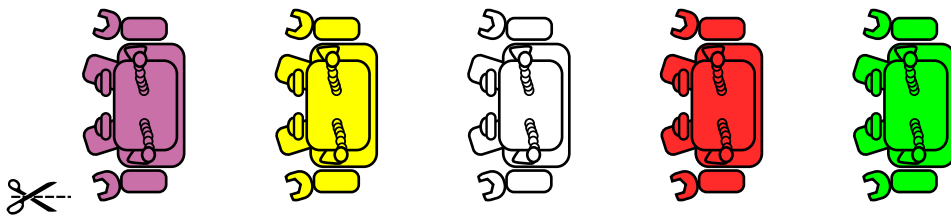
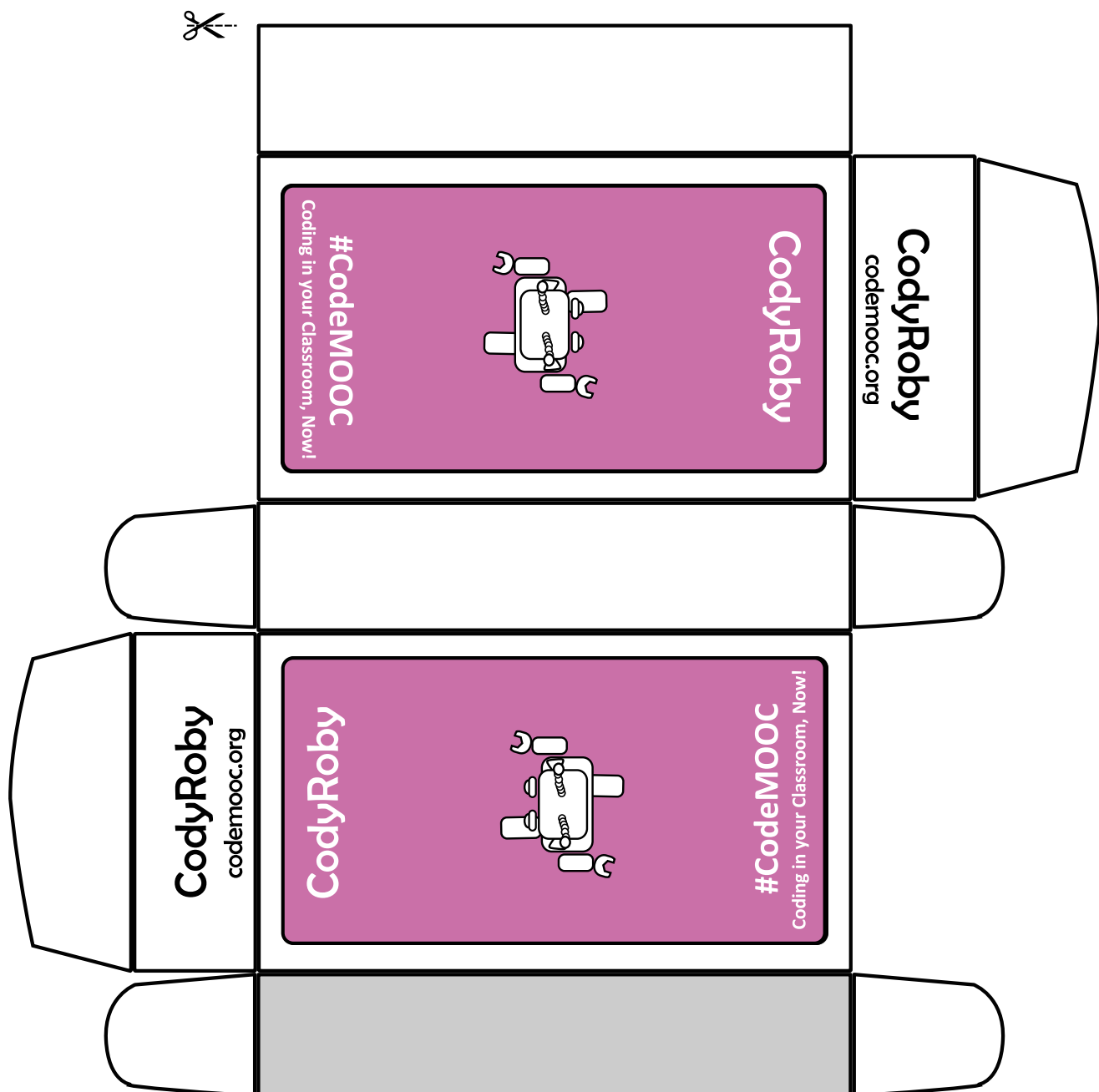






