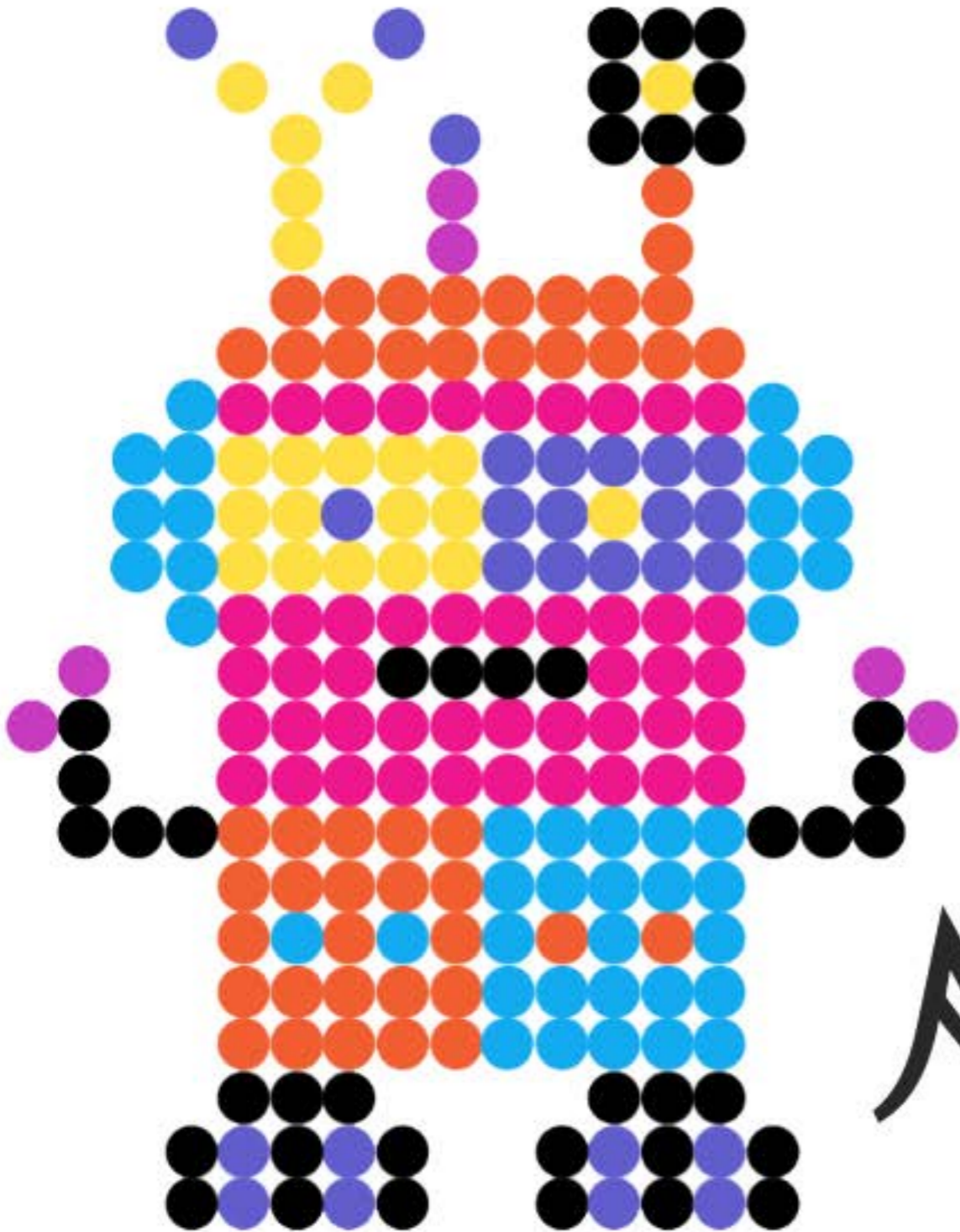
