



C O D I N G

U N P L U G G E D

**LETTERE DELL'ALFABETO E NUMERI**

# ISTRUZIONI



SCRIVI IL **PROGRAMMA** (ALGORITMO CON I SIMBOLI)  
PER DISEGNARE L'IMMAGINE

**LEGENDA:**

➔ AVANTI DI UNA CASELLA

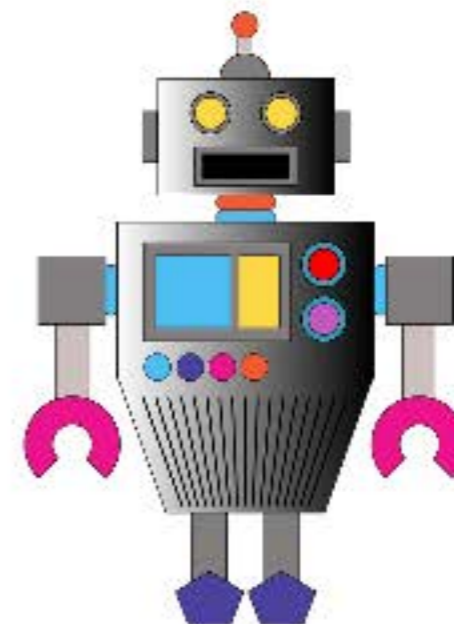
➔ INDIETRO DI UNA CASELLA

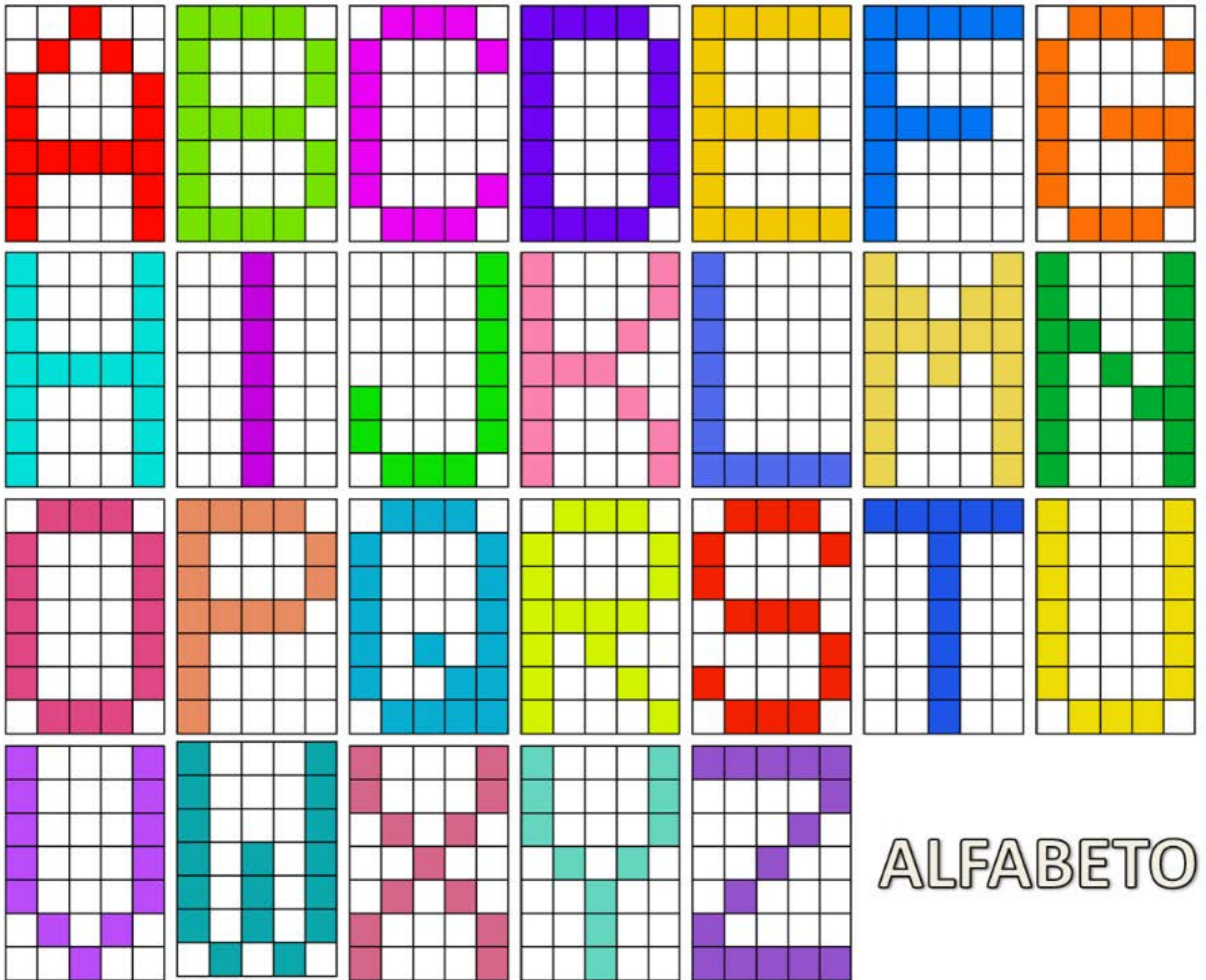
⬆ IN ALTO DI UNA CASELLA

⬇ IN BASSO DI UNA CASELLA

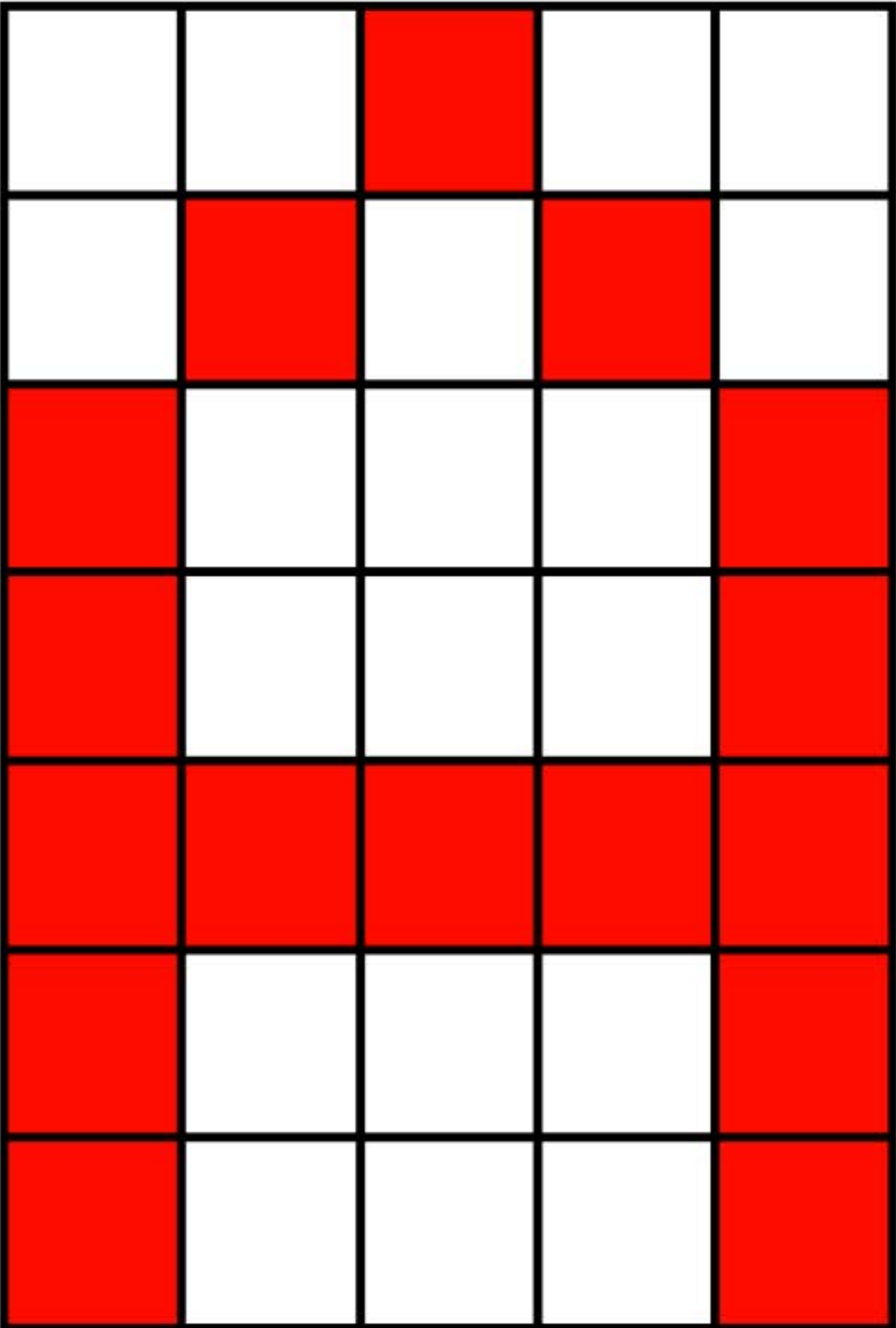
● COLORA LA CASELLA

⦿ CAMBIA COLORE

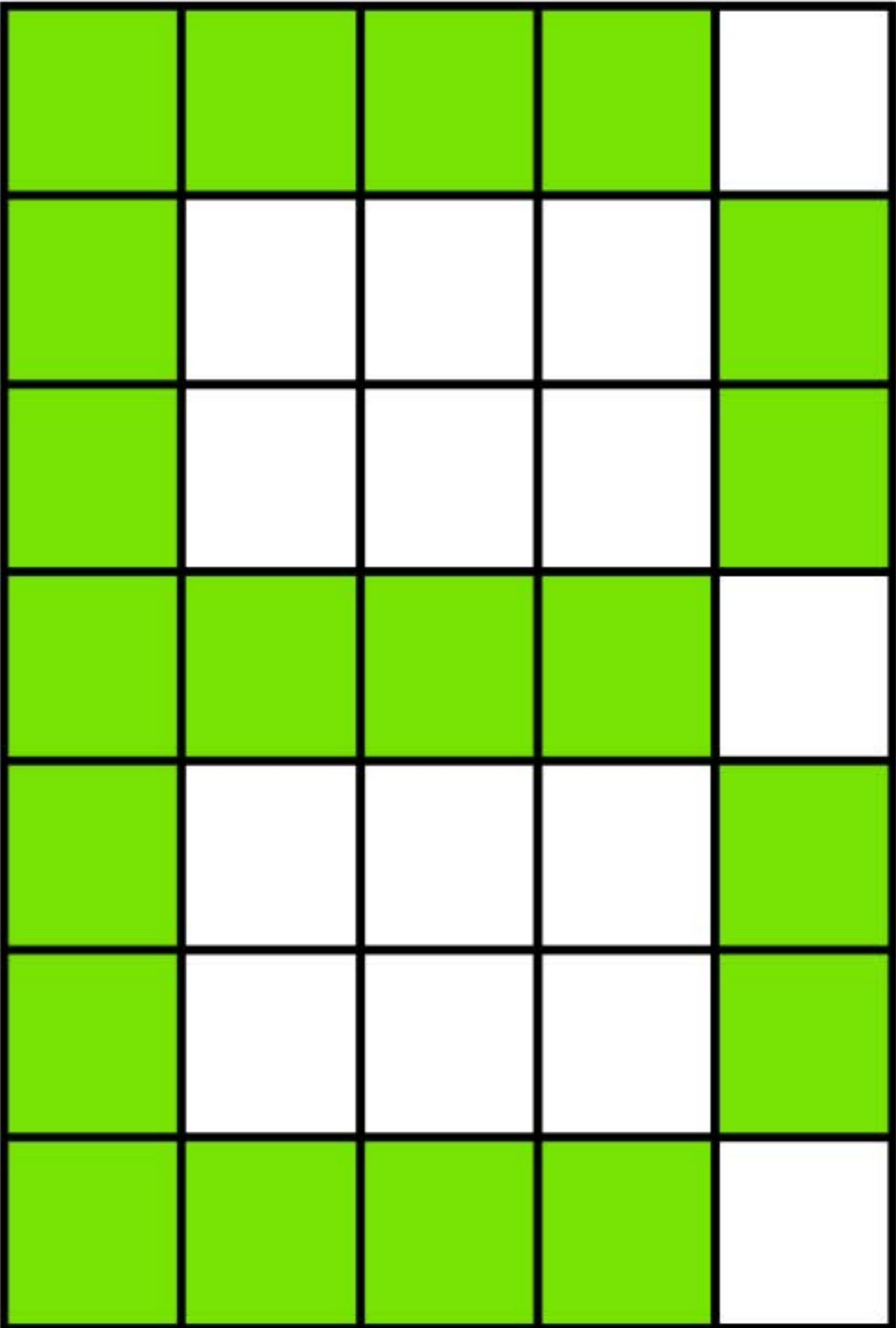




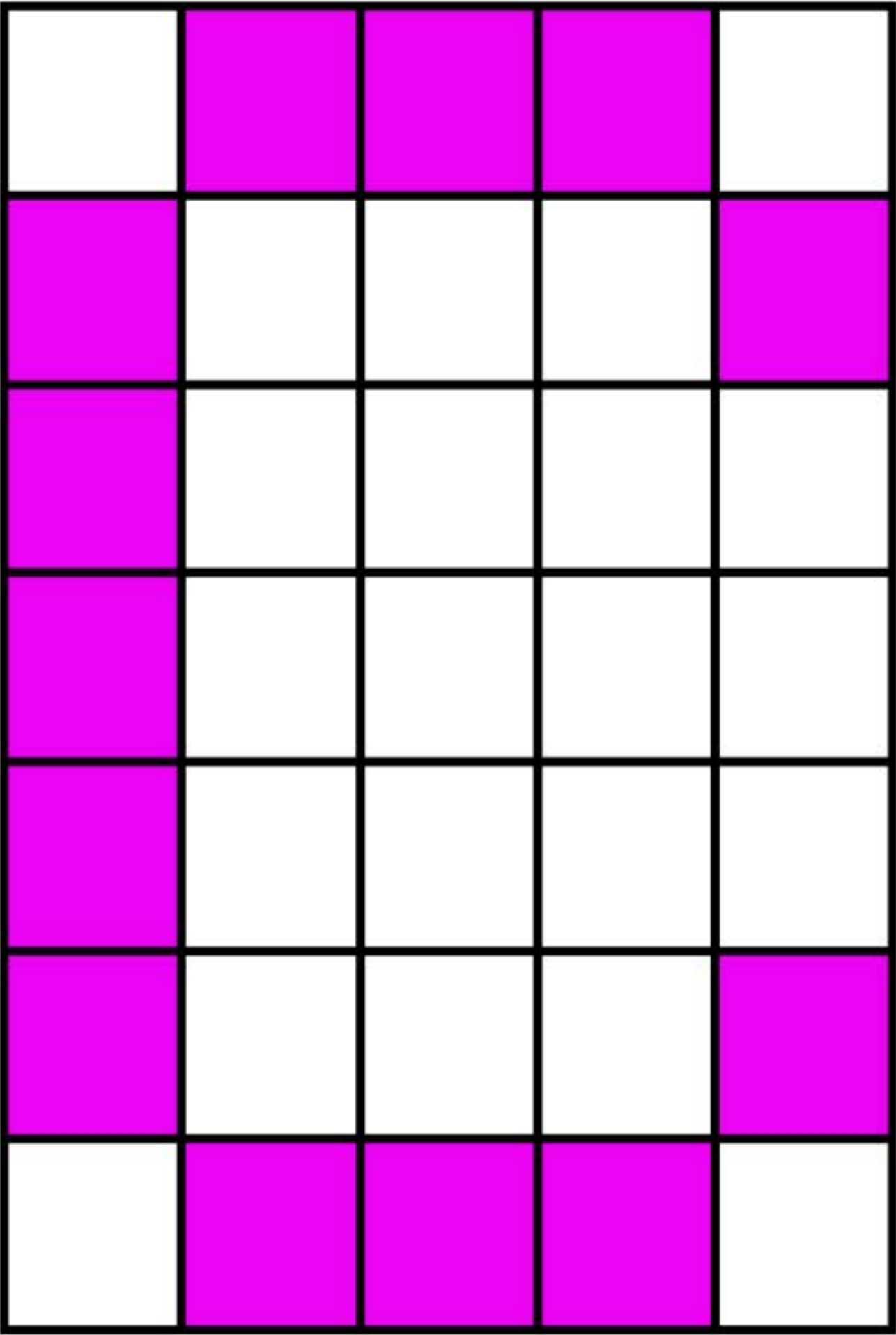
ALFABETO