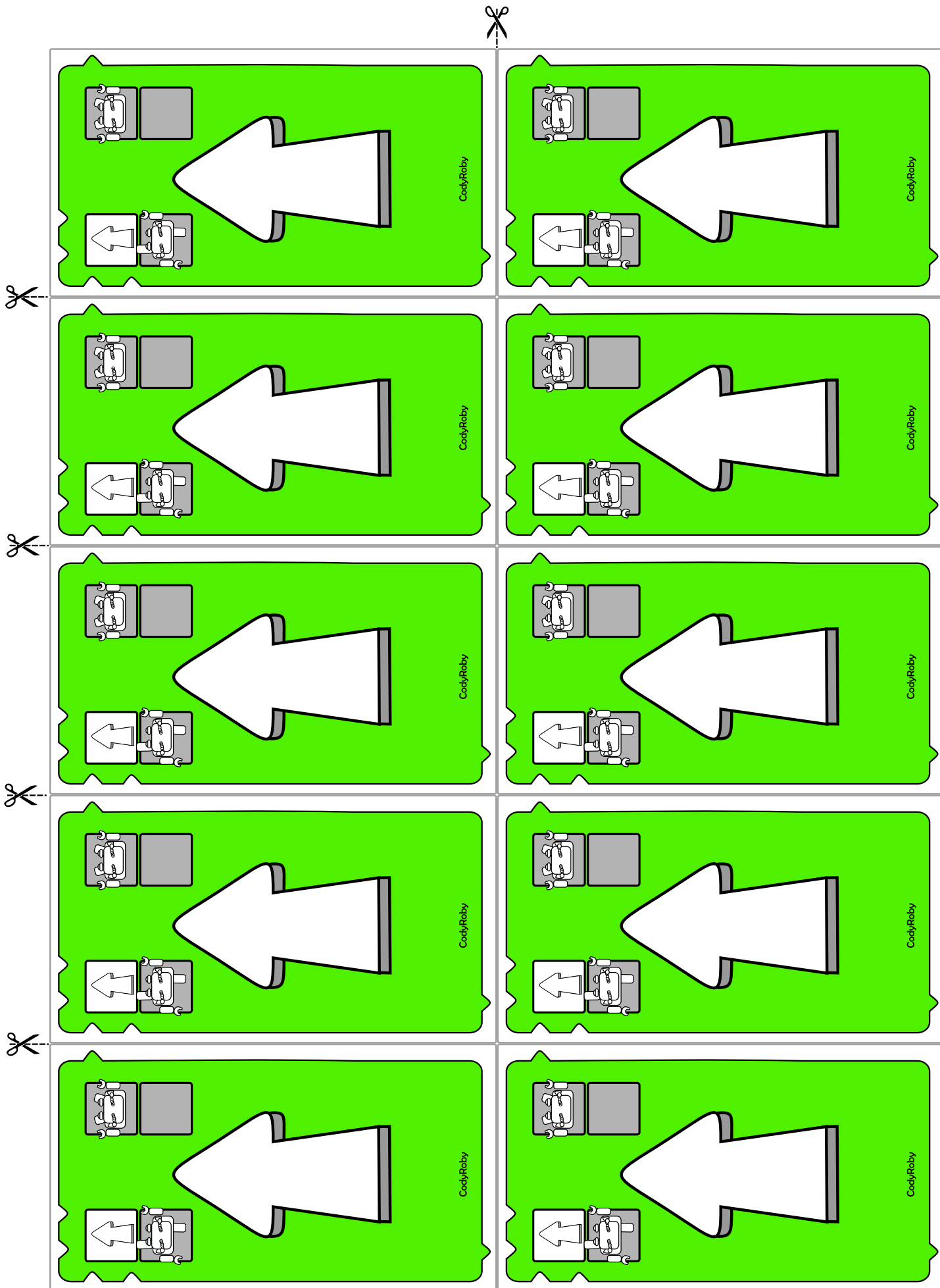
## VIDEO TUTORIAL

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



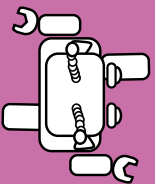


# Carte Vai Avanti



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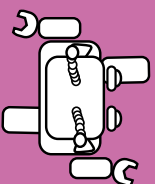
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

