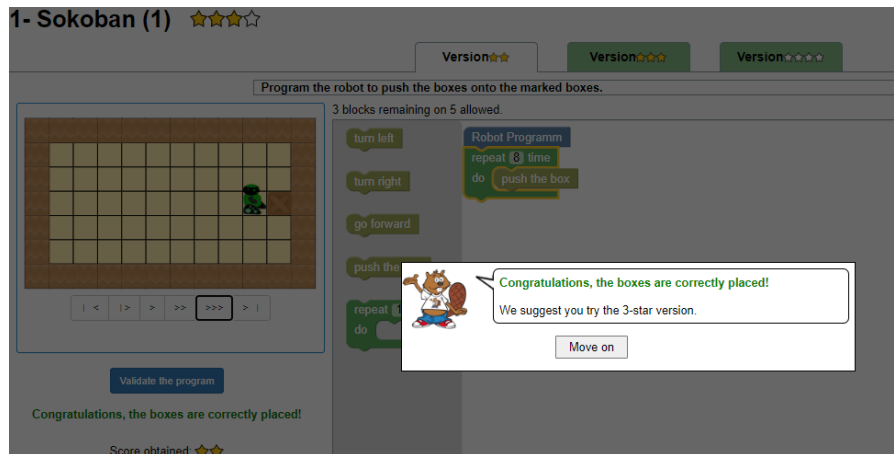
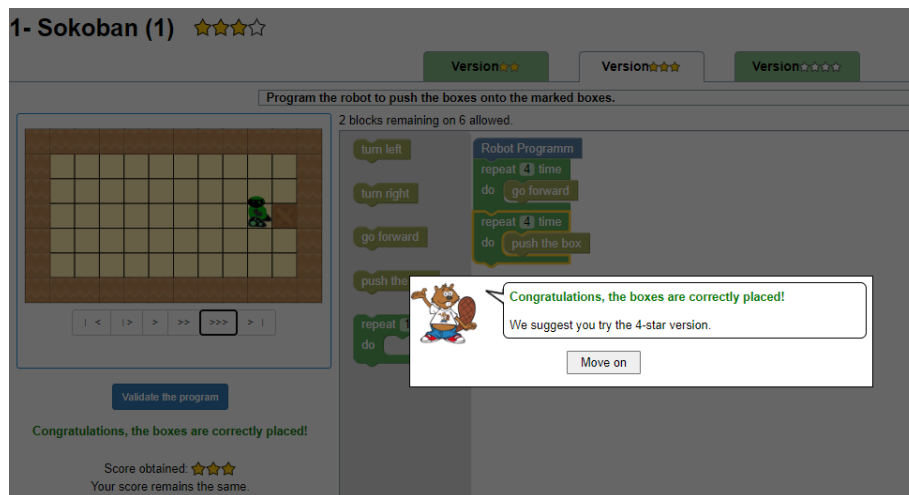


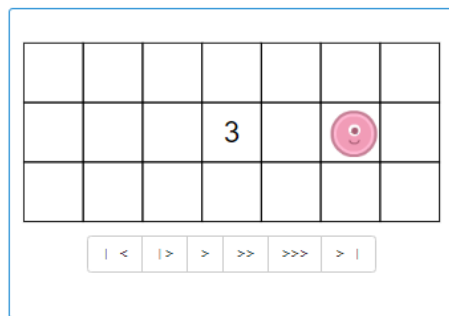
1

1/1

 $1/2$ 

នៅខ្វះមួយទៀតសម្រាប់គឺចំណុចទីបី

2

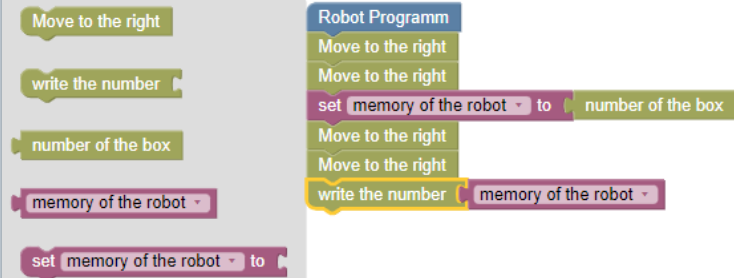


Validate the program

Well done, your robot has written the right numbers!