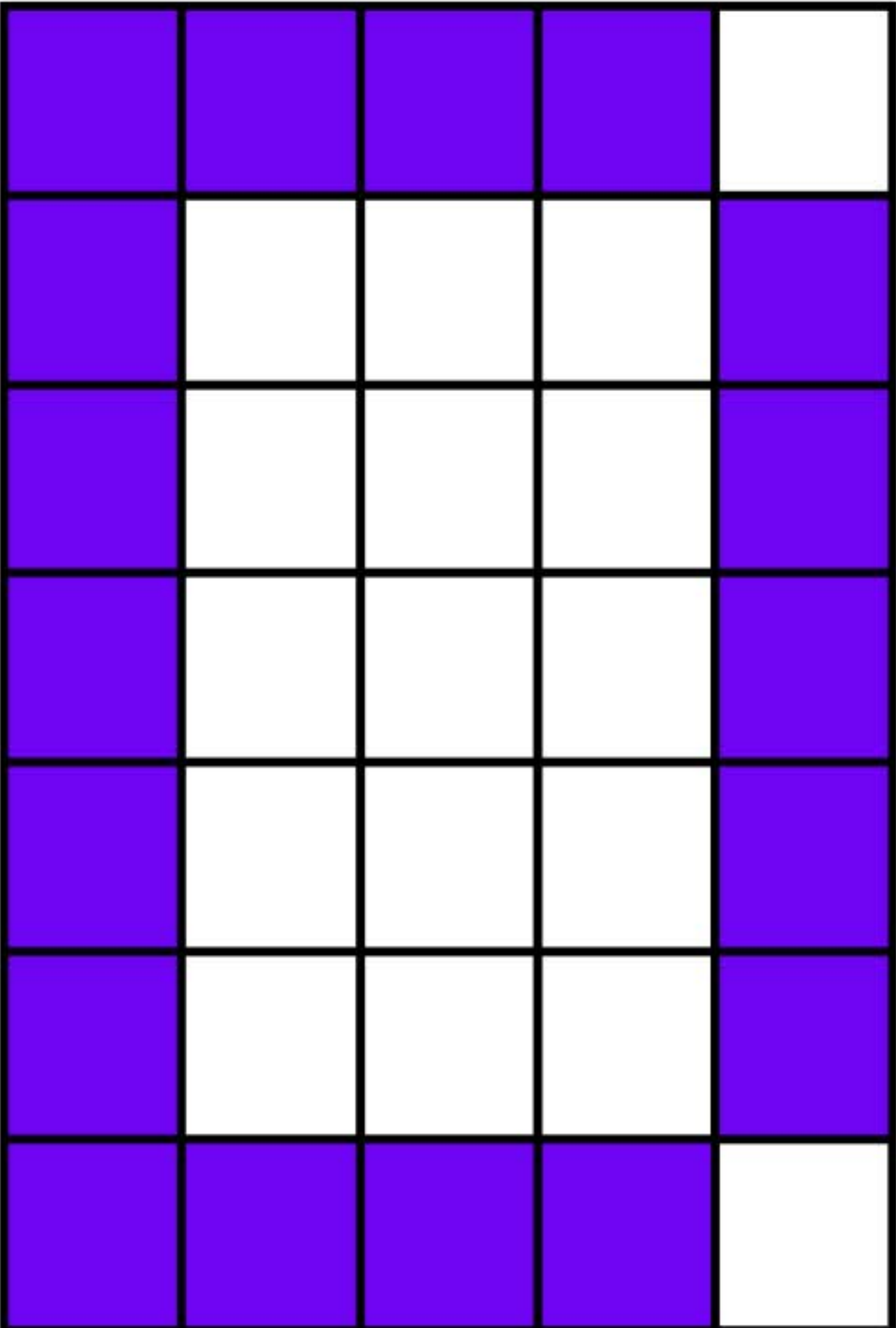
**PROGRAMMA**



**PROGRAMMA**



**PROGRAMMA**



**PROGRAMMA**

Yellow	Yellow	Yellow	Yellow	Yellow
Yellow	White	White	White	White
Yellow	White	White	White	White
Yellow	Yellow	Yellow	Yellow	White
Yellow	White	White	White	White
Yellow	White	White	White	White
Yellow	Yellow	Yellow	Yellow	Yellow



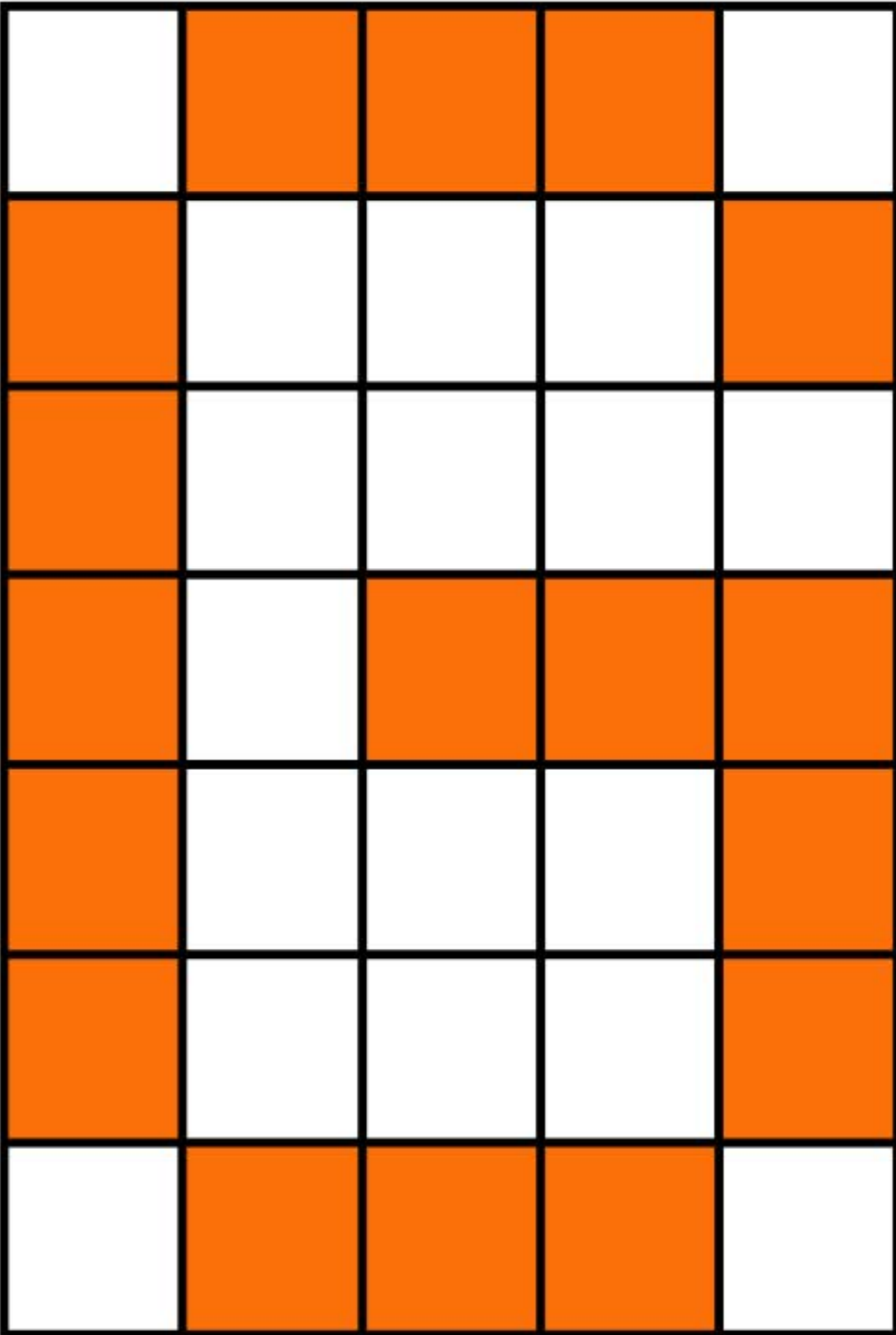
**PROGRAMMA**



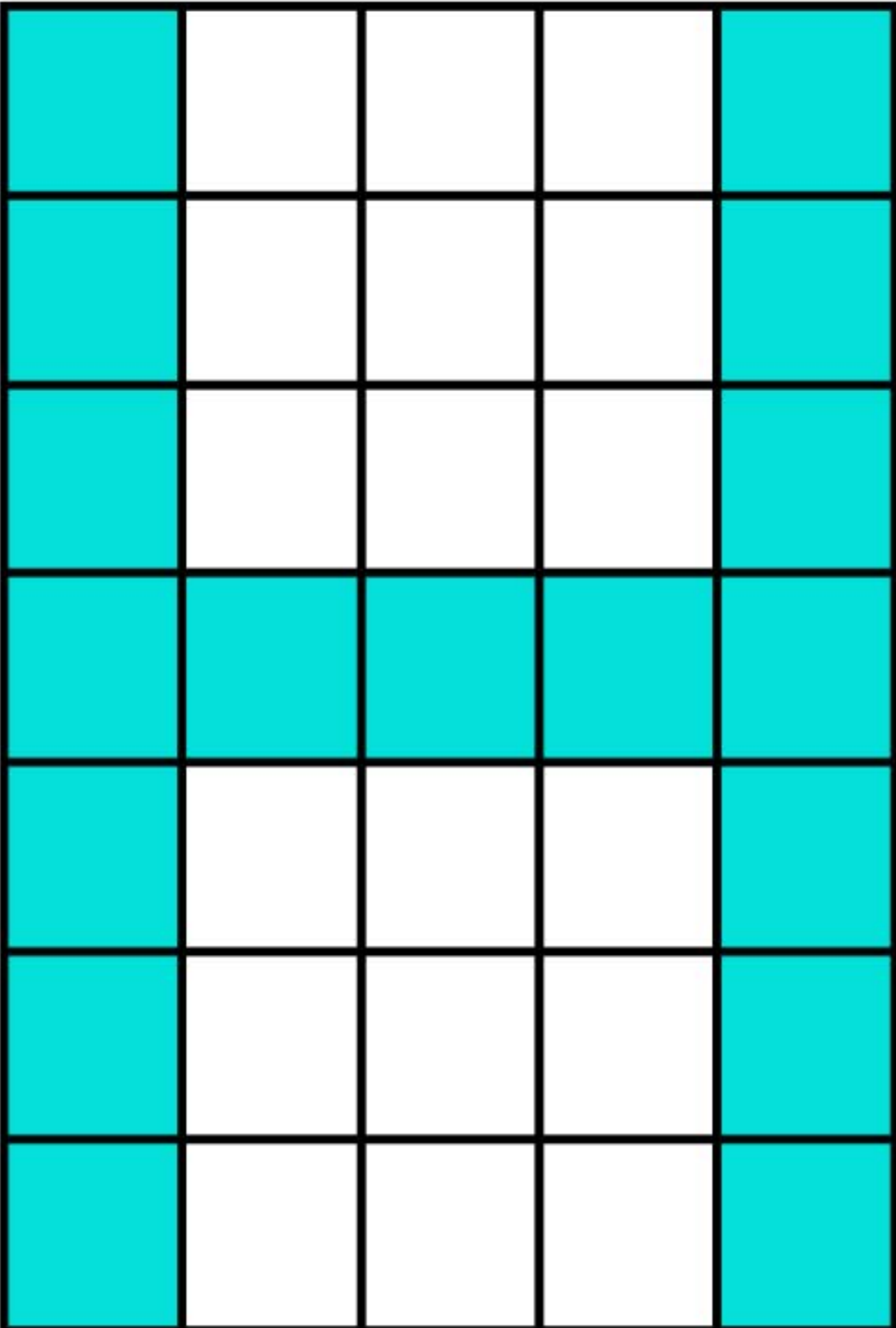
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■	□	□	□	□
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■	□	□	□	□