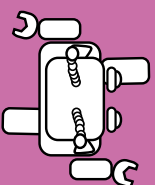
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

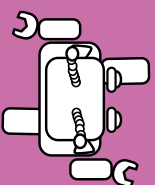
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

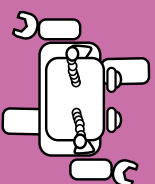
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

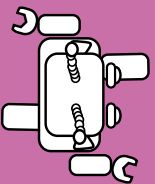
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

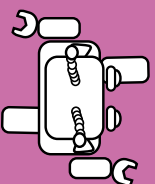
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

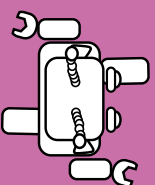
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

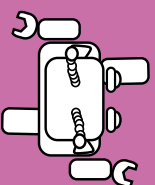
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

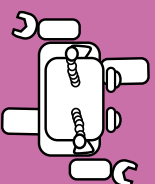
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

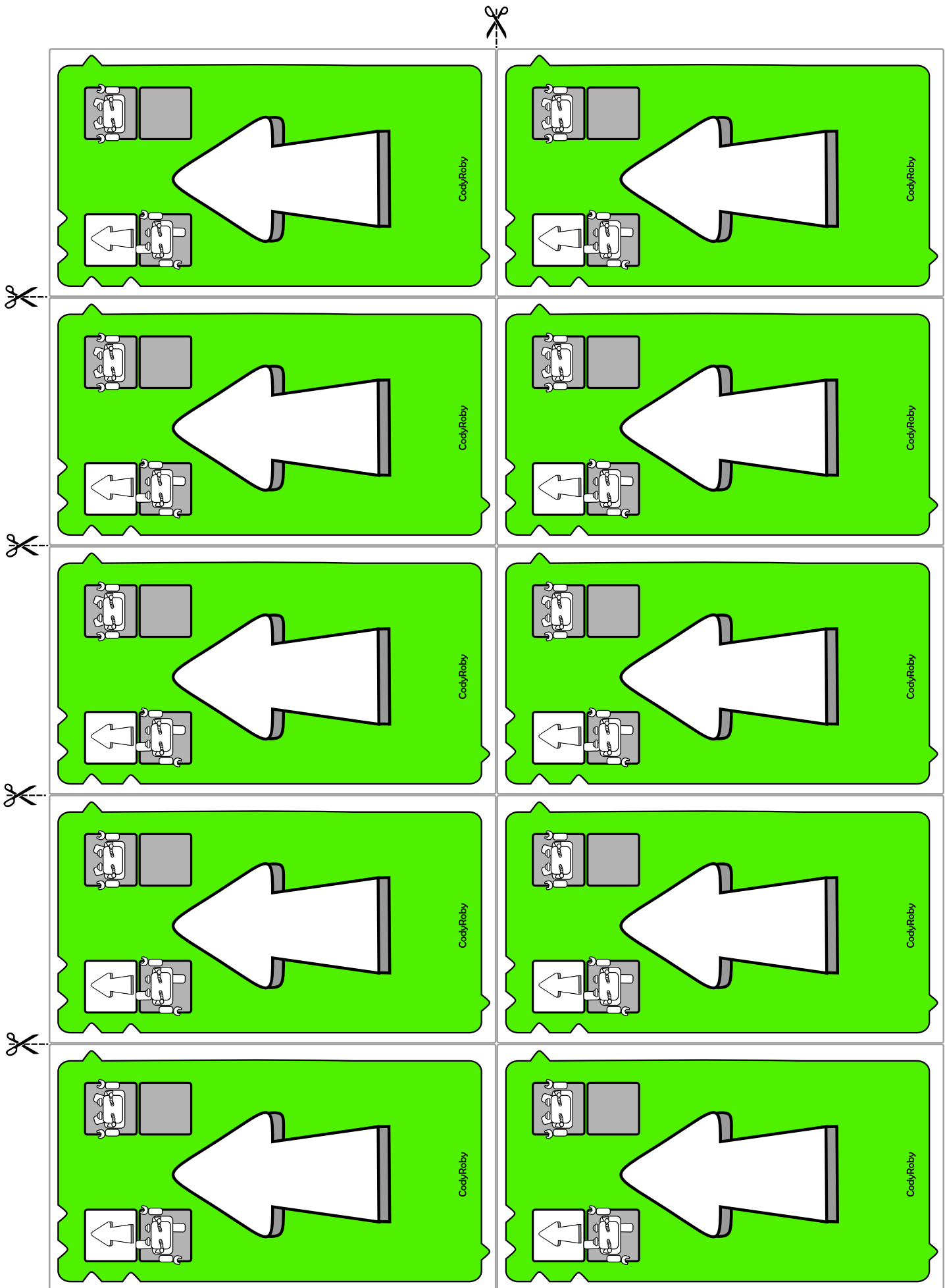
CodyRoby



#CodeMOOC

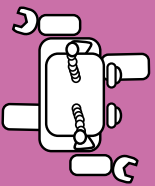
Coding in your Classroom, Now!

# Carte Vai Avanti



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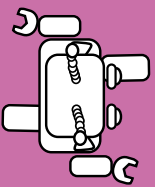
