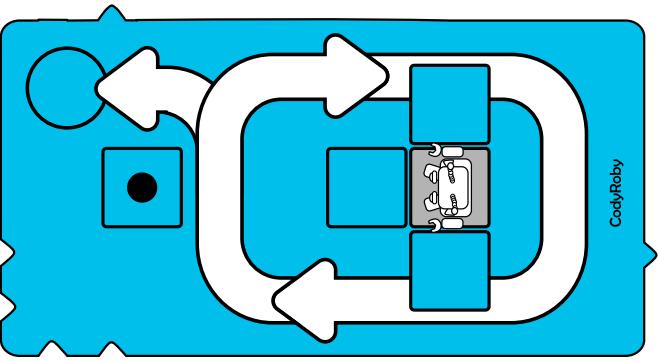
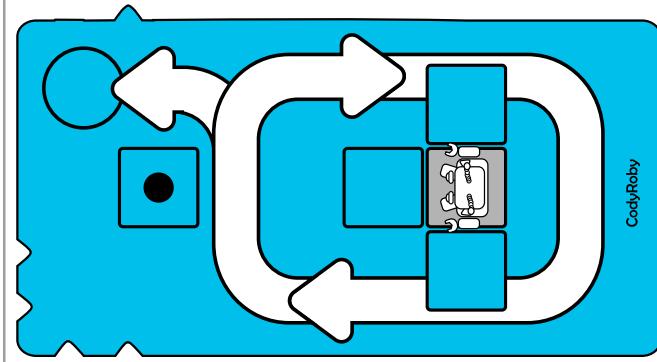
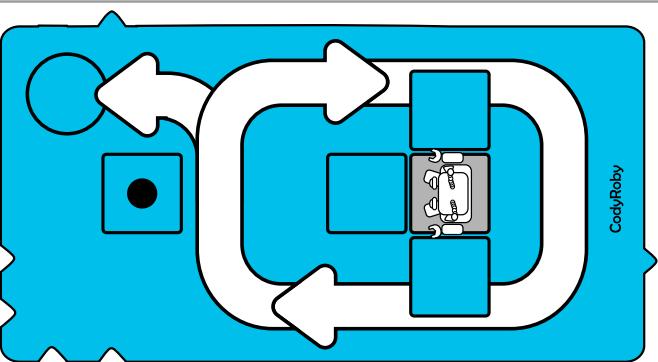
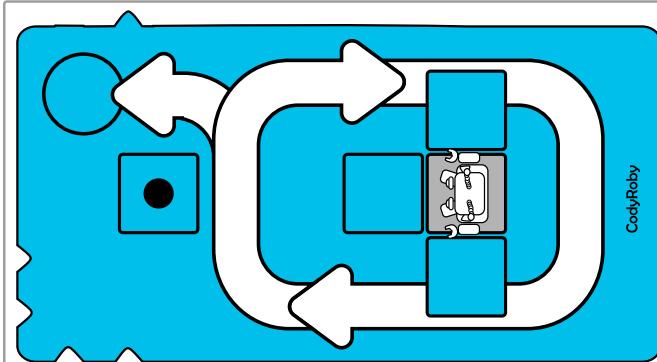


CodyRoby



CodyRoby

Carte Speciali



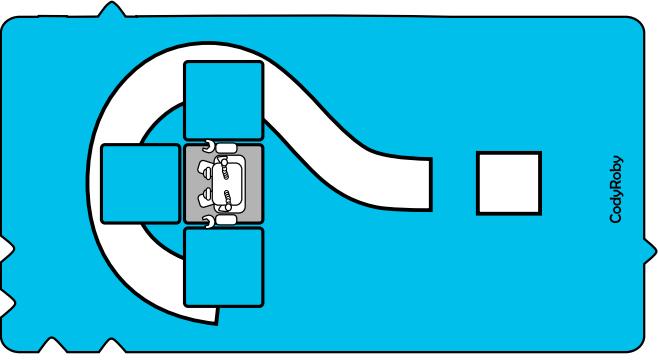
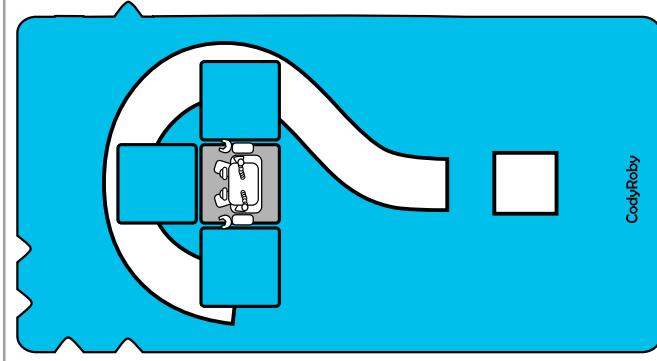
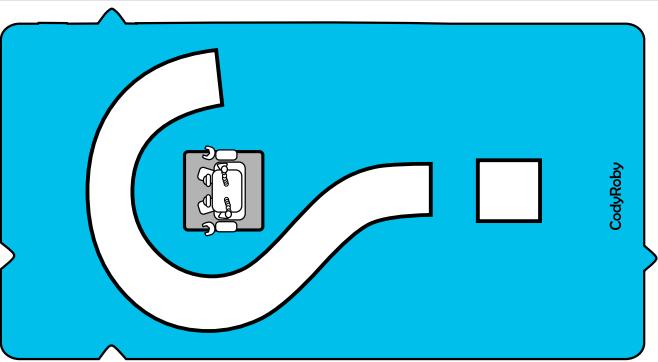
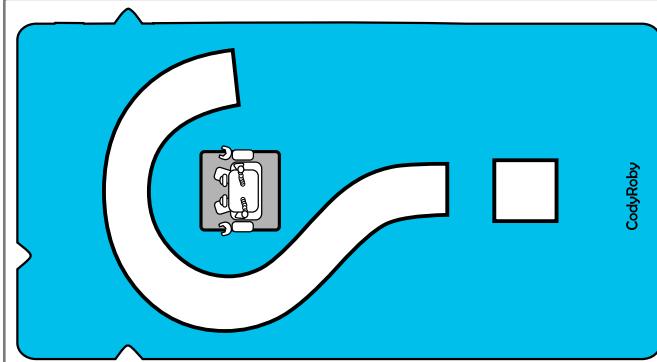
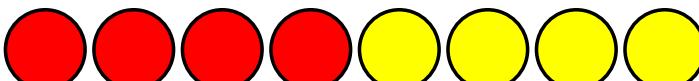
Unità di conteggio da appoggiare sopra alla carta per indicare le ripetizioni desiderate.



Sensori da inserire davanti, a sinistra o a destra di Roby per ripetere il ciclo finché c'è strada davanti, a sinistra, o a destra.



Target da inserire nella scacchiera e sulla carta per indicare la condizione di terminazione.



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Retro Carte Speciali

CodyRoby

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

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

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

#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.

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!

#CodeMOOC

Coding in your Classroom, Now!

#CodeMOOC

Coding in your Classroom, Now!

#CodeMOOC

Coding in your Classroom, Now!