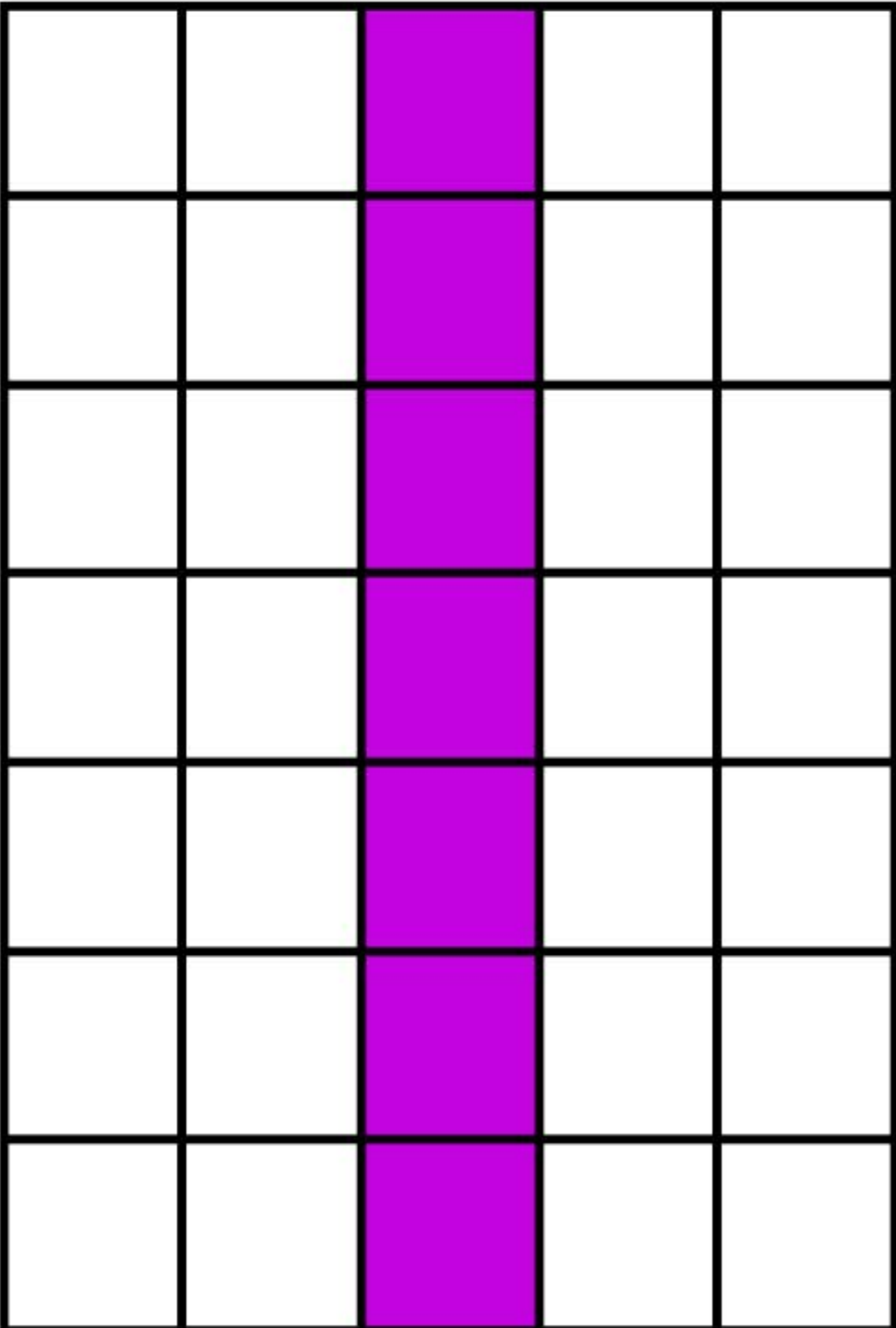
**PROGRAMMA**



**PROGRAMMA**



**PROGRAMMA**

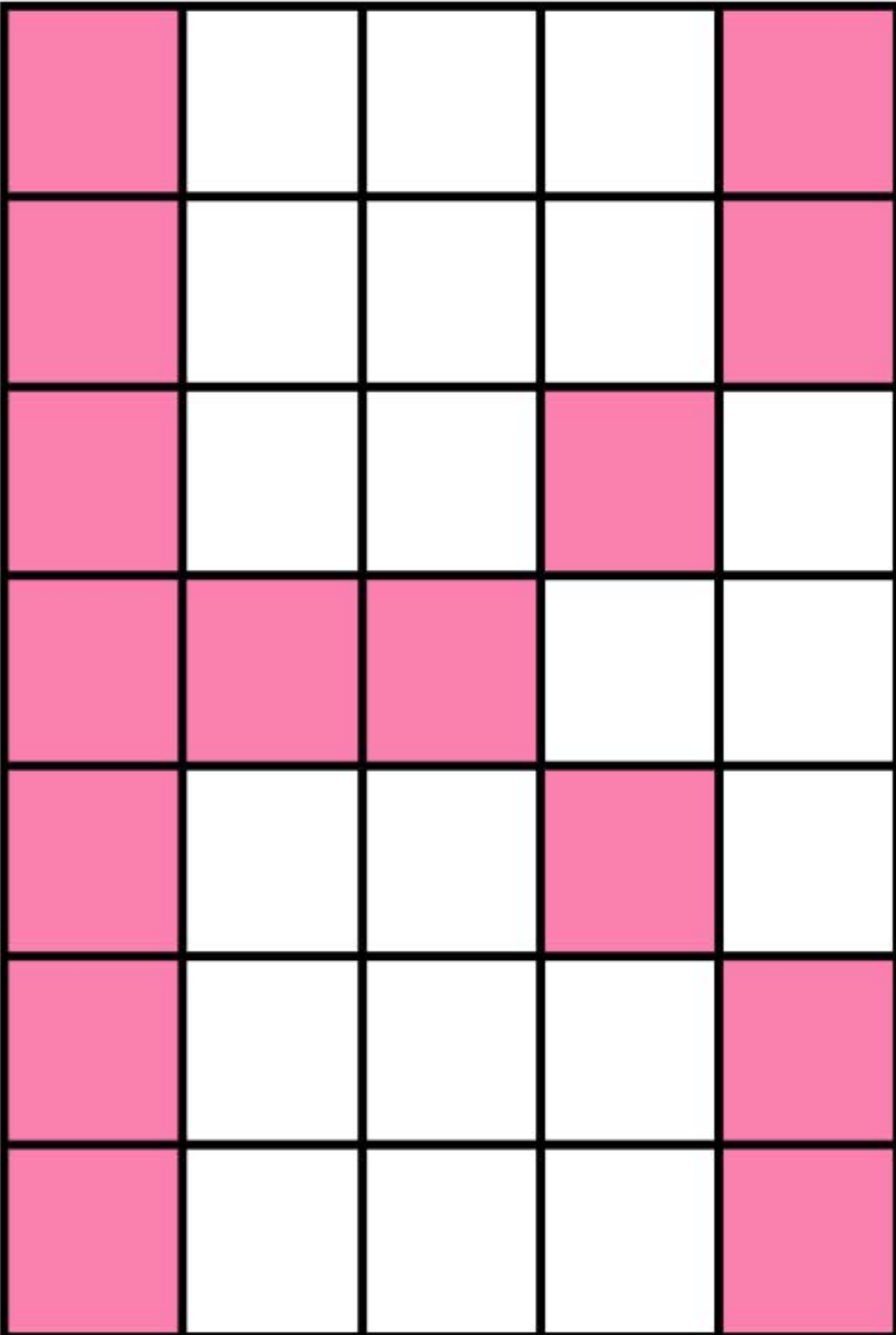


**PROGRAMMA**

				█
				█
				█
				█
█				█
█				█
	█	█	█	



**PROGRAMMA**

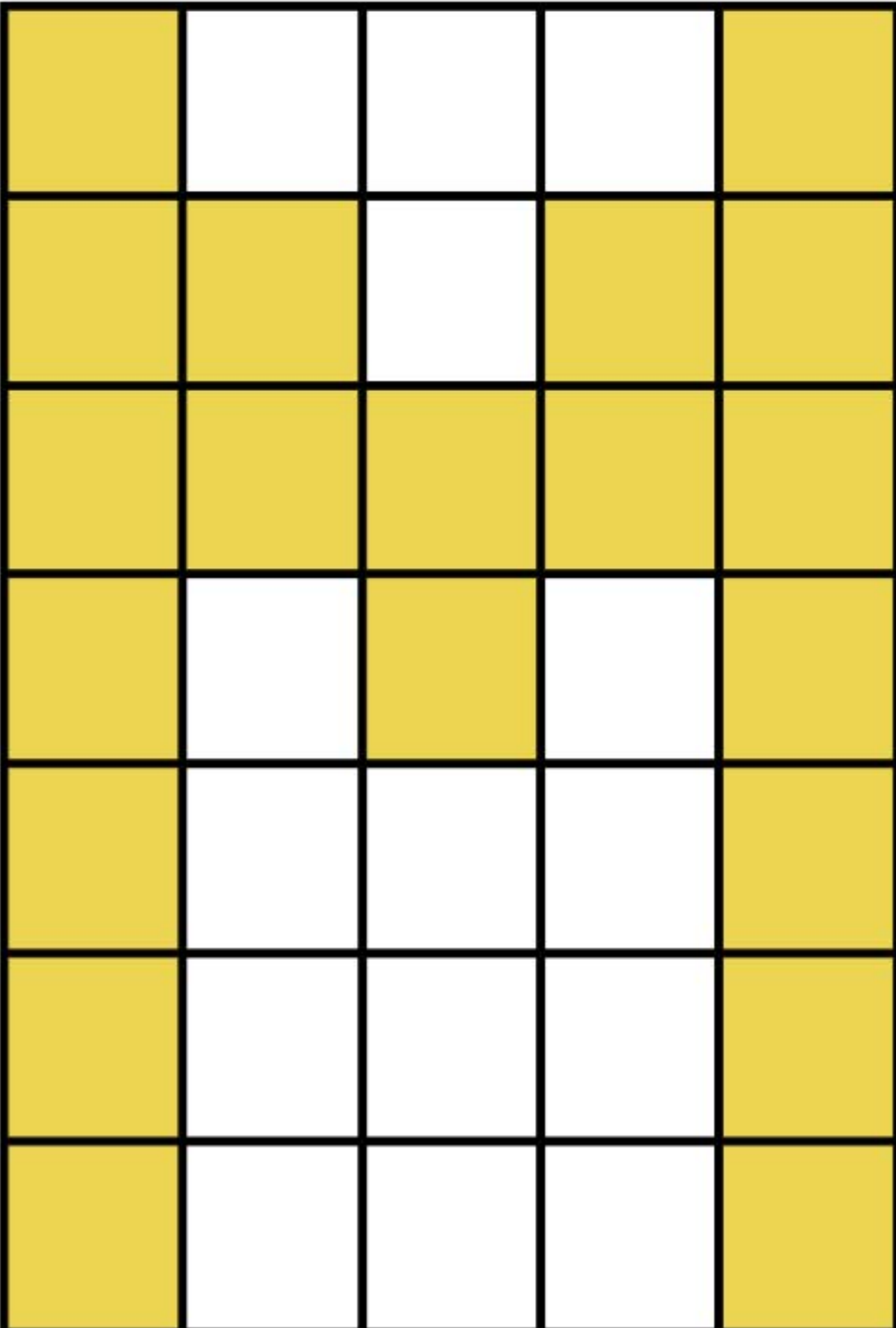


**PROGRAMMA**

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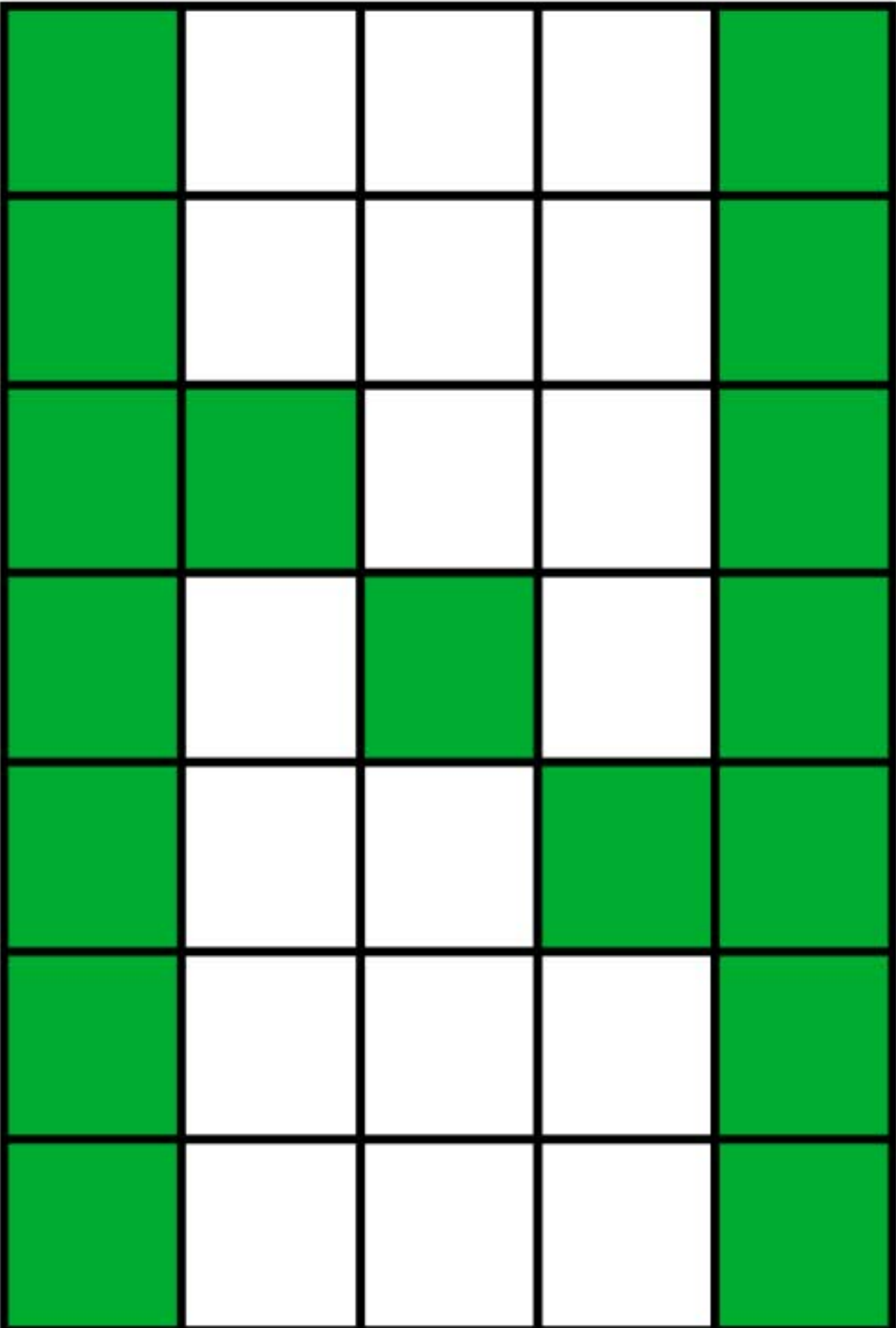


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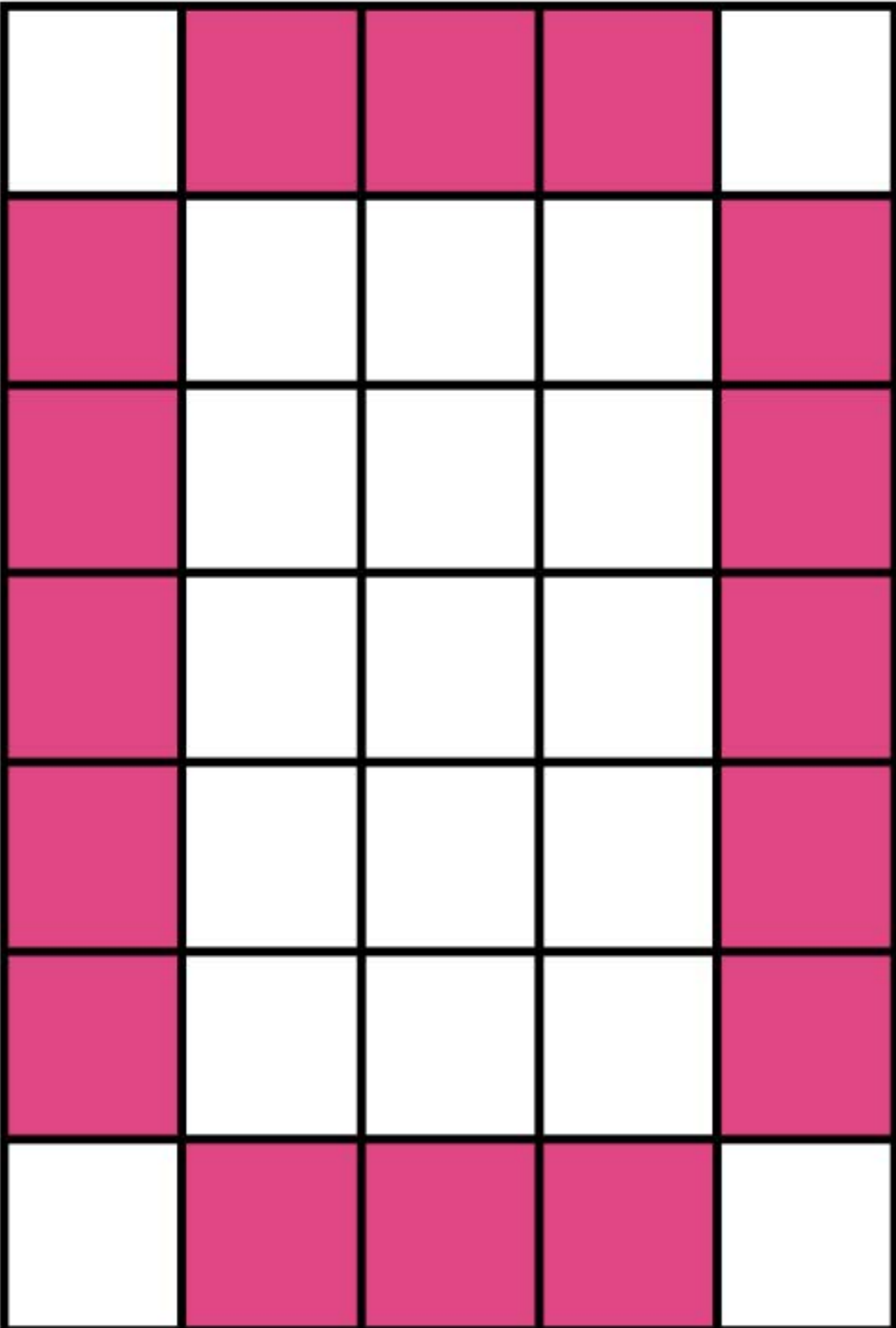