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

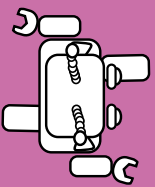
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

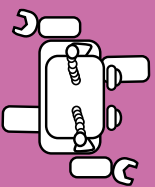
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

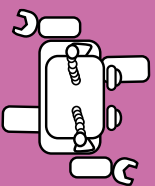
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

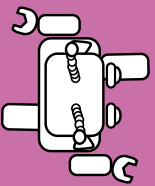
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

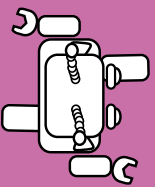
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

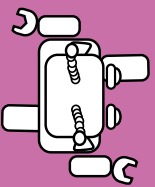
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

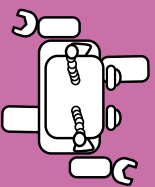
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

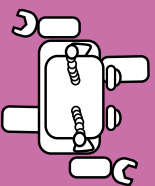
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#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

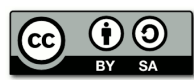
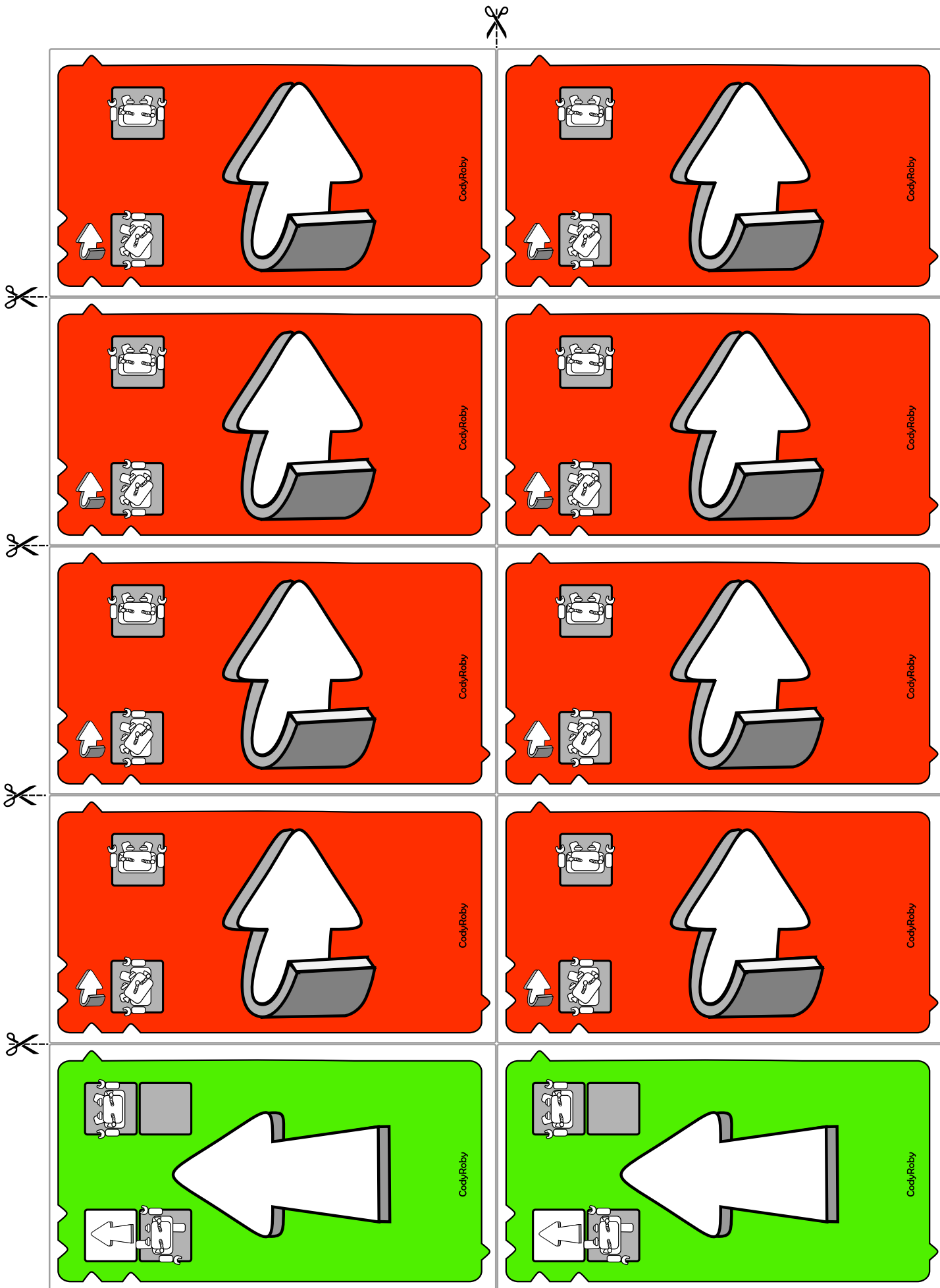