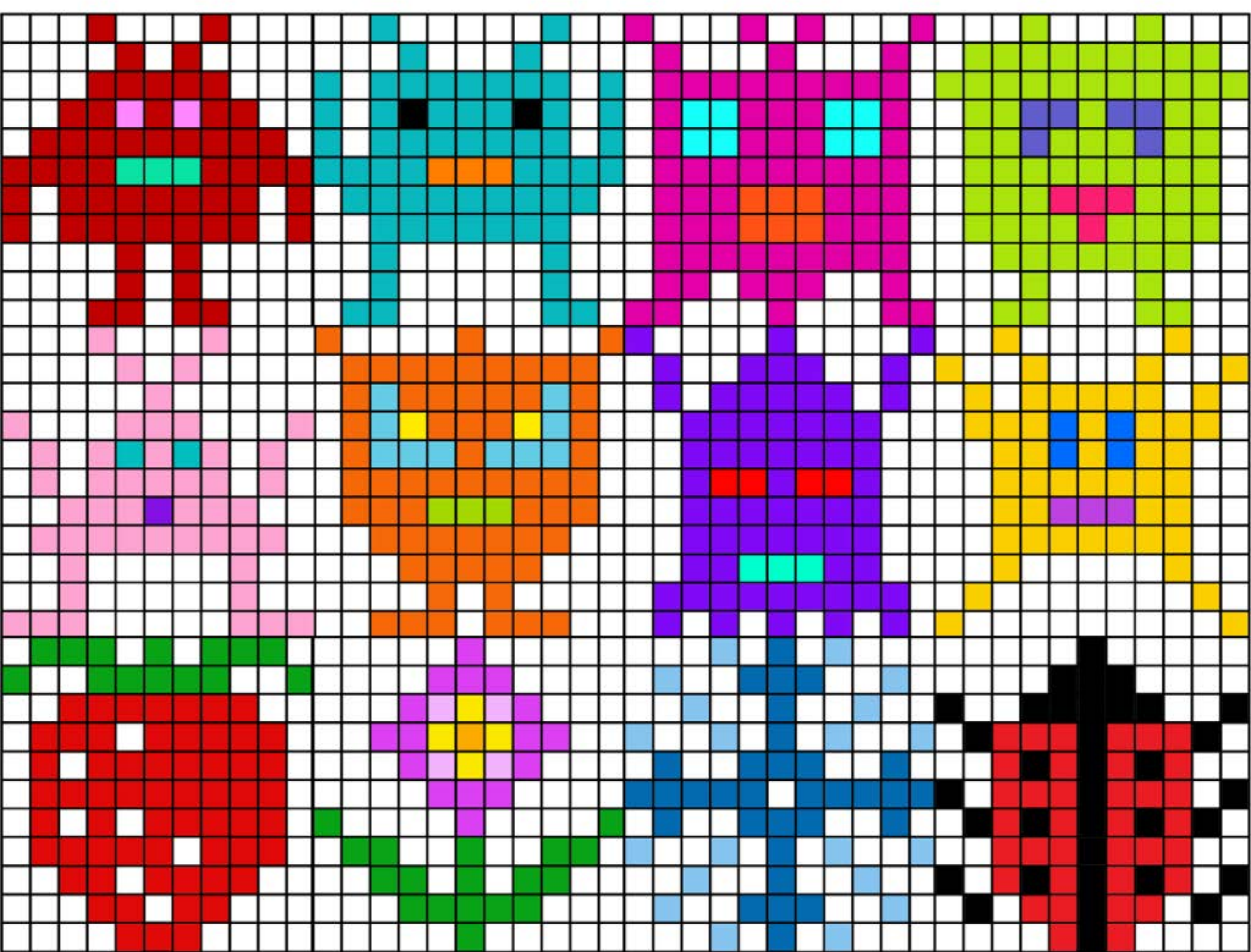