**PROGRAMMA**





**PROGRAMMA**

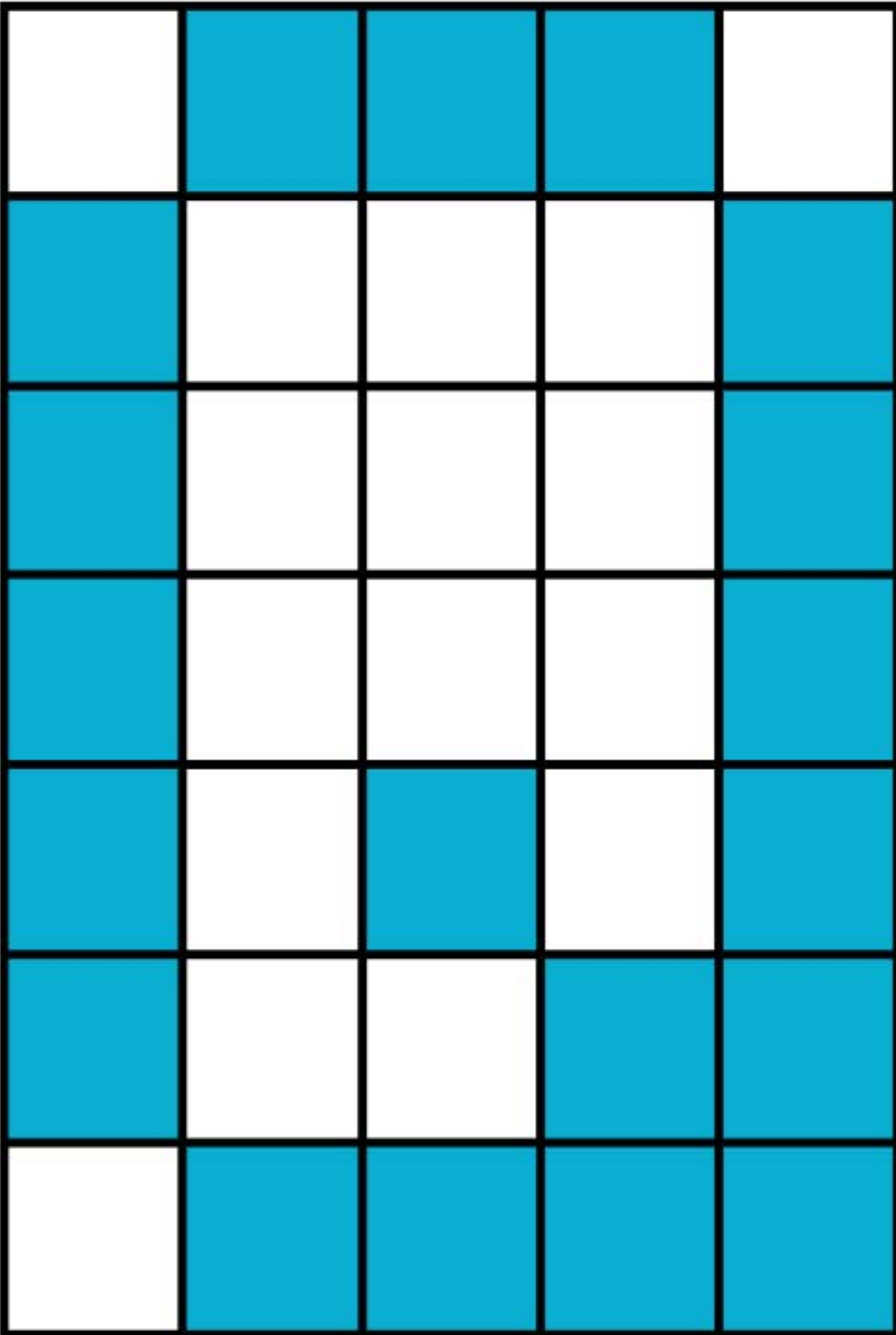


**PROGRAMMA**

Orange	Orange	Orange	Orange	White
Orange	White	White	White	Orange
Orange	White	White	White	Orange
Orange	Orange	Orange	Orange	White
Orange	White	White	White	White
Orange	White	White	White	White
Orange	White	White	White	White



**PROGRAMMA**

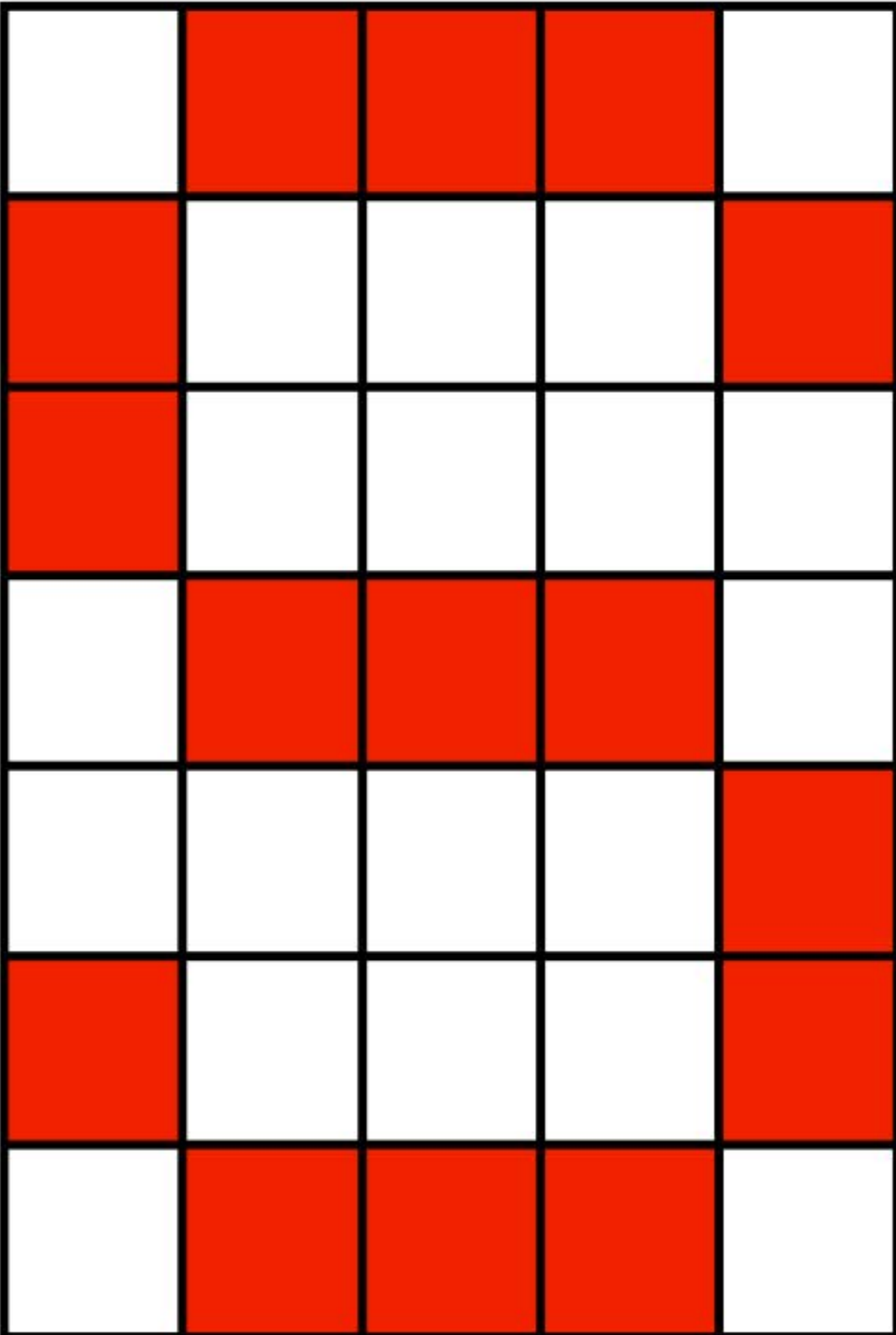


**PROGRAMMA**

	■	■	■	
■				■
■				■
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■		■		
■			■	
■				■



**PROGRAMMA**



**PROGRAMMA**

■	■	■	■	■
□	□	■	□	□
□	□	■	□	□
□	□	■	□	□
□	□	■	□	□
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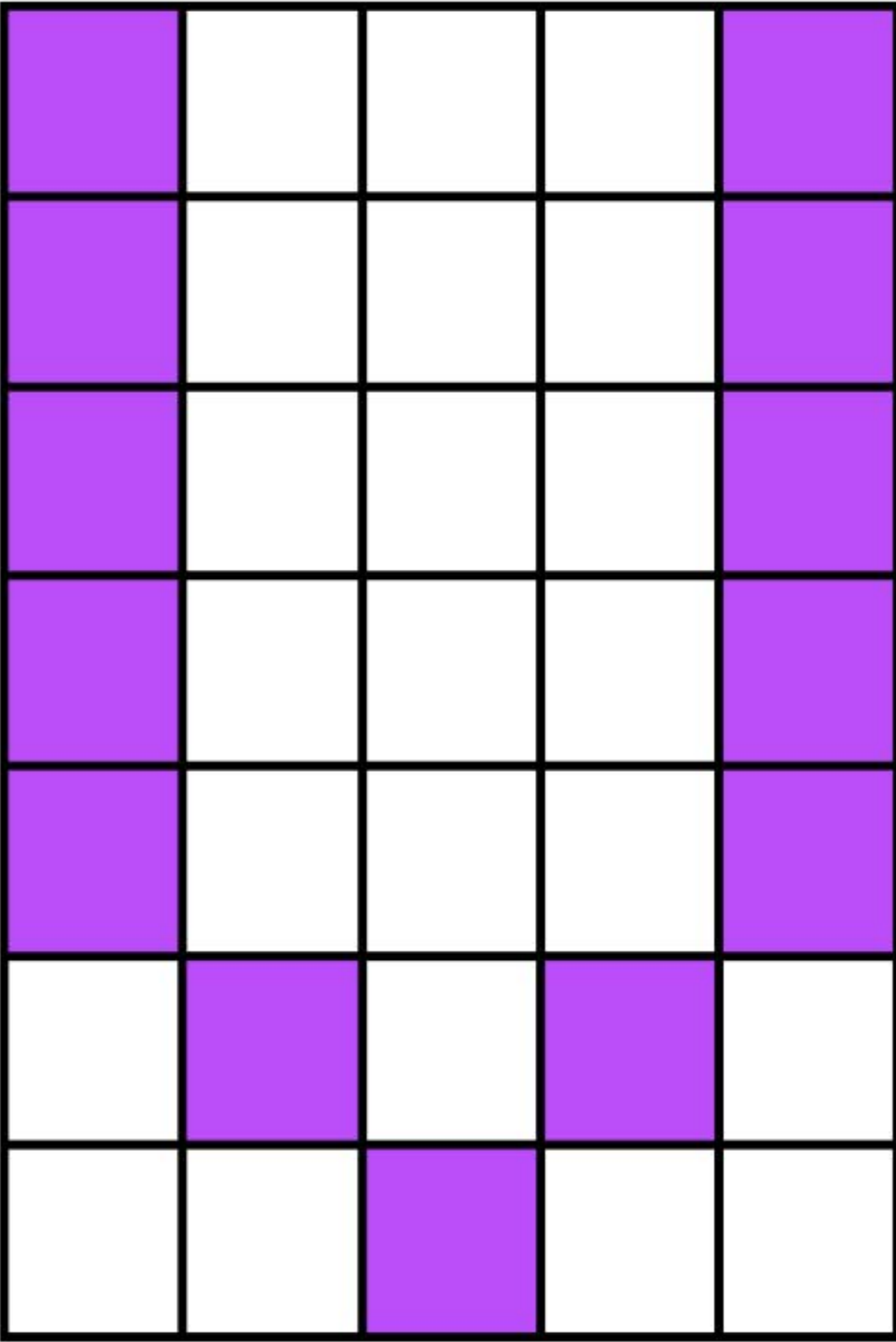
**PROGRAMMA**

Yellow	White	White	White	Yellow
Yellow	White	White	White	Yellow
Yellow	White	White	White	Yellow
Yellow	White	White	White	Yellow
Yellow	White	White	White	Yellow
Yellow	White	White	White	Yellow
White	Yellow	Yellow	Yellow	White