#CodeMOOC

Coding in your Classroom, Now!

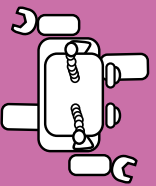


# Carte Girati a Destra



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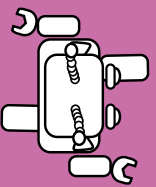
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#CodeMOOC

Coding in your Classroom, Now!

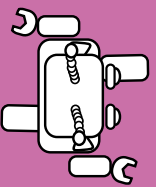
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#CodeMOOC

Coding in your Classroom, Now!

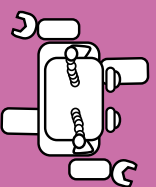
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#CodeMOOC

Coding in your Classroom, Now!

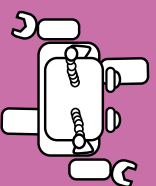
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#CodeMOOC

Coding in your Classroom, Now!

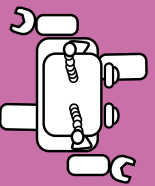
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#CodeMOOC

Coding in your Classroom, Now!

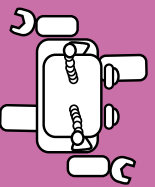
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#CodeMOOC

Coding in your Classroom, Now!

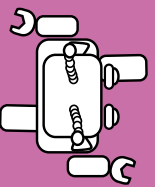
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

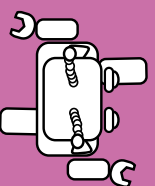
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#CodeMOOC

Coding in your Classroom, Now!