CODING UNPLUGGED



NON SOLO

MONSTER...



ISTRUZIONI



SCRIVI IL **PROGRAMMA** (ALGORITMO CON I SIMBOLI)

E DISEGNA L'IMMAGINE

LEGENDA:

→ AVANTI DI UNA CASELLA

← INDIETRO DI UNA CASELLA

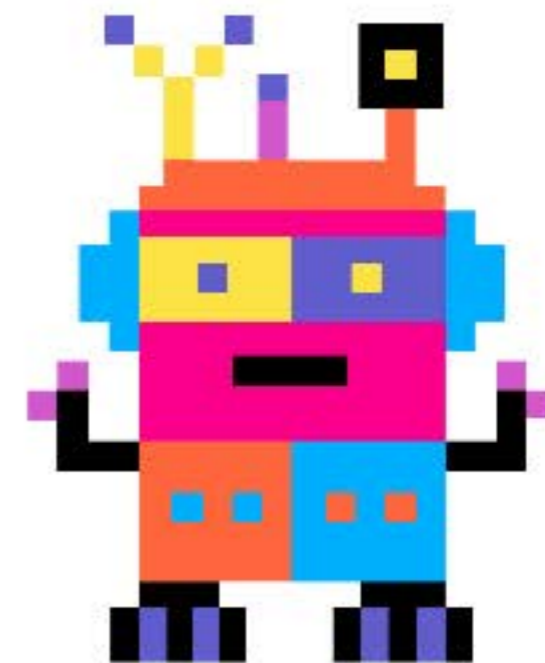
↑ IN ALTO DI UNA CASELLA

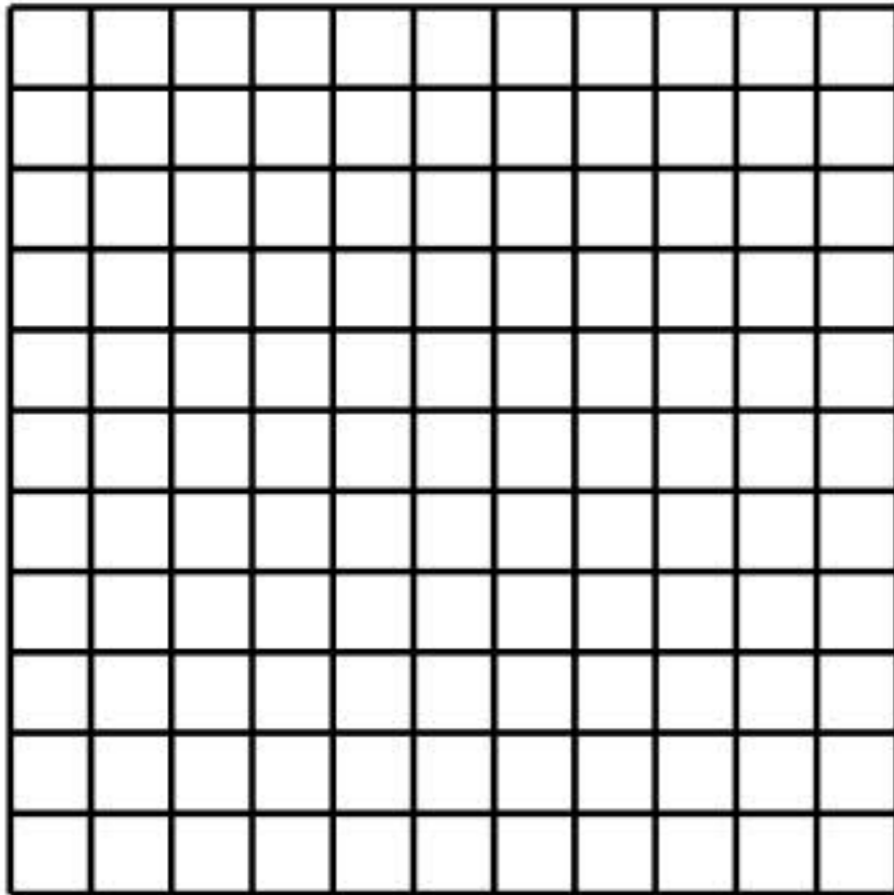
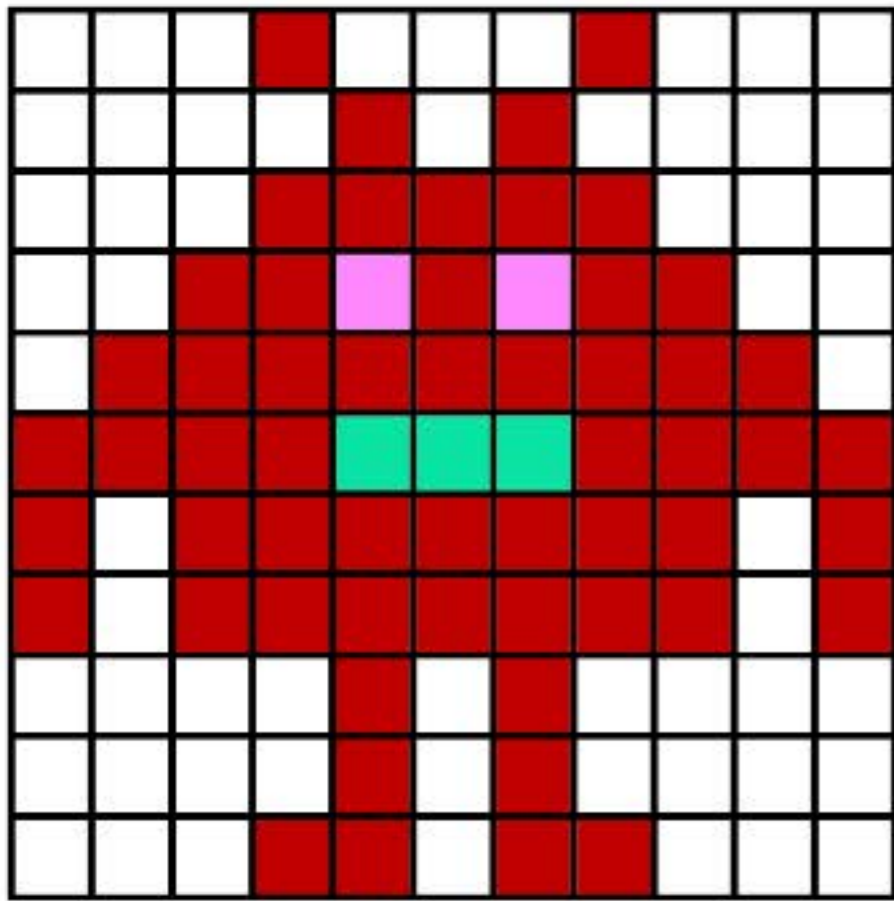
↓ IN BASSO DI UNA CASELLA