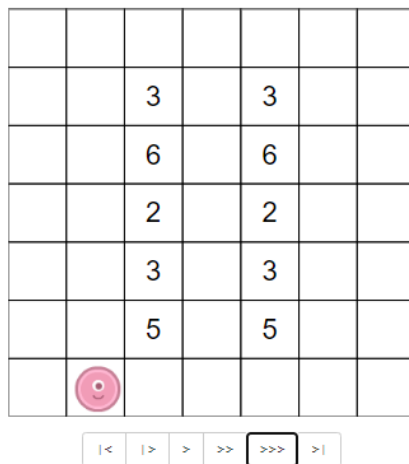
Your score is now: 40on40.

2 blocks remaining on 10 allowed.



3

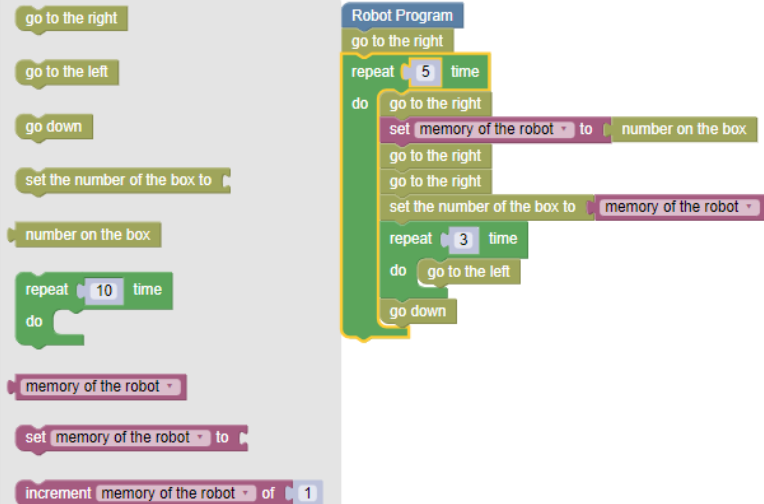
3/1



Submit program


Well done, you've entered the correct numbers!

25 remaining blocs on 40 allowed.



3/2

After storing first number of the row in the variable `Robot memory`, you will have to modify it to add the second number.

	4	3		7		
	3	6		9		
	5	2		7		
	6	3		9		
	2	5		7		
						

|< |> > >> >>> >|

Submit program

Well done, you've entered the correct numbers!

23 remaining blocs on 40 allowed.

go to the right

go to the left

go down

set the number of the box to

number on the box

repeat 10 time
do

1 + 1

0

memory of the robot

set memory of the robot to

Robot Program

repeat 5 time

do

go to the right

set memory of the robot to number on the box

go to the right

increment memory of the robot of number on the box

go to the right

go to the right

set the number of the box to memory of the robot

repeat 4 time

do

go to the left

go down

3/3

Program the robot to write instead of zeros to right of each line, the sum of the numbers in the left part of the line.

		2	3	4	3	2		14
		3	5	3	2	2		15
		4	6	2	4	2		18
		5	5	1	1	2		14
		6	4	2	3	1		16
								

|< |> > >> >>> >|

Submit program

Well done, you've entered the correct numbers!

20 remaining blocs on 40 allowed.

go to the right

go to the left

go down

set the number of the box to

number on the box

repeat 10 time
do

1 + 1

0

Robot Program

repeat 5 time

do

go to the right

go to the right

set memory of the robot to number on the box

repeat 4 time

do

go to the right

increment memory of the robot of number on the box

go to the right

go to the right

set the number of the box to memory of the robot

repeat 8 time

do

go to the left

go down

3-Paint using the number (1) ★★★★★

Version ★★

Version ★★★★★

Version ★★★★★

4

4/1

The number of balls is indicated in front of the robot. You have to use it!

Test 1

Test 2

Test 3

8 blocks remaining on 20 allowed.

move down

move left

Move to the right

pick up the ball

drop the ball

write the number

number of the box

repeat 10 time

do

number of balls

set number of balls to

Robot Programm

Move to the right

set number of balls to number of the box

Move to the right

Move to the right

repeat number of balls time

do

move up

pick up the ball

Move to the right

drop the ball

move left

4/2

Validate the program

15 blocks remaining on 30 allowed.

Actions

Loops

Math

Variables

Robot Programm

set number of moves to 1

repeat 8 time

do

Move to the right

repeat number of moves time

do

move up

pick up the ball

repeat number of moves time

do






























move down

drop the ball

increment number of moves of 1

4/3

Test 1



5

5/1

The screenshot shows a 1D grid with 10 cells. The first cell contains a robot icon and the number 5. Below the grid are navigation buttons: | < | > | >> | >>> | > |. A 'Test 1' button is present. Below the grid, there is a 'Test 2' section with a 'Validate the program' button and the text 'Reload your best answer.'.

7 blocks remaining on 15 allowed.