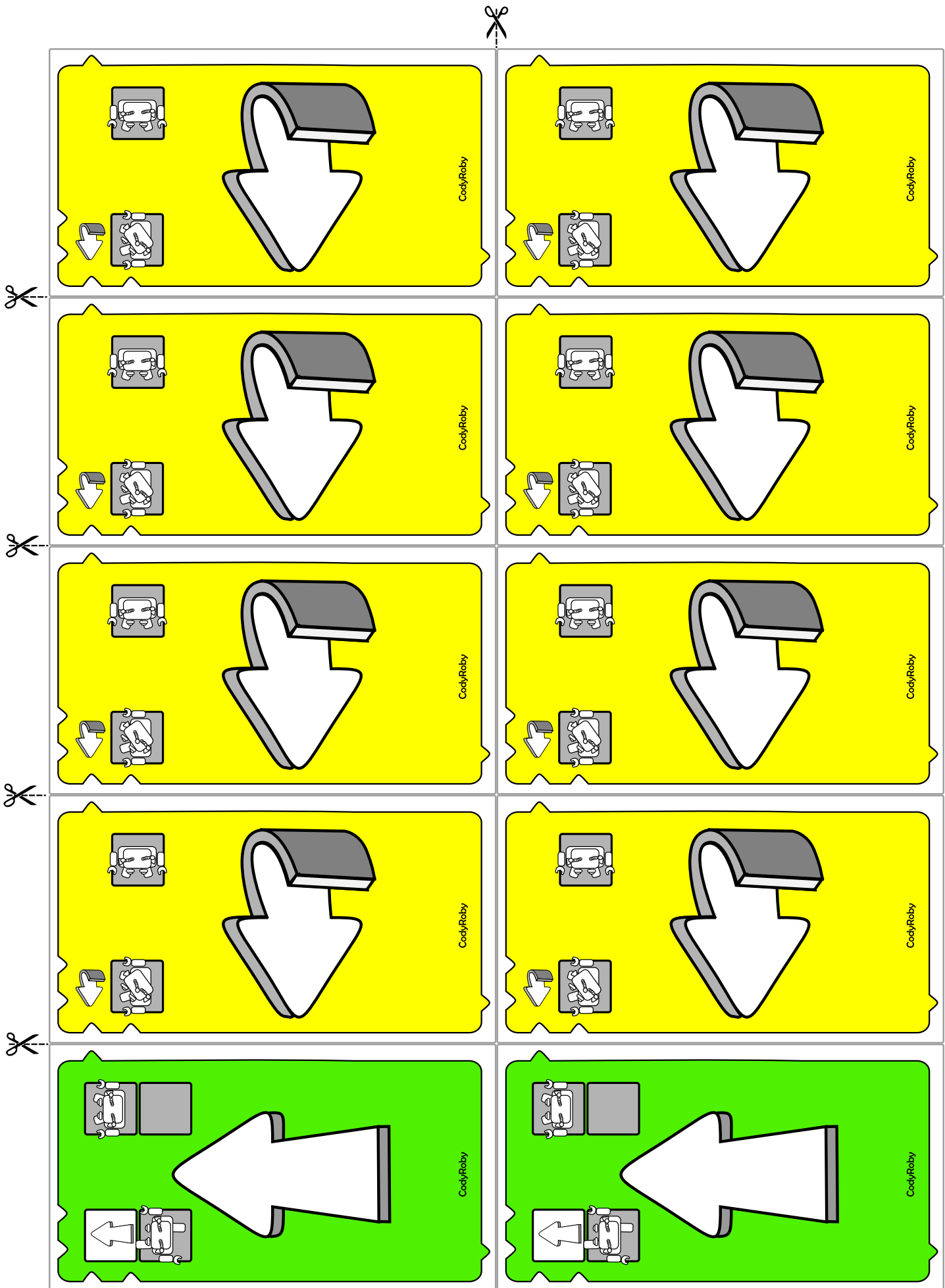
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#CodeMOOC

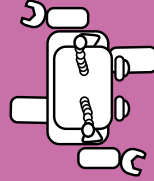
Coding in your Classroom, Now!

# Carte Girati a Sinistra



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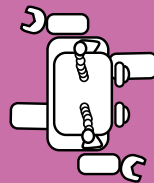
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#CodeMOOC

Coding in your Classroom, Now!

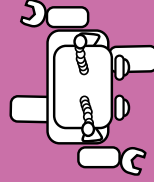
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

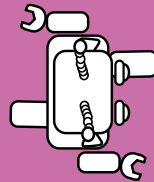
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

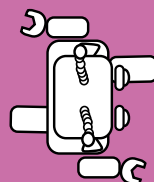
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#CodeMOOC

Coding in your Classroom, Now!