● COLORA LA CASELLA

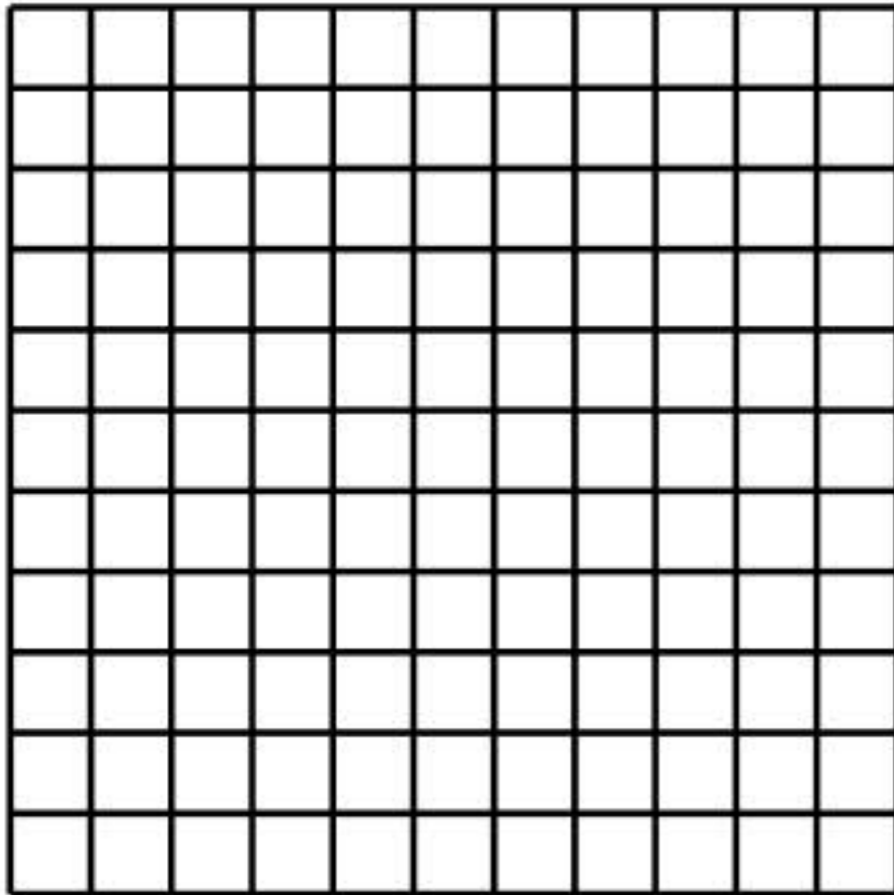
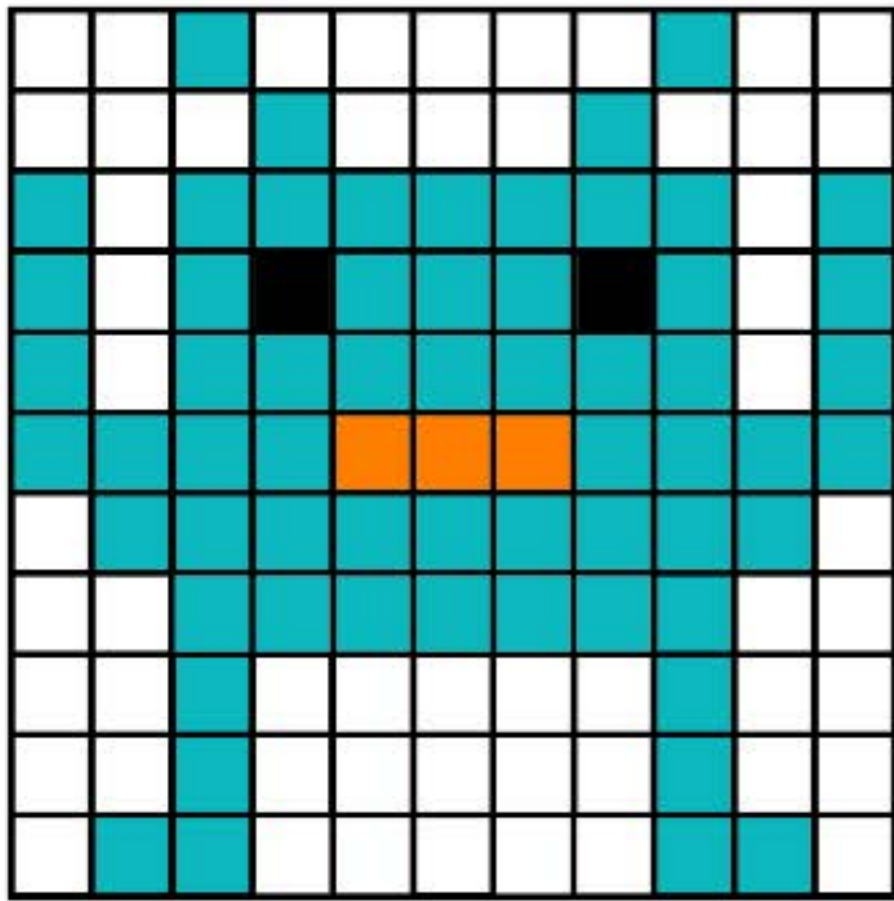
⊙ CAMBIA COLORE