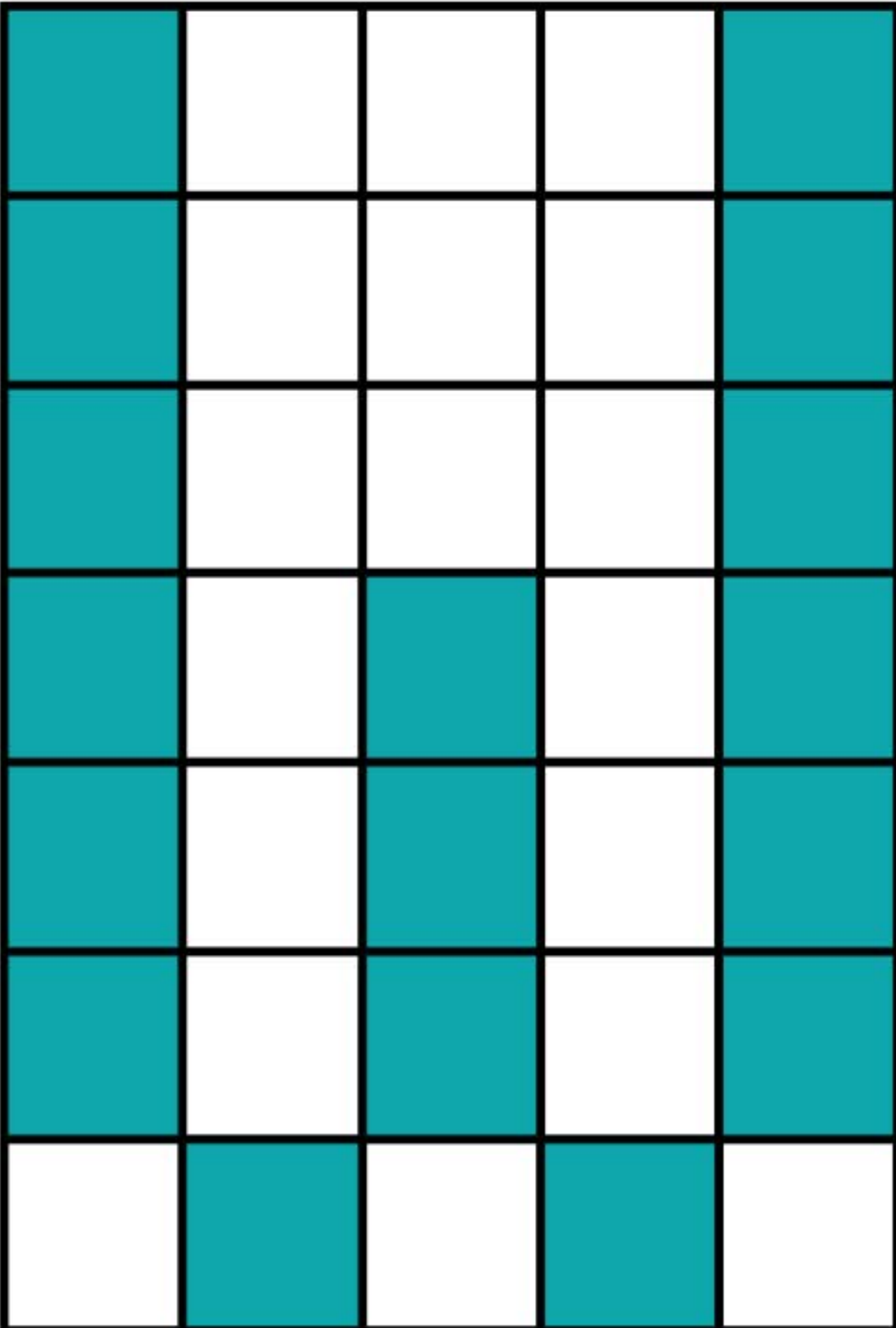


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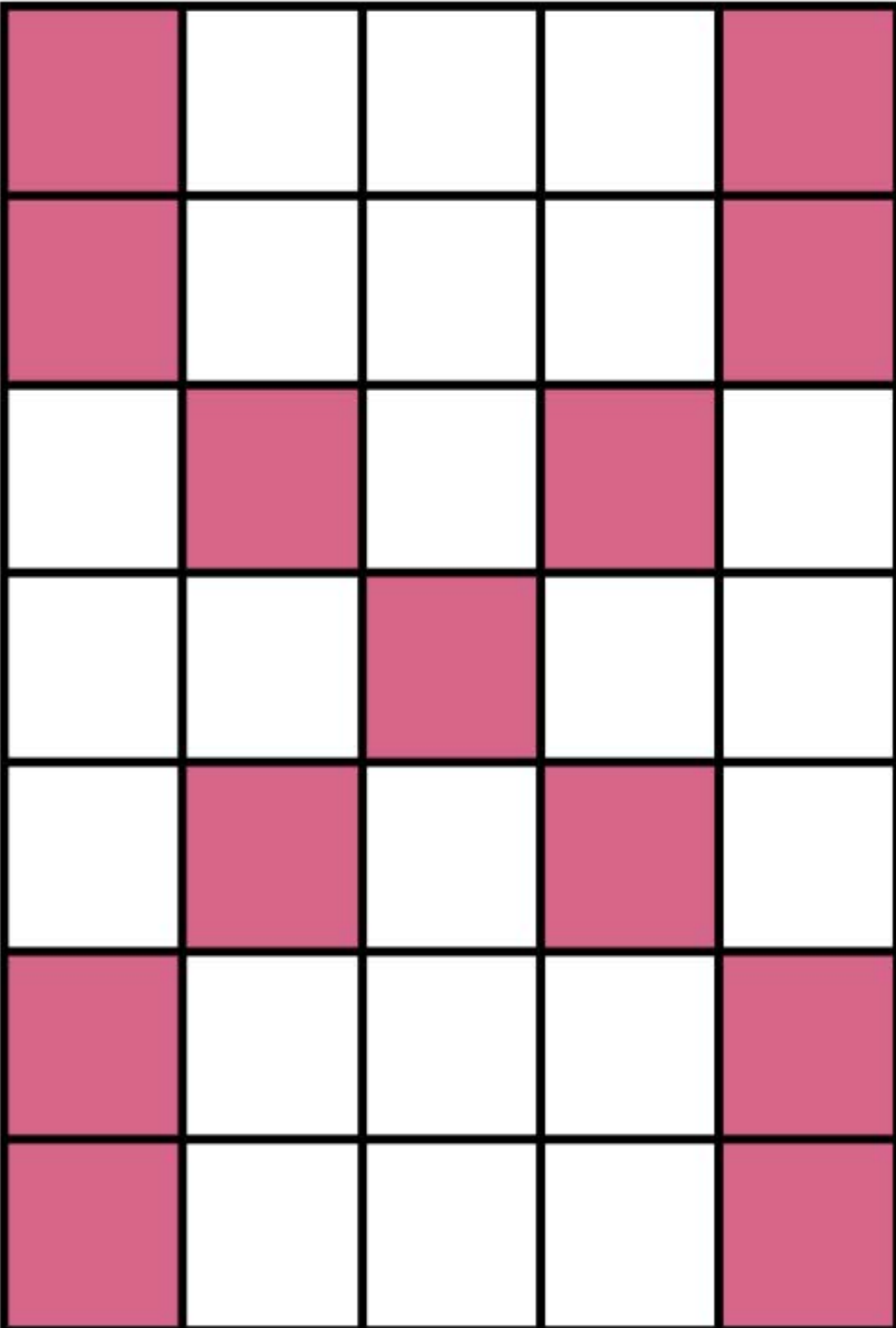




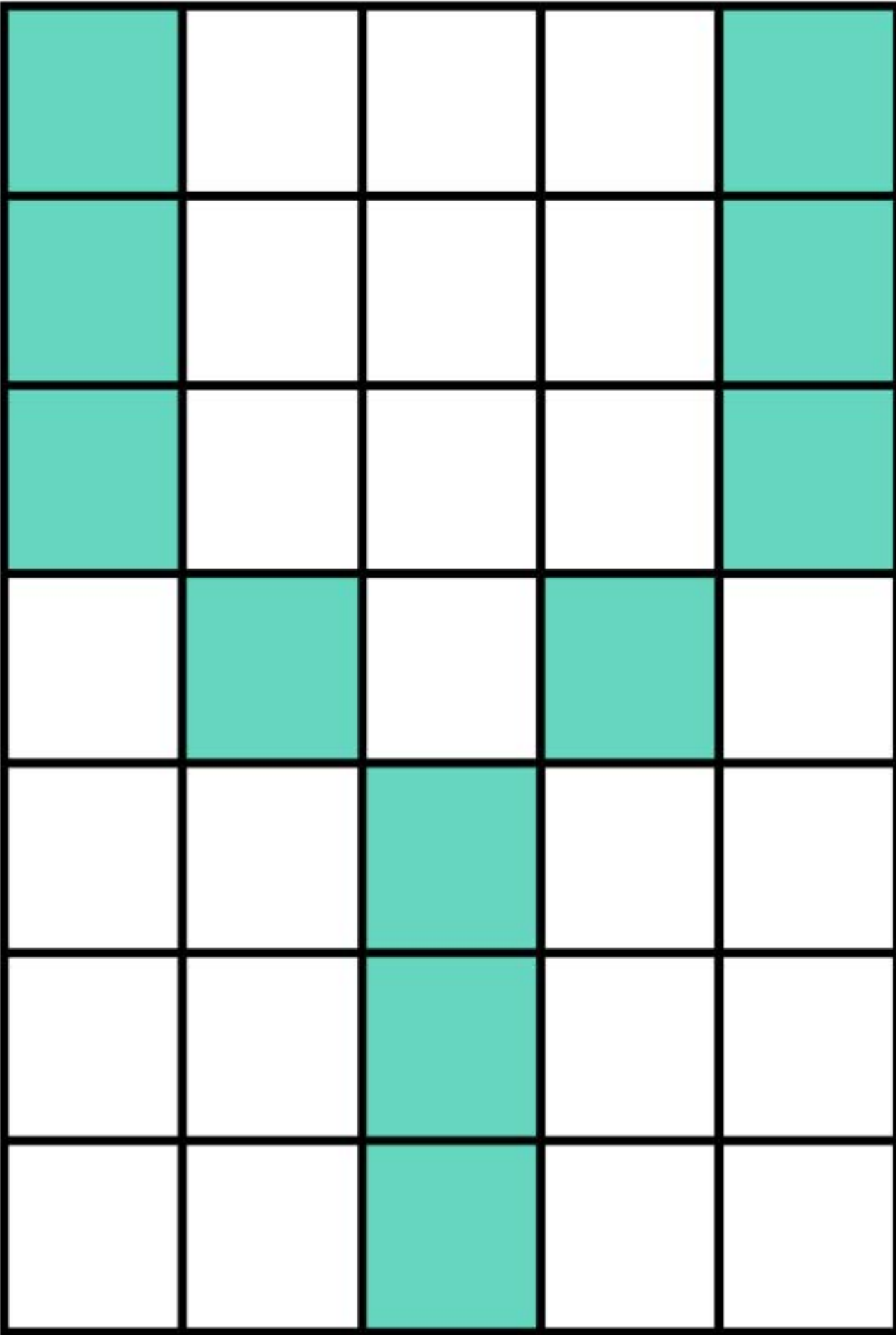
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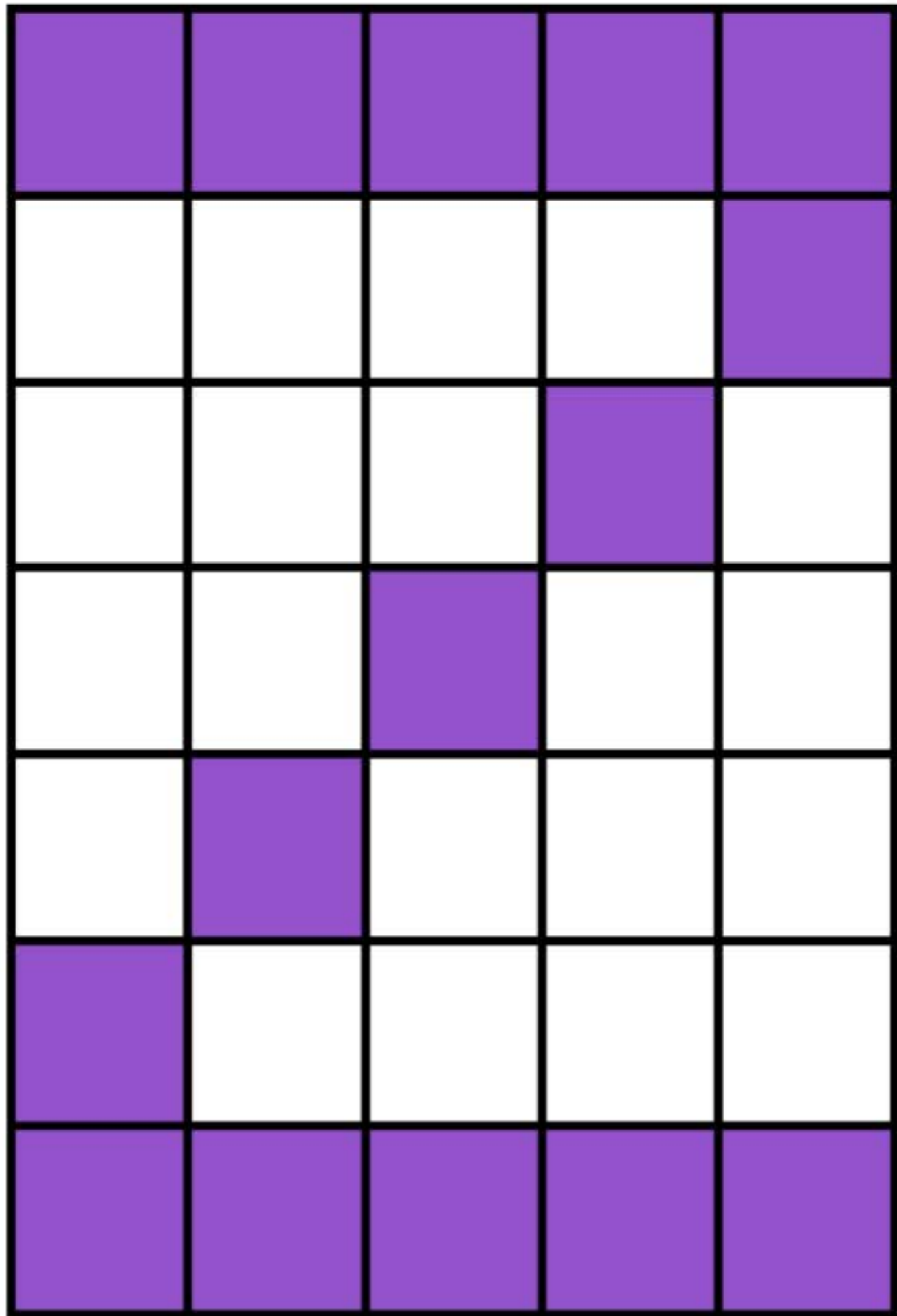
**PROGRAMMA**