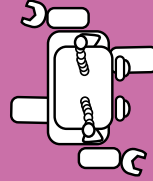
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

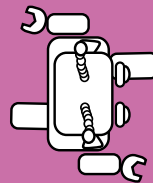
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

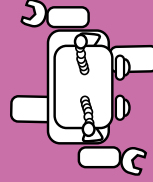
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

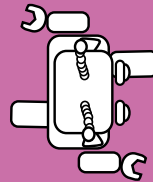
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

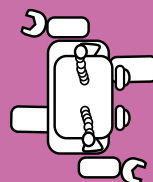
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

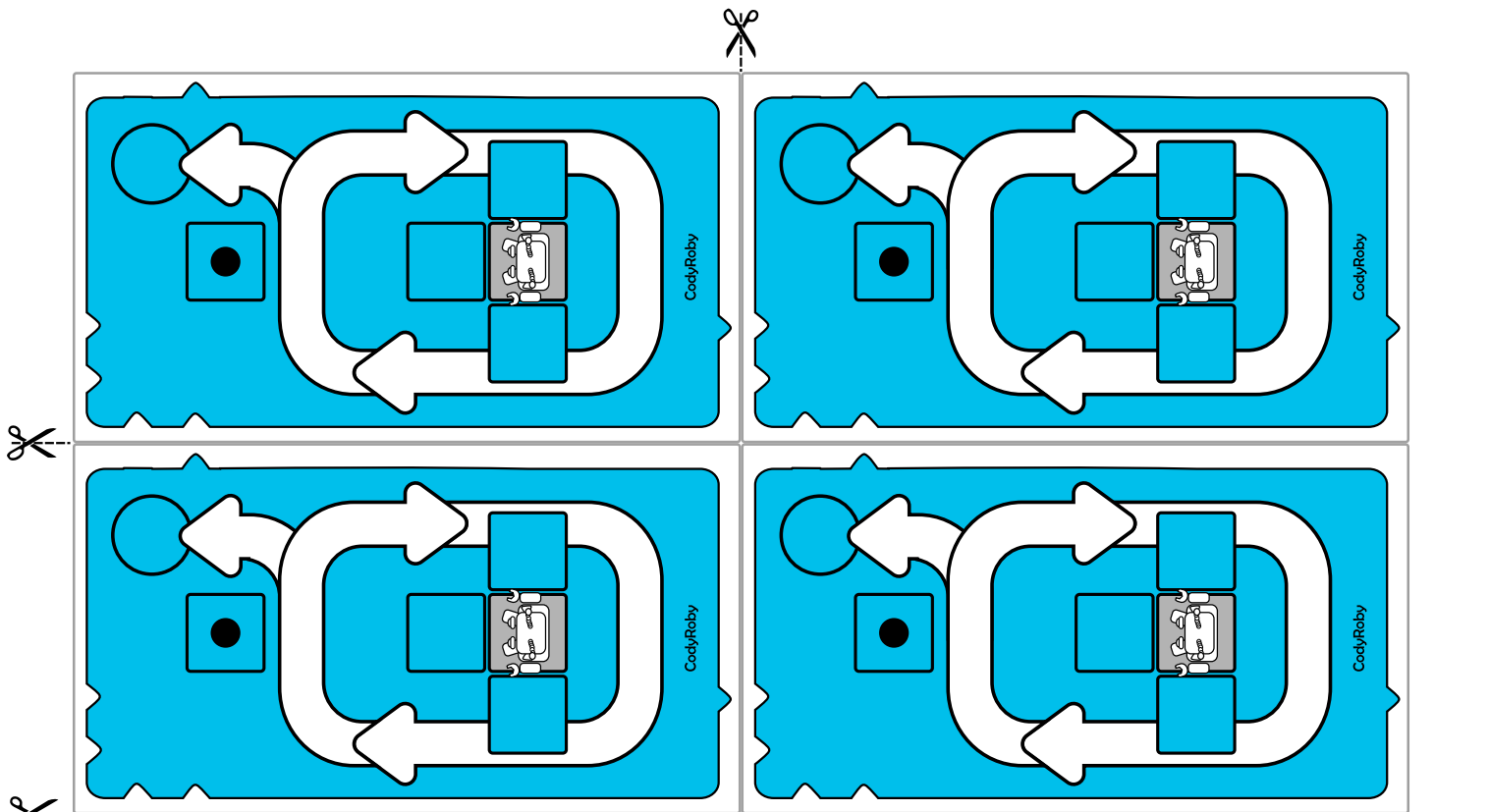
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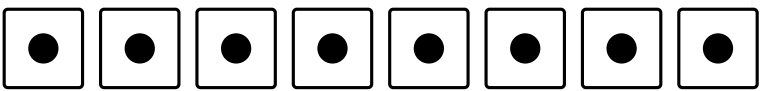
#CodeMOOC

Coding in your Classroom, Now!