() RIPETI [ESEMPIO: (→ 4)]
0 1 2 ... CIFRE

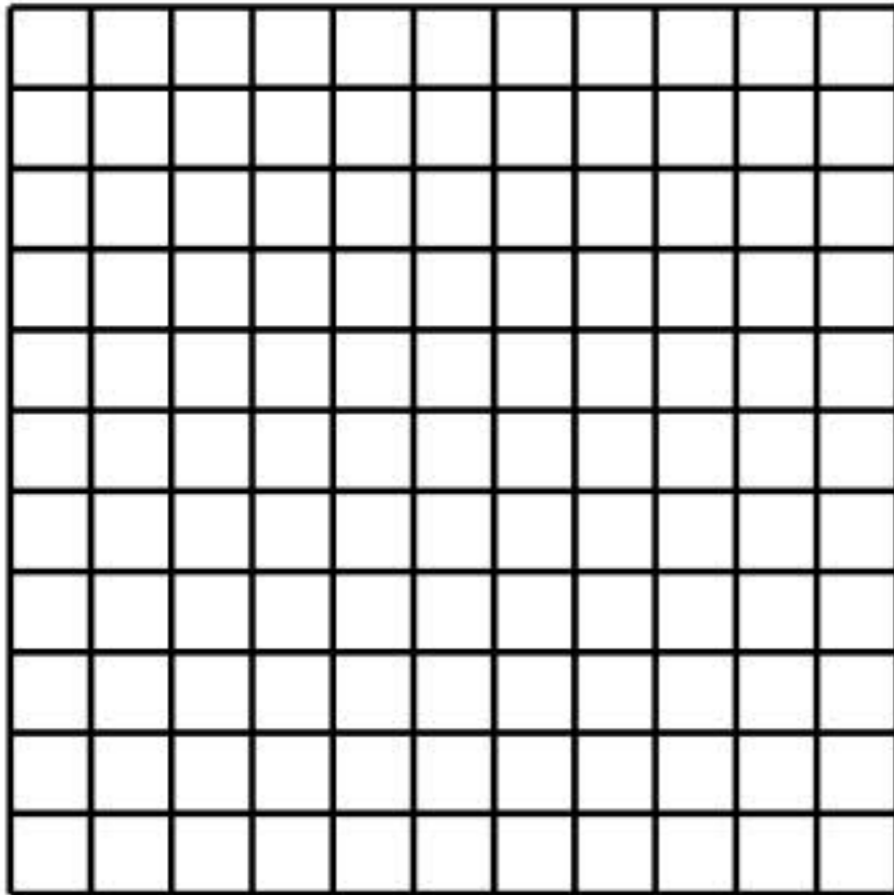
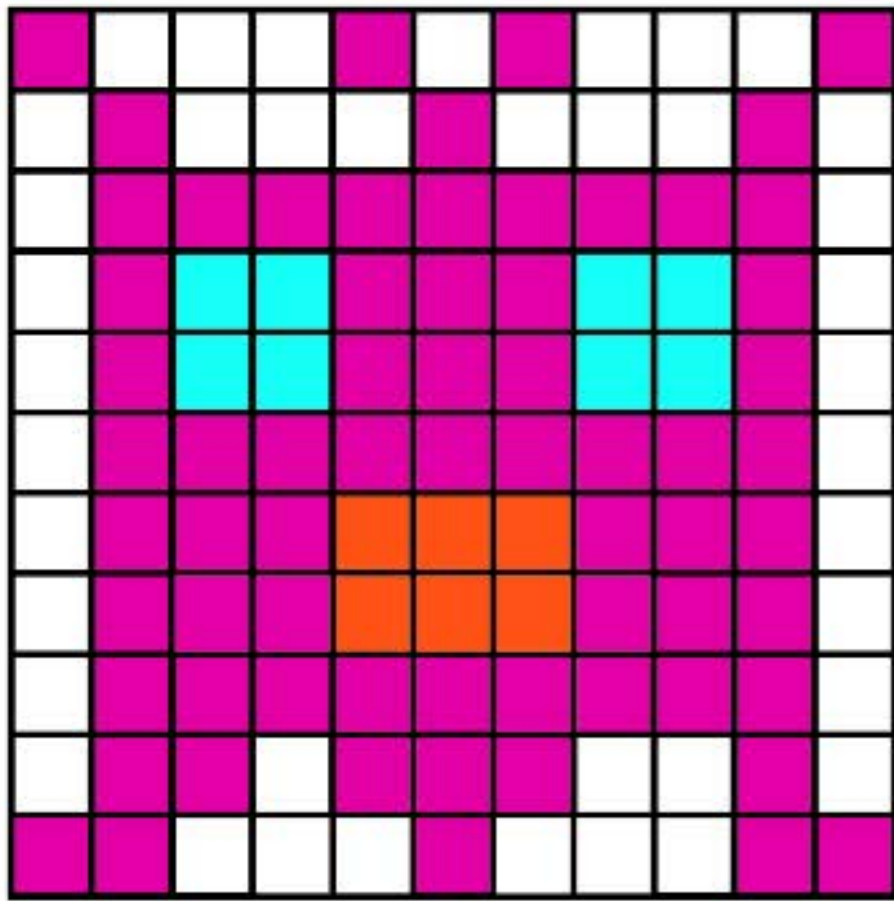