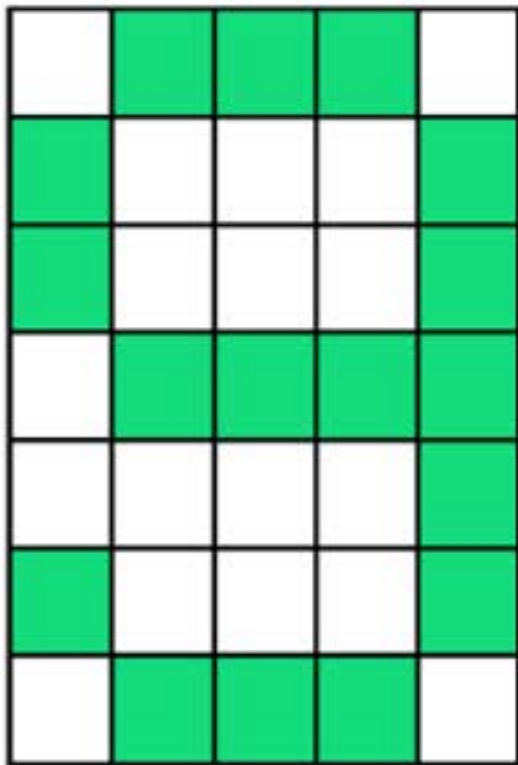
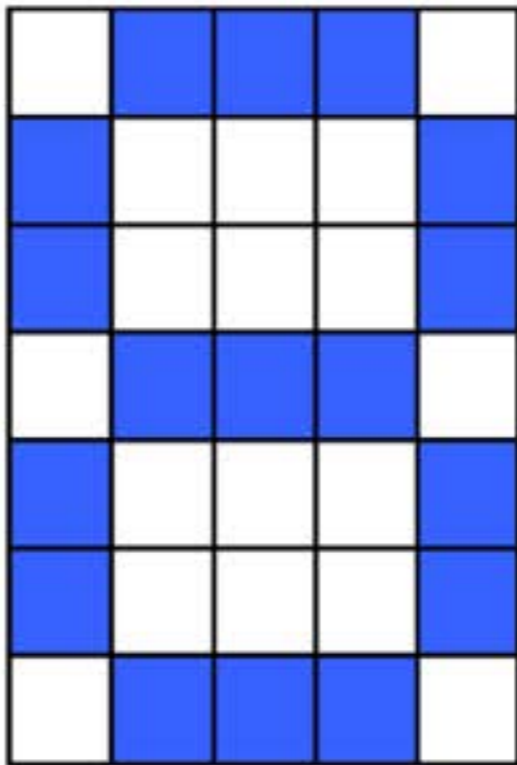
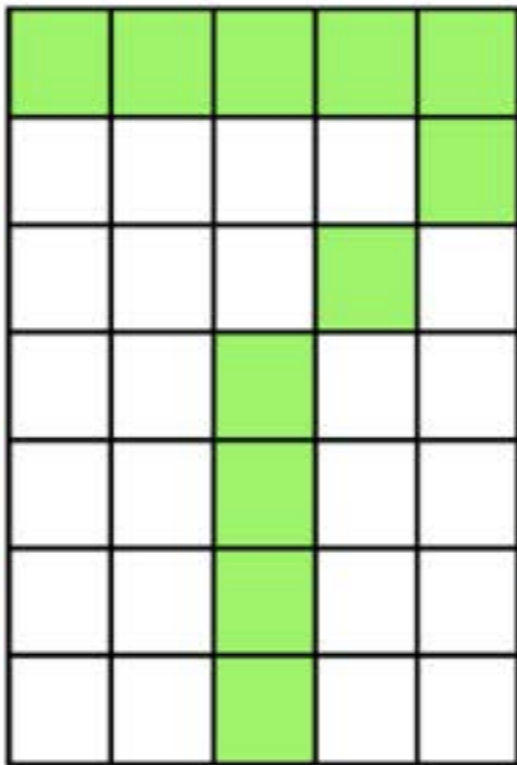
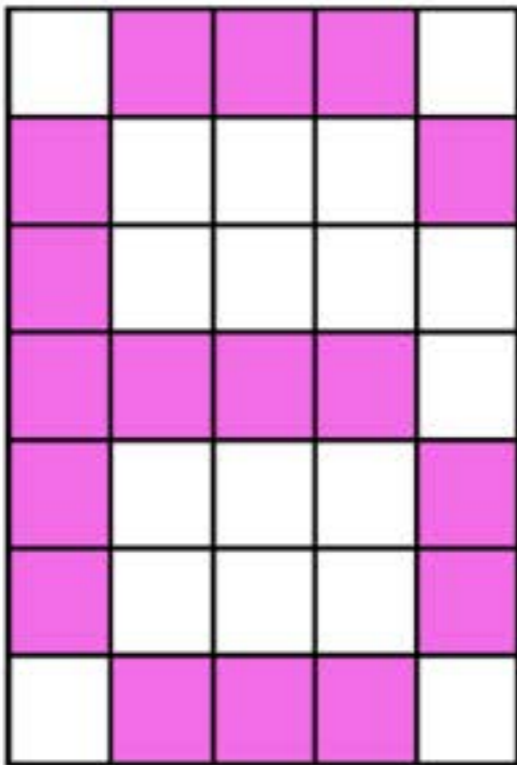
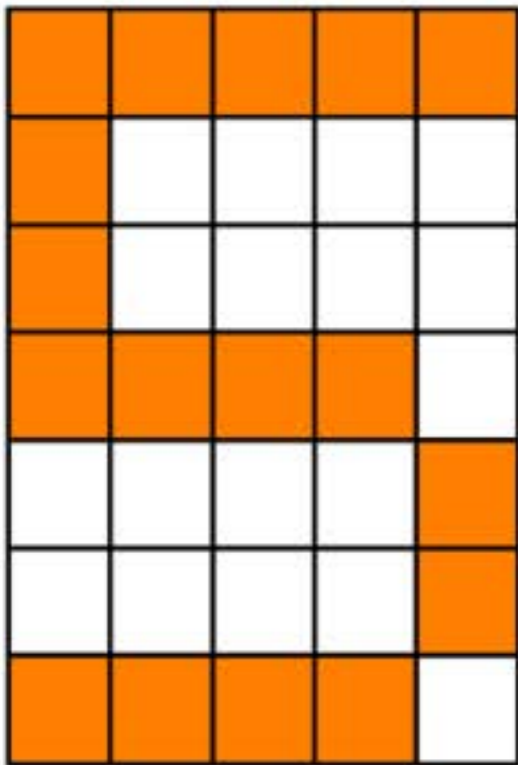
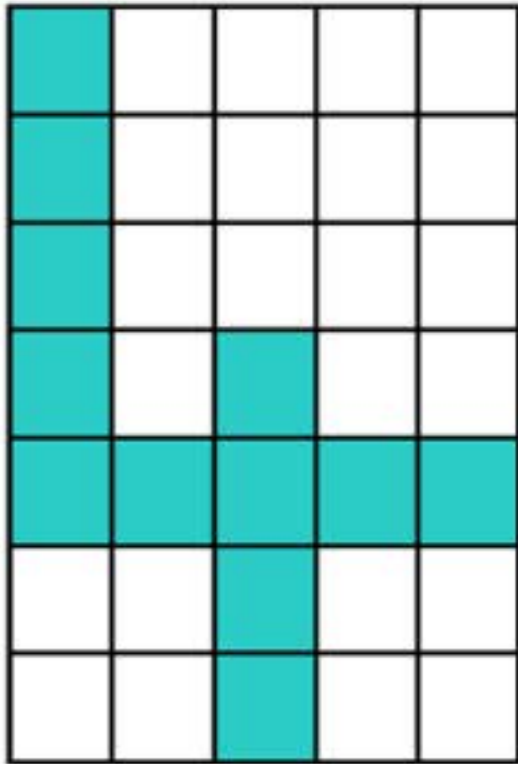
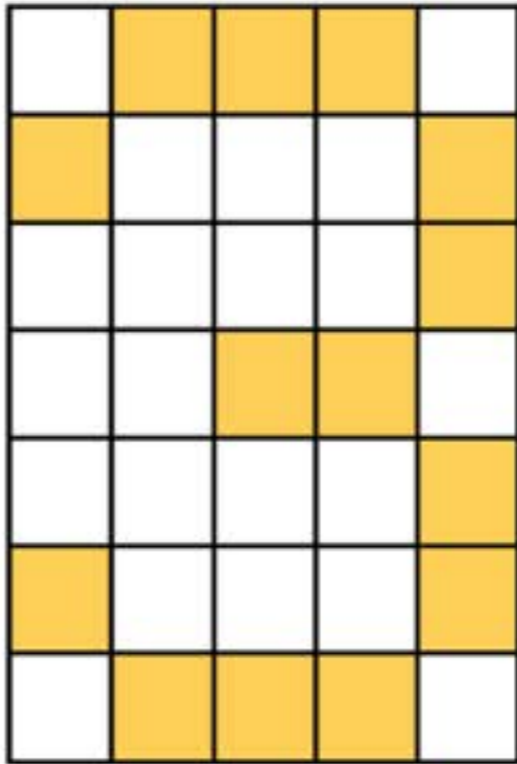
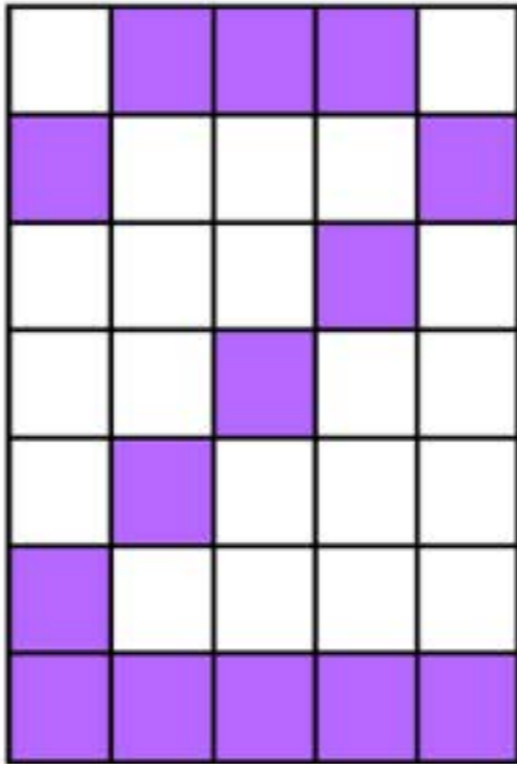
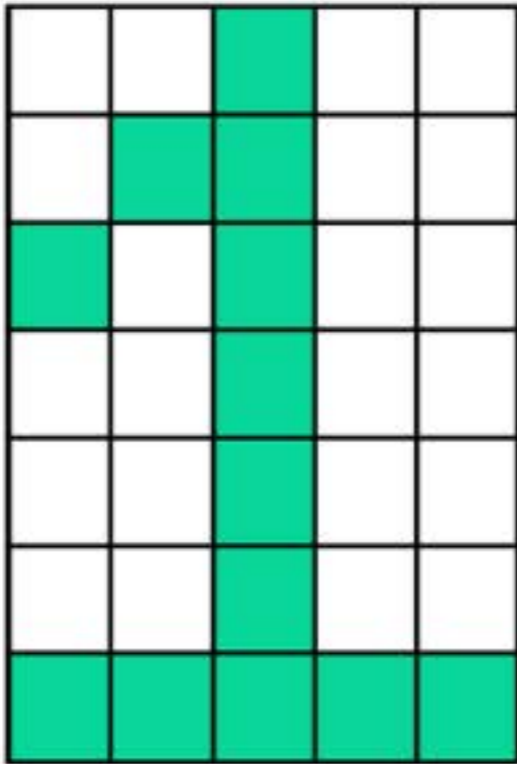
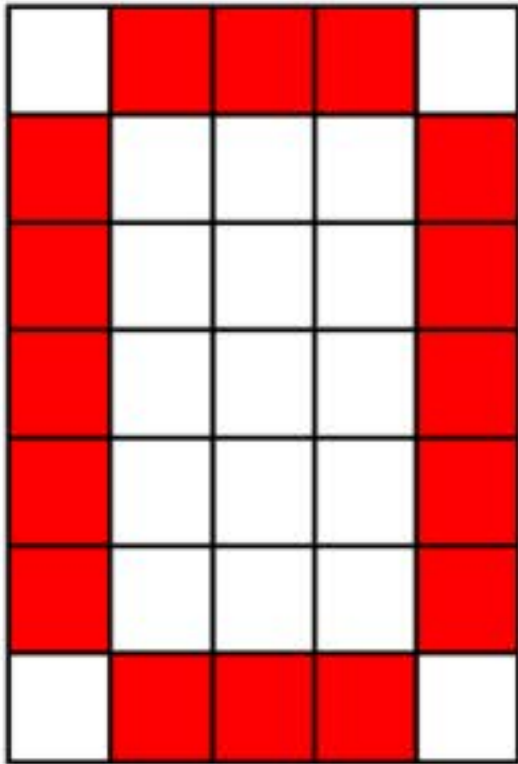
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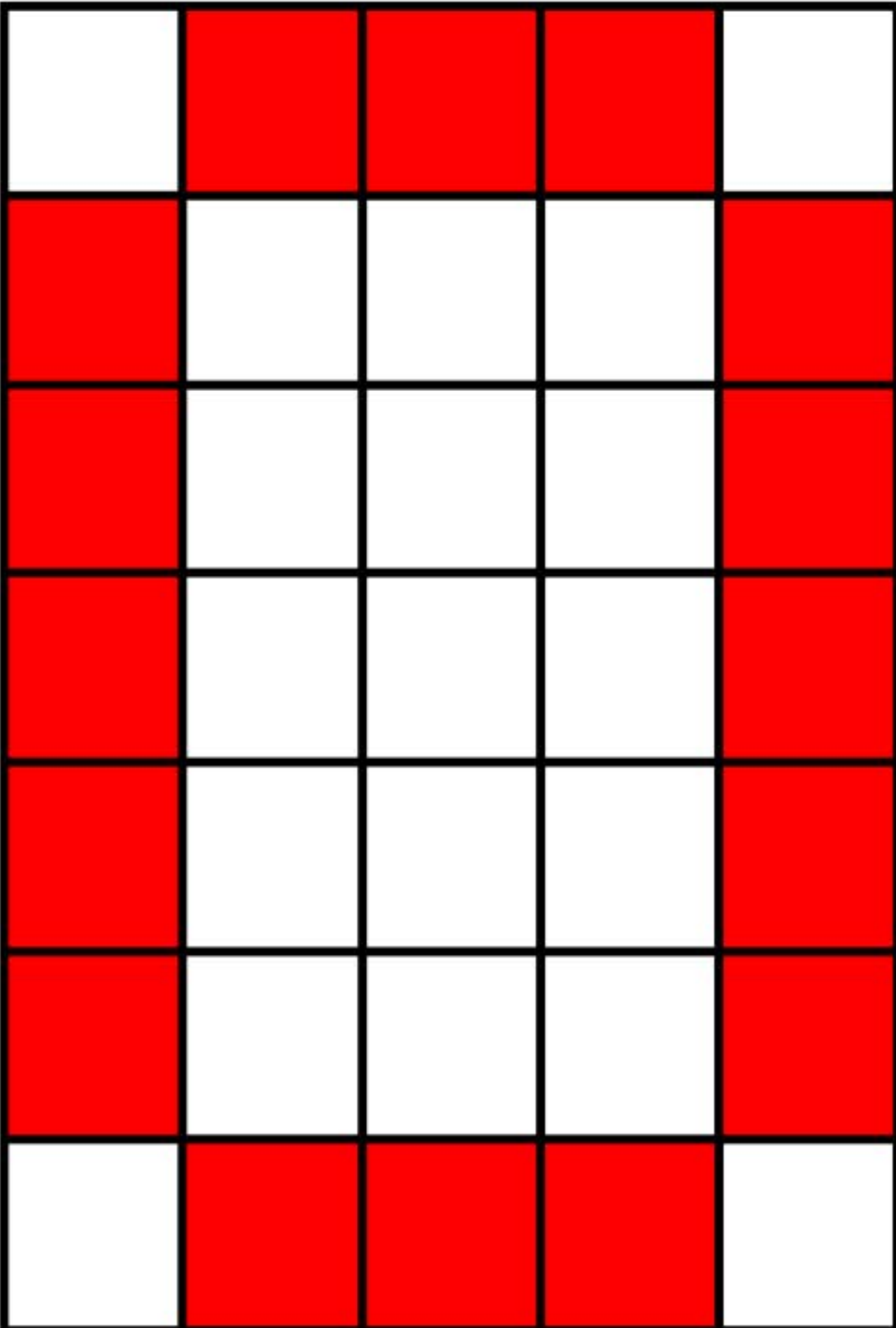
**PROGRAMMA**