# Carte Speciali



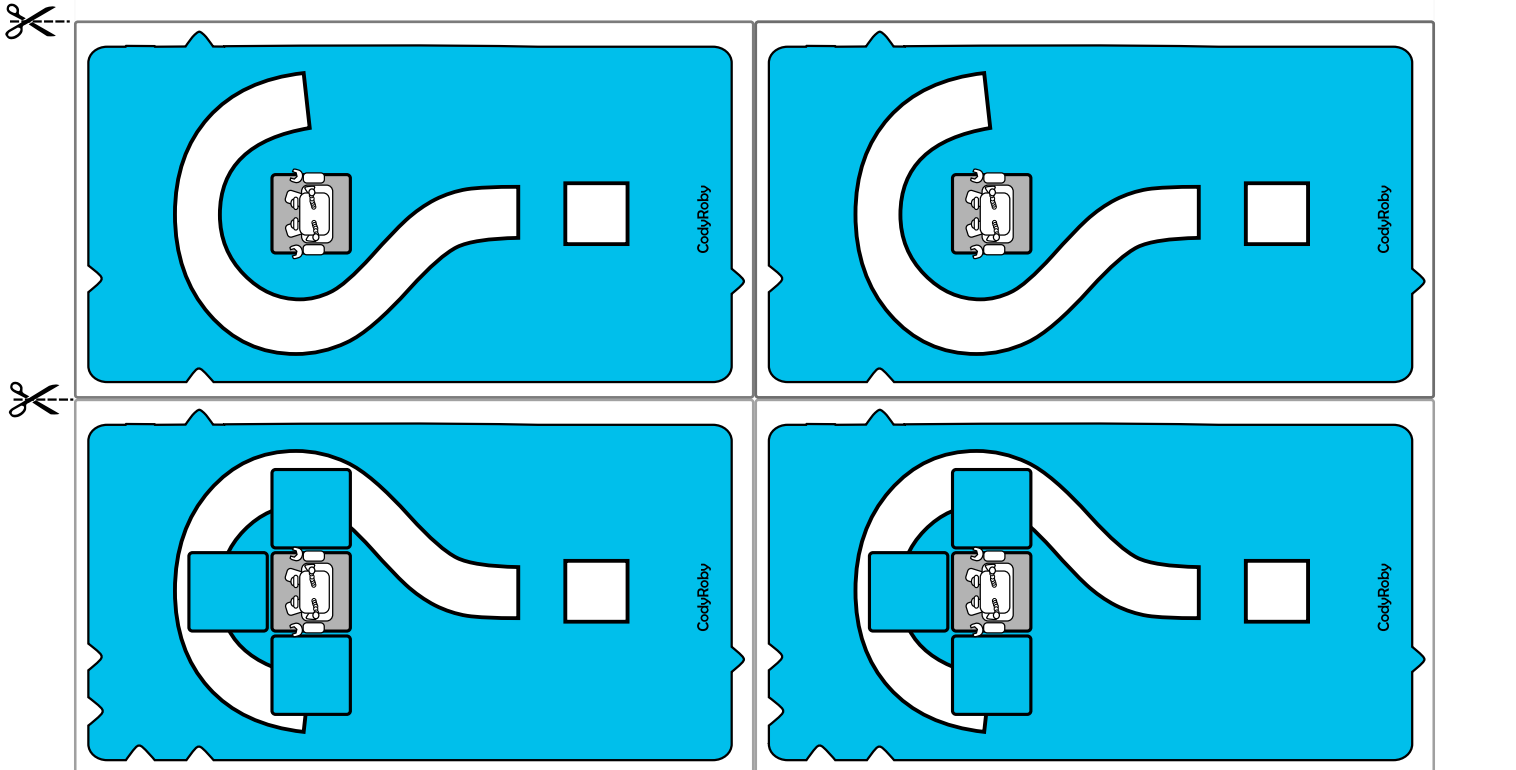
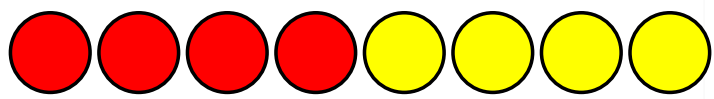
Unità di conteggio da appoggiare sopra alla carta per indicare le ripetizioni desiderate.



Sensori da inserire davanti, a sinistra o a destra di Roby per ripetere il ciclo finchè 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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## 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

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

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!

## 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

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).

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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!