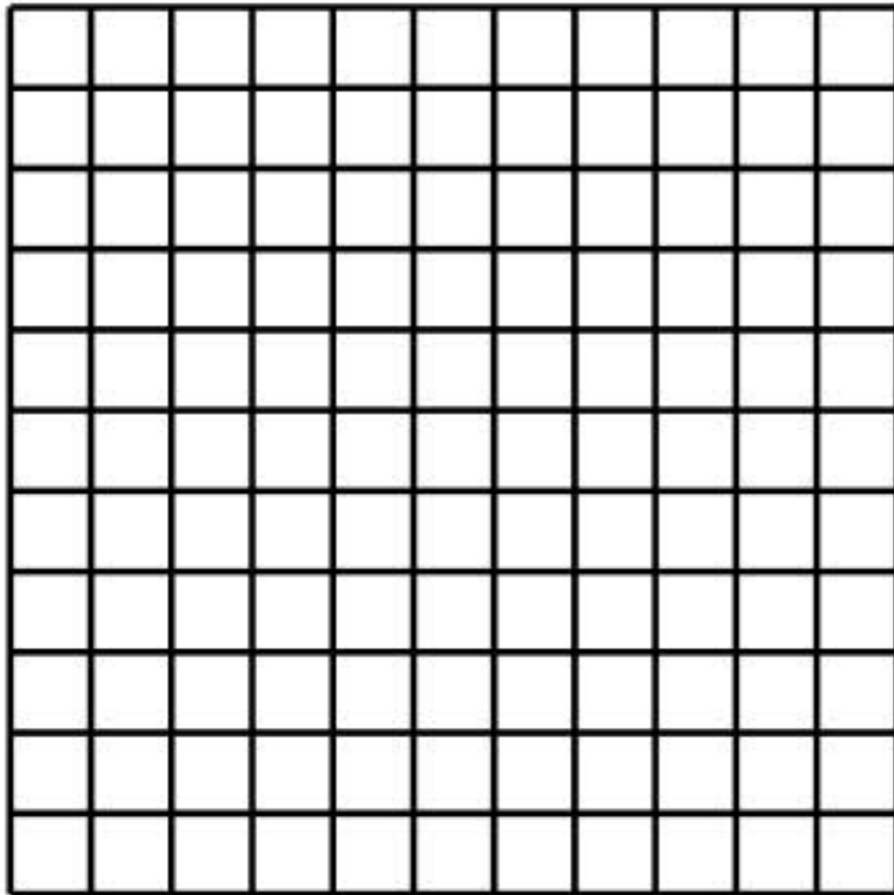
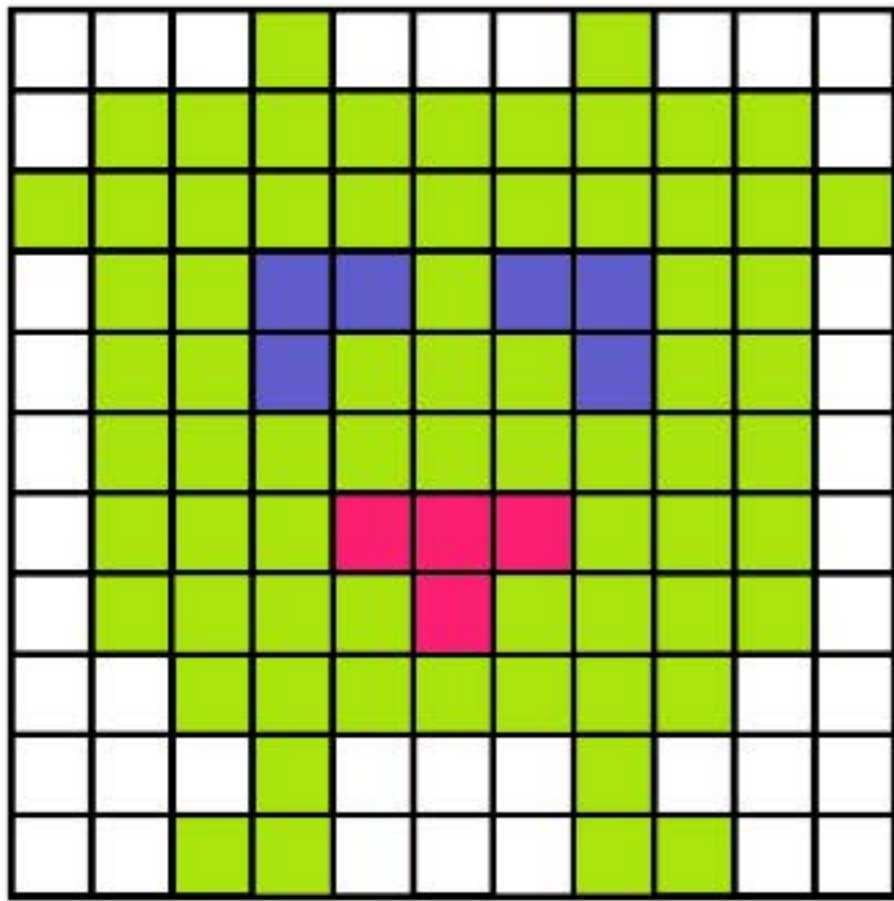
→ ← ↑ ↓ ● ⊙
() 0 1 2 3 4 5 6 7 8 9
PROGRAMMA



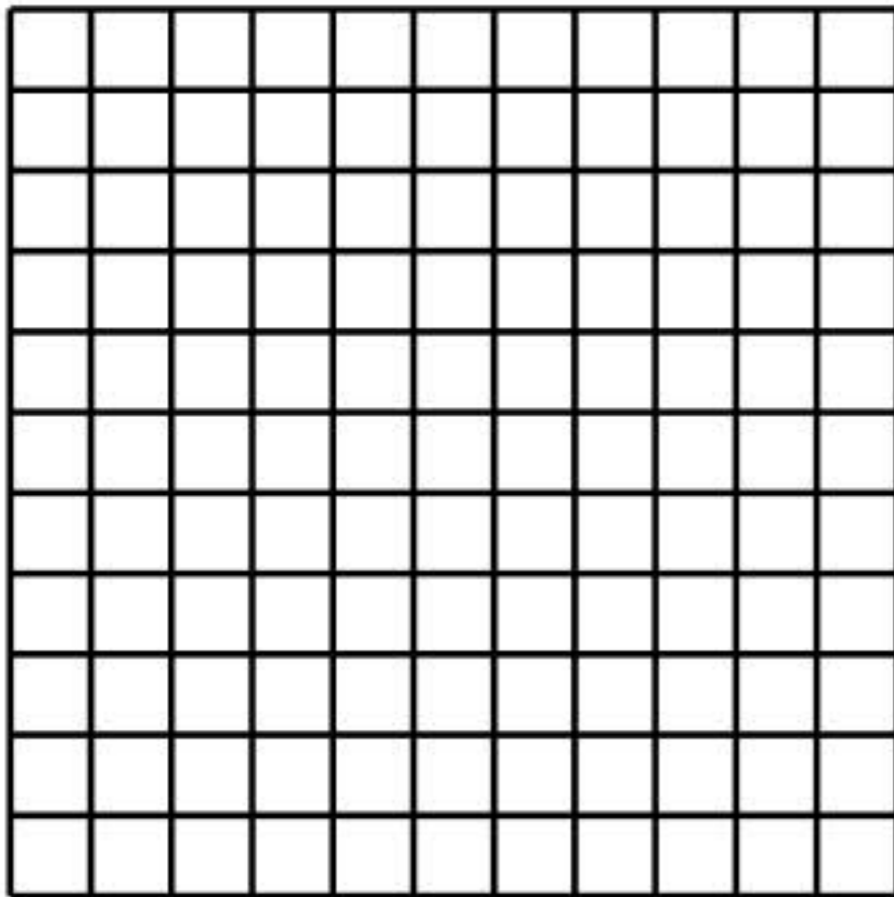
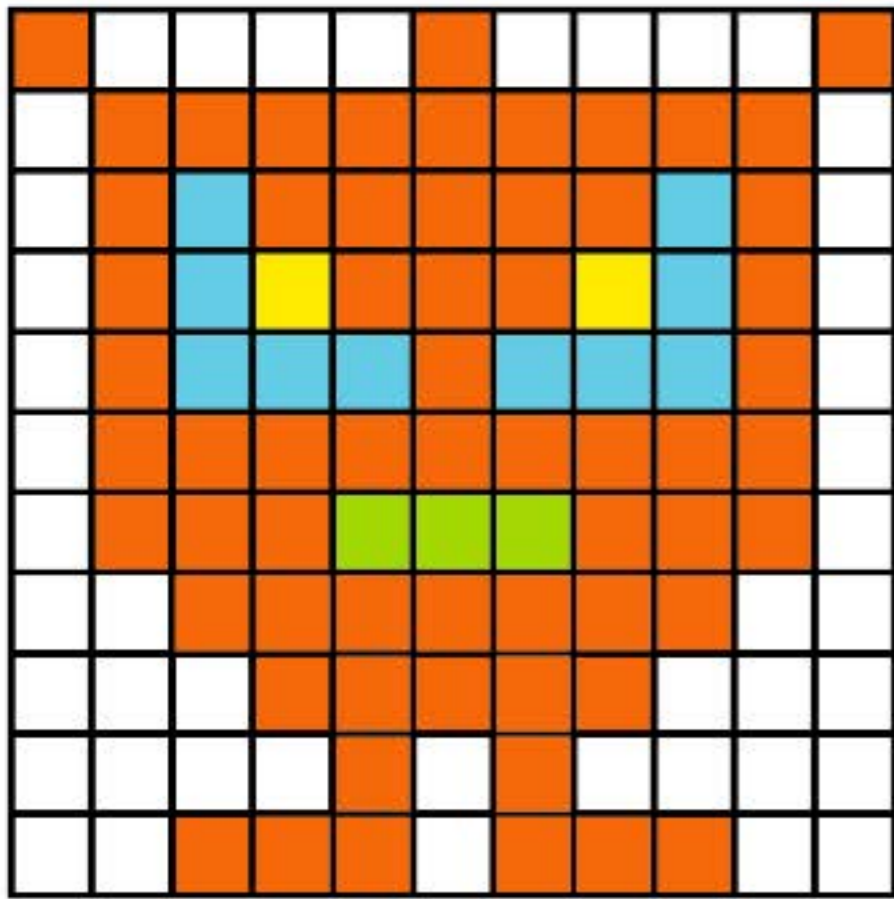
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() 0 1 2 3 4 5 6 7 8 9
PROGRAMMA