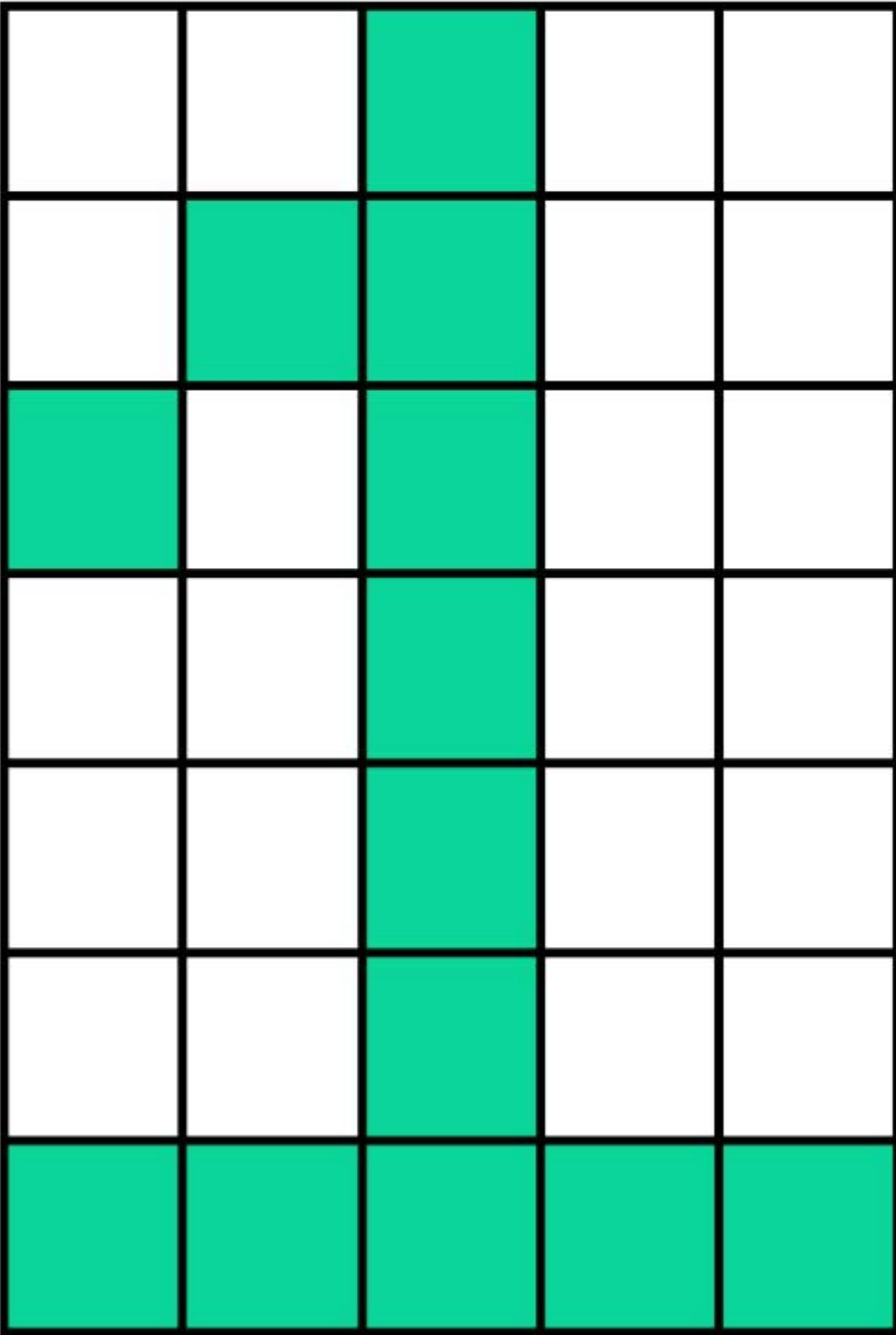
**PROGRAMMA**



NUMERI

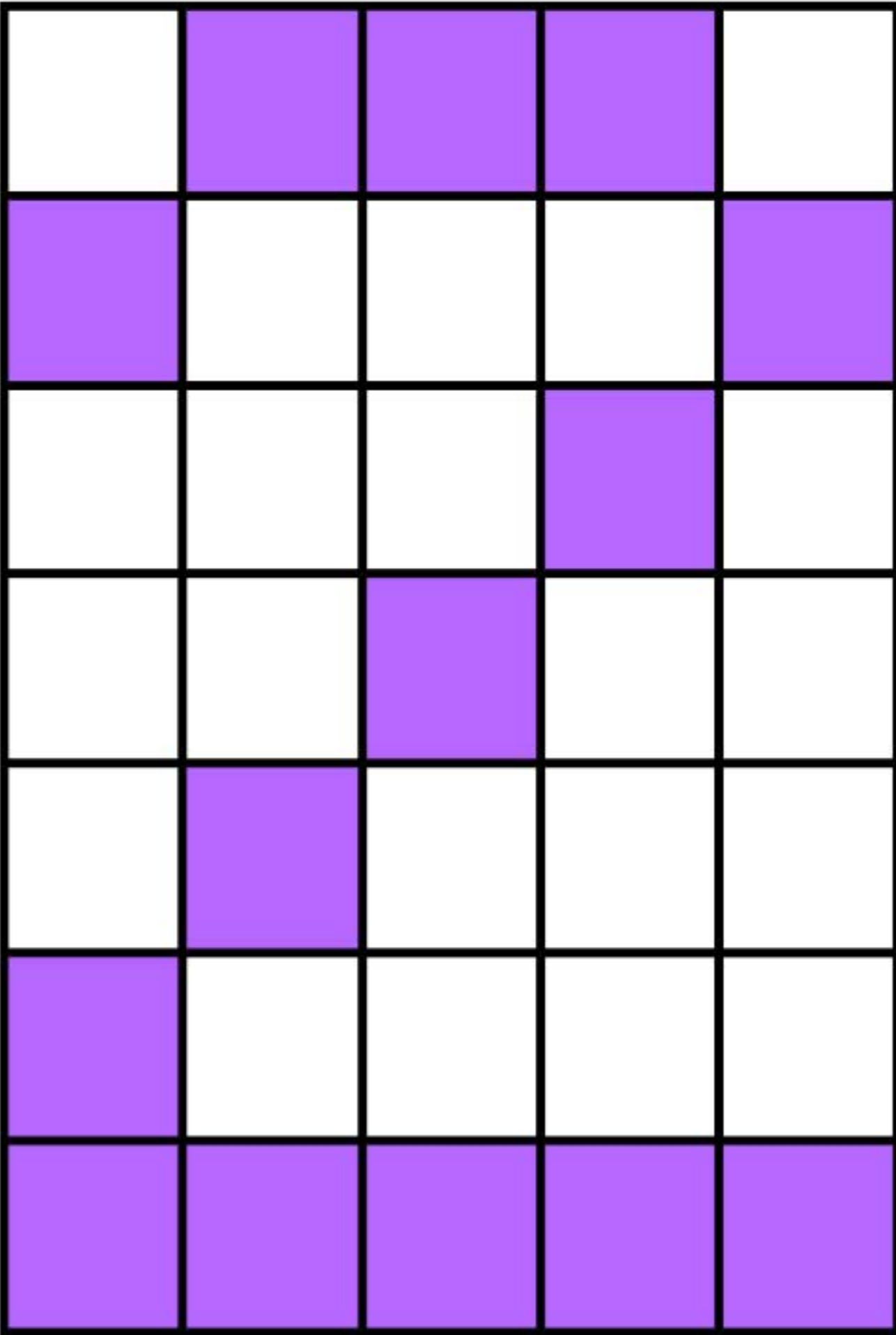


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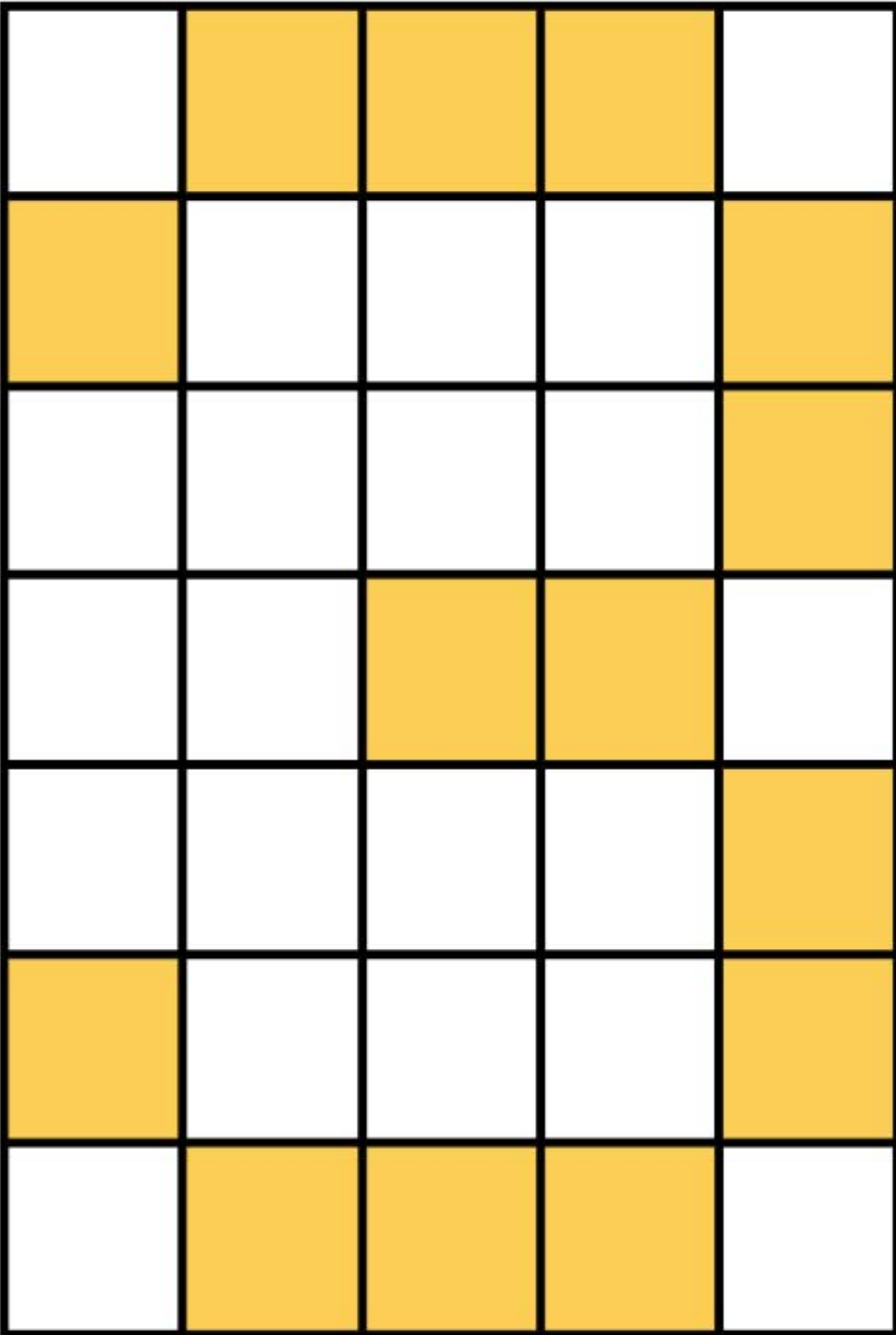


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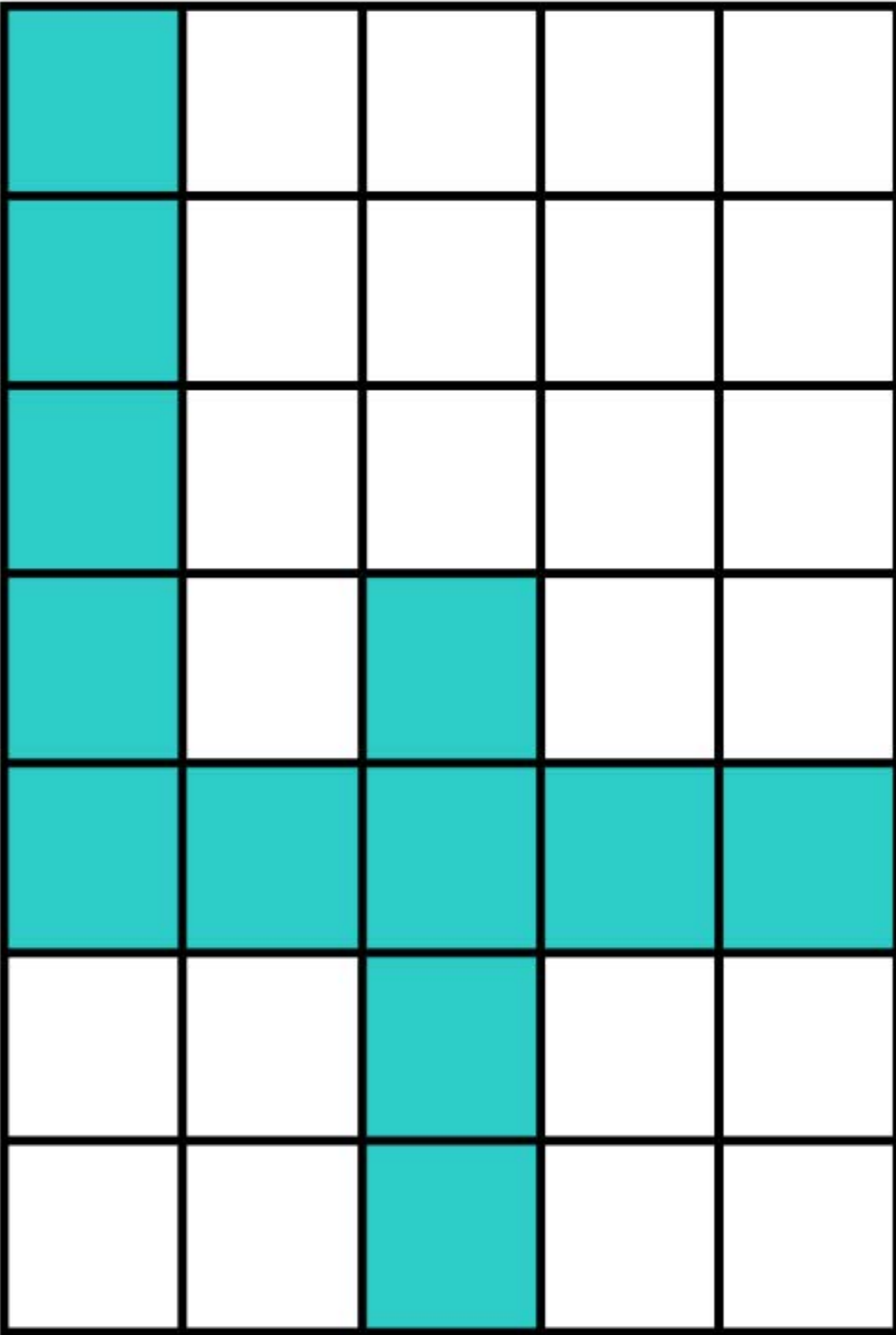




**PROGRAMMA**



**PROGRAMMA**

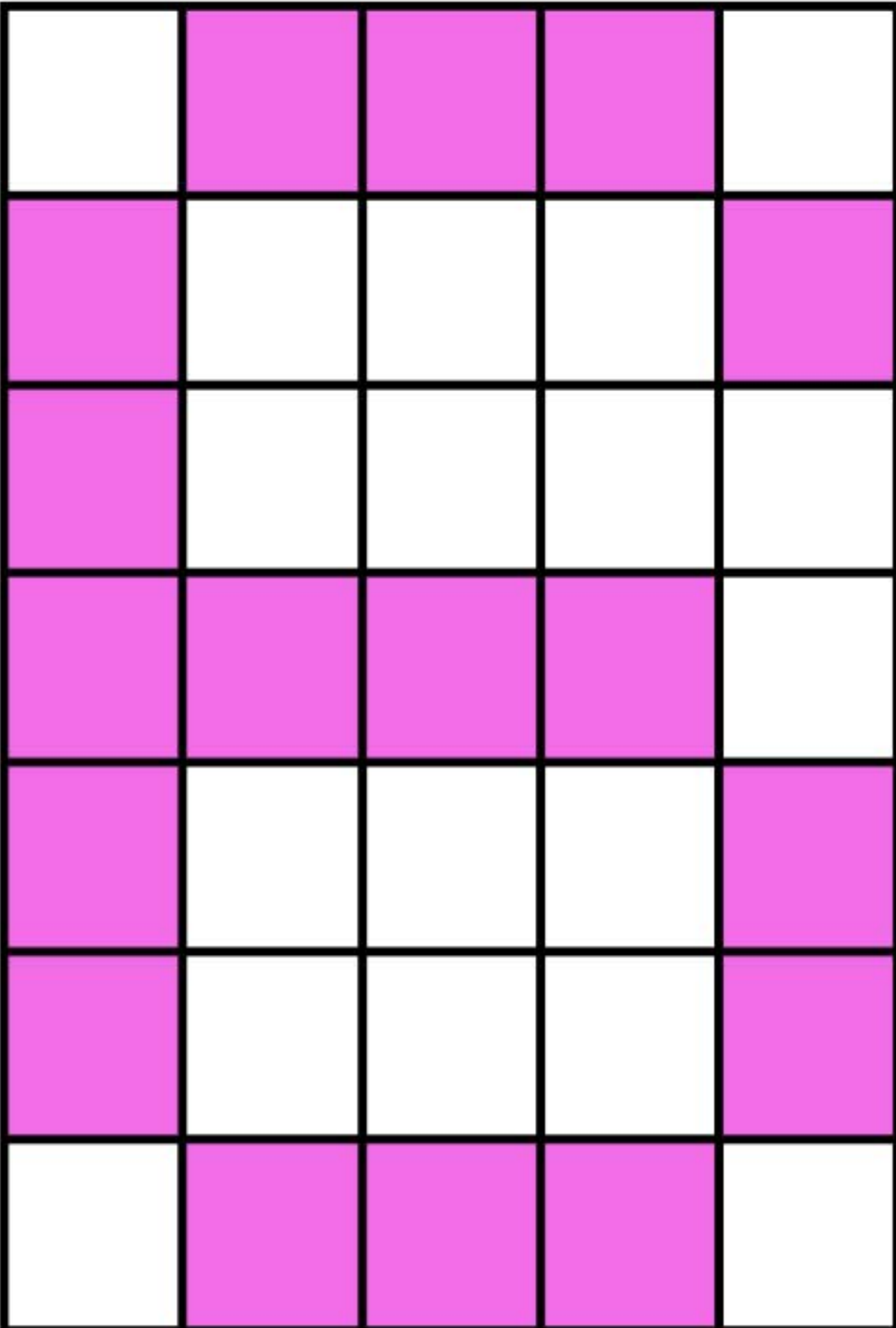


**PROGRAMMA**



**PROGRAMMA**

Orange	Orange	Orange	Orange	Orange
Orange	White	White	White	White
Orange	White	White	White	White
Orange	Orange	Orange	Orange	White
White	White	White	White	Orange
White	White	White	White	Orange
Orange	Orange	Orange	Orange	White

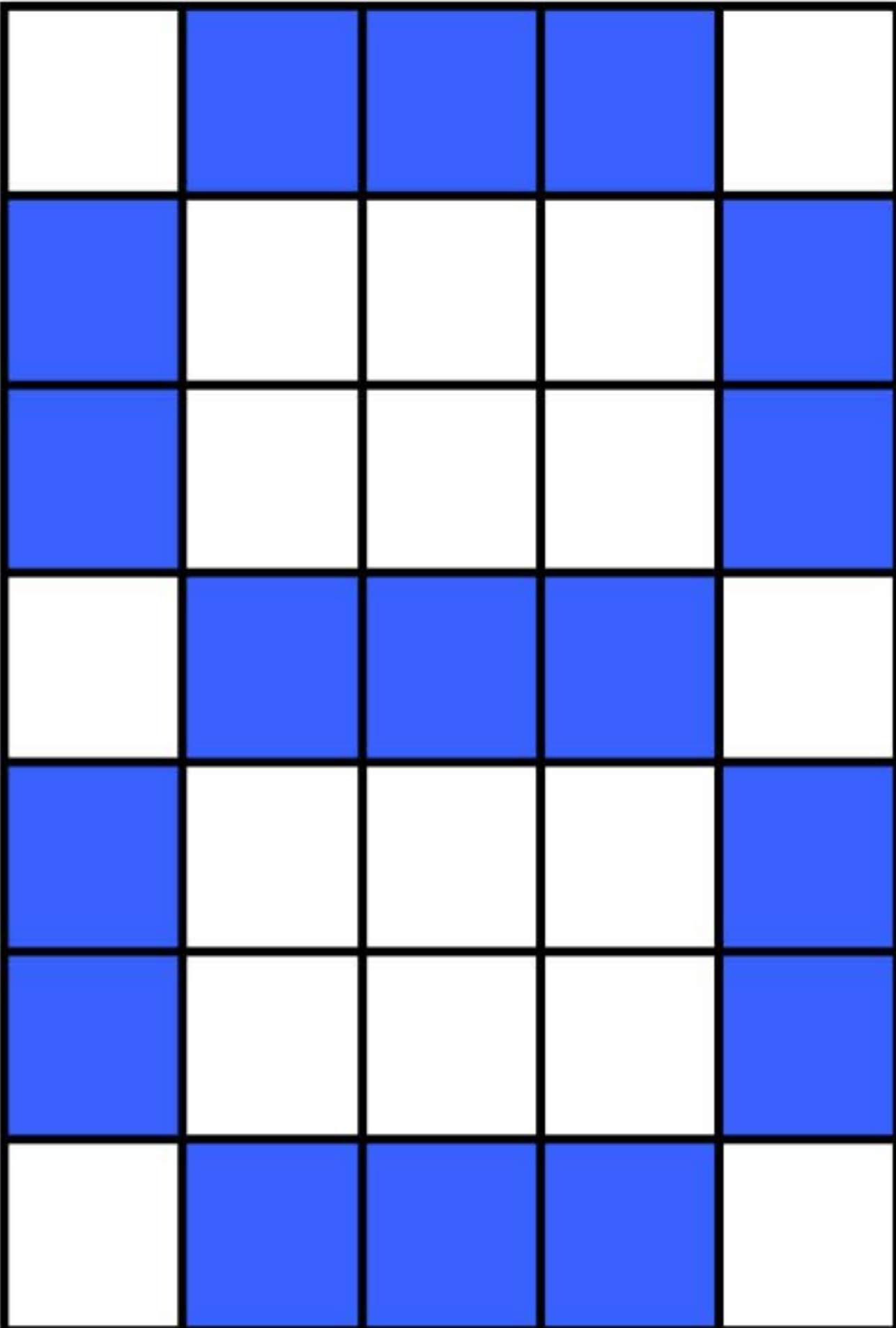


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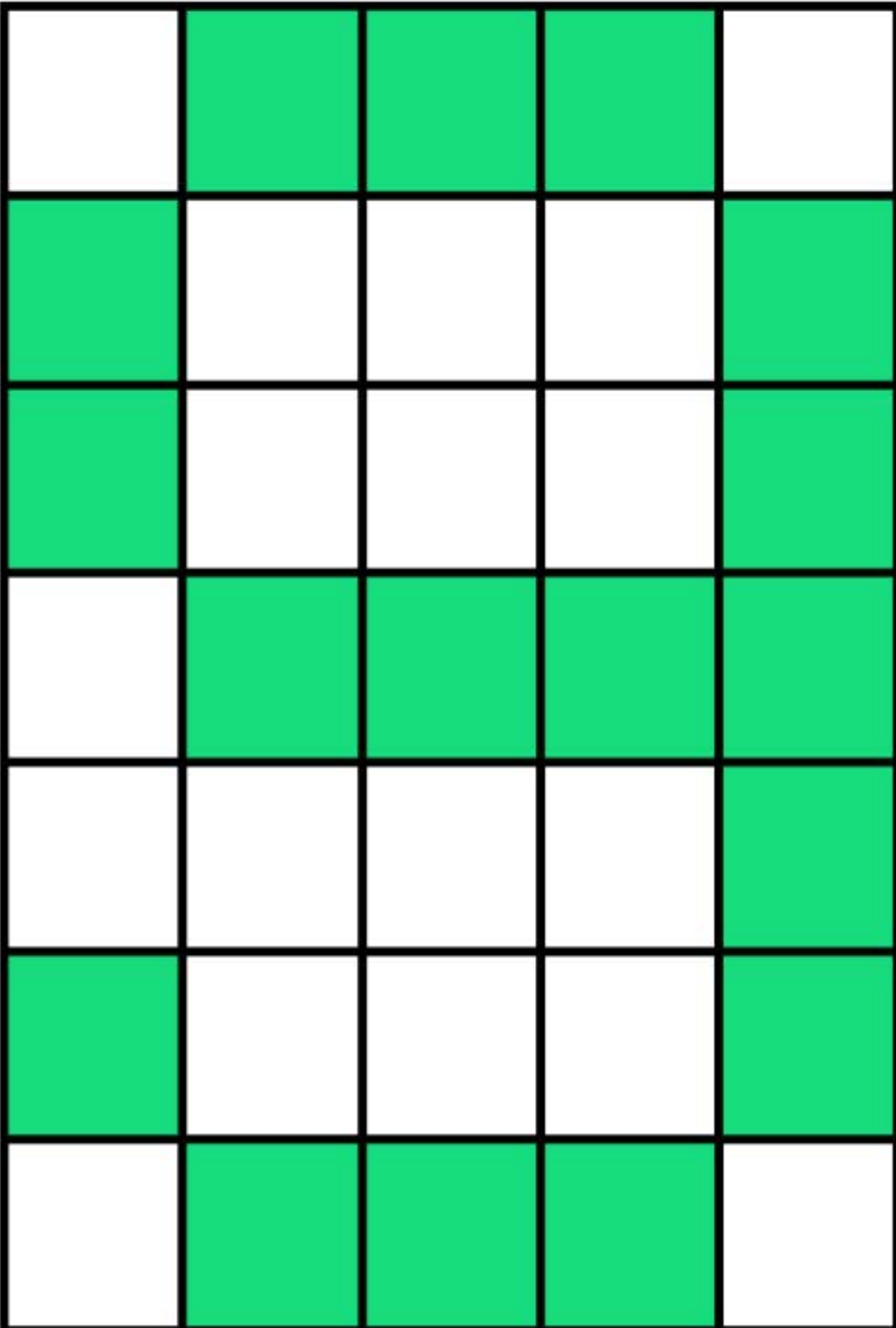
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		■		



**PROGRAMMA**



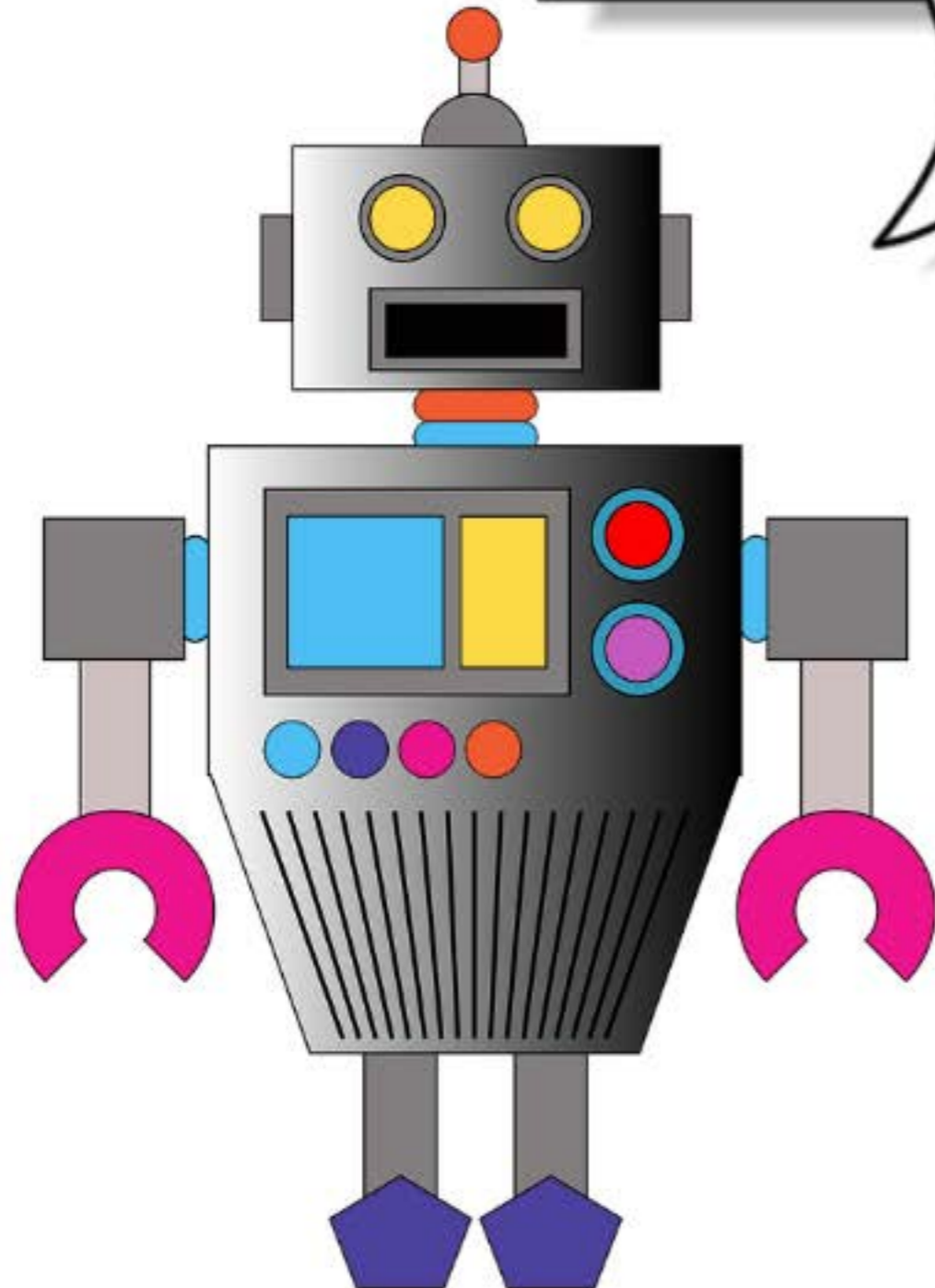
**PROGRAMMA**



**PROGRAMMA**



SE VUOI, CONTINUA  
CON LA  
PROGRAMMAZIONE  
LIBERA



NOTE!

NELLA PAGINA SUCCESSIVA VIENE  
PRESENTATO UNO SCHEMA VUOTO




**PROGRAMMA**

# CODING UNPLUGGED (LETTERE DELL'ALFABETO E NUMERI)

## LEGENDA:

→ AVANTI DI UNA CASELLA

↑ IN ALTO DI UNA CASELLA

● COLORA LA CASELLA

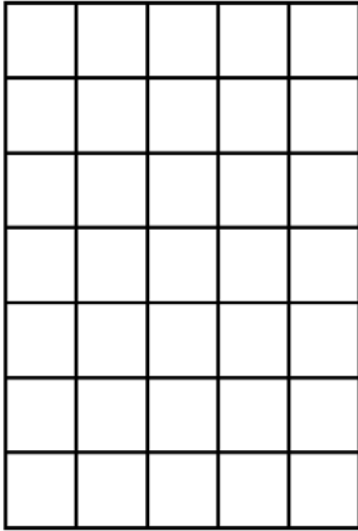
← INDIETRO DI UNA CASELLA

↓ IN BASSO DI UNA CASELLA

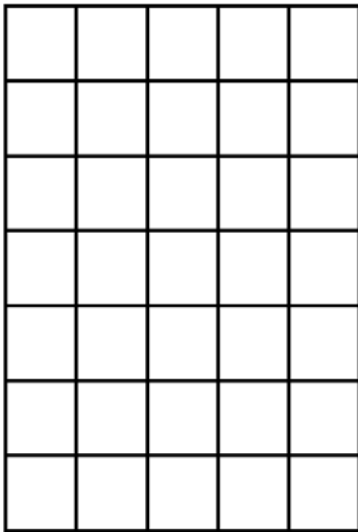
⊙ CAMBIA COLORE

## IMMAGINE

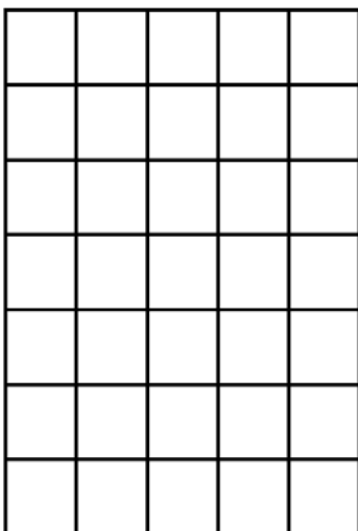
## PROGRAMMA (ALGORITMO CON I SIMBOLI)



Blank area for writing a program, featuring seven horizontal dotted lines.



Blank area for writing a program, featuring seven horizontal dotted lines.



Blank area for writing a program, featuring seven horizontal dotted lines.

CREDITS



pixabay

Antonella Mazzobel