Robot Program:

- Move to the right
- paint the box
- number of the box
- repeat 10 time
- do
- nbBlackPoints
- set nbBlackPoints to
- increment nbBlackPoints of 1

5/2

The screenshot shows a 10x10 grid. The robot is at the top-left cell (0,0). The grid contains black dots at (0,3), (0,5), (1,3), (1,4), (1,5), (1,6), (2,3), (2,4), (2,5), (2,6), (3,3), (3,4), (3,5), (3,6), (4,3), (4,4), (4,5), (4,6), (5,3), (5,4), (5,5), (5,6), (6,3), (6,4), (6,5), (6,6), (7,3), (7,4), (7,5), (7,6), (8,3), (8,4), (8,5), (8,6), (9,3), (9,4), (9,5), (9,6). Below the grid are navigation buttons: | < | > | >> | >>> | > |. A 'Test 1' button is present. Below the grid, there is a 'Test 2' section with a 'Validate the program' button.

9 blocks remaining on 25 allowed.

Robot Program:

- Move to the right
- set nbBlackPoints to
- Move to the right
- set NBRow to
- repeat nbBlackPoints time
- do
- move down
- repeat NBRow time
- do
- paint the box
- Move to the right
- repeat NBRow time
- do
- move left

5-Paint using the number (3) ★★★★★

Version★★★★ Version★★★★ Version★★★★

Program the robot to paint all the boxes marked with a black dot.

នៅខ្លះមួយទៀតសម្រាប់គឺចំណុចទីបី

6

6- Sokoban (2) ☆☆☆☆

Version☆☆

Version☆☆☆

Version☆☆☆☆

Program the robot to push the box to the marked square.

The number in front of the robot indicates the column where there is a box to push.

Please note, your program must work on all three tests. Watch them before programming!

You may need to use a variable

Test 1

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5 6 7 8

| < | > | >> >>> > |

Test 2

19 blocks remaining on 20 allowed.

push the box

go forward

turn right

Robot Programm

go forward

robot column

box column

newvar

set box column to

ខ្ញុំធ្វើអត់បាន ខ្ញុំព្យាយាមហើយខ្ញុំអត់ចេះបើប្រអប់ពណ៌ស្វាយ

7

Note that this exercise contains several tests. The same program should work on all tests.

✓ Test 1 Correct answer

6 blocks remaining on 20 allowed.

Robot Programm

```

repeat 5 time
do
  repeat 10 time
  do
    Move to the right
    if on a marked box
    do
      increment nbBlackPoints of 1
    write the number nbBlackPoints
  repeat 10 time
  do
    move left
  set nbBlackPoints to 0
  move down

```

Well done, your robot has written the right numbers!

Score obtained: ★★

8

8/1

17 blocks remaining on 20 allowed.

Robot Programm

```

repeat 9 time
do
  Move to the right
  paint the box

```

Bravo, votre robot a peint le motif !

Score obtained: ★★

To get more points, upgrade to a more difficult version.

Bravo, votre robot a peint le motif !
We suggest you try the 3-star version.

Move on

8/3

Version☆☆

Version☆☆☆

Version☆☆☆☆

Program the robot to paint all the boxes marked with a black dot.

2 blocks remaining on 20 allowed.

| < | > >> >>> > |

Validate the program

Bravo, votre robot a peint le motif !

Score obtained: ☆☆☆☆
Your score remains the same.

Move to the right
 move up
 move left
 move down
 paint the box
 repeat 10 time
 do

Robot Programm
 repeat 2 time
 do
 Move to the right
 paint the box
 move up
 repeat 5 time
 do
 move down
 paint the box
 Move to the right
 paint the box

Bravo, votre robot a peint le motif !

You have fully resolved this question, move on to another question.

Move on
 No

8/2

Version☆☆

Version☆☆☆

Version☆☆☆☆

Program the robot to paint all the boxes marked with a black dot.

3 blocks remaining on 20 allowed.

| < | > >> >>> > |

Validate the program

Bravo, votre robot a peint le motif !

Move to the right
 move up
 move left
 move down
 paint the box
 repeat 10 time
 do

Robot Programm
 Move to the right
 repeat 2 time
 do
 Move to the right
 paint the box
 move up
 paint the box
 Move to the right
 paint the box
 move up
 paint the box
 Move to the right
 paint the box

Bravo, votre robot a peint le motif !

We suggest you try the 4-star version.

Move on

Paint the dots ☆☆☆☆

Version☆☆

Version☆☆☆

Version☆☆☆☆

Program the robot to paint all the boxes marked with a black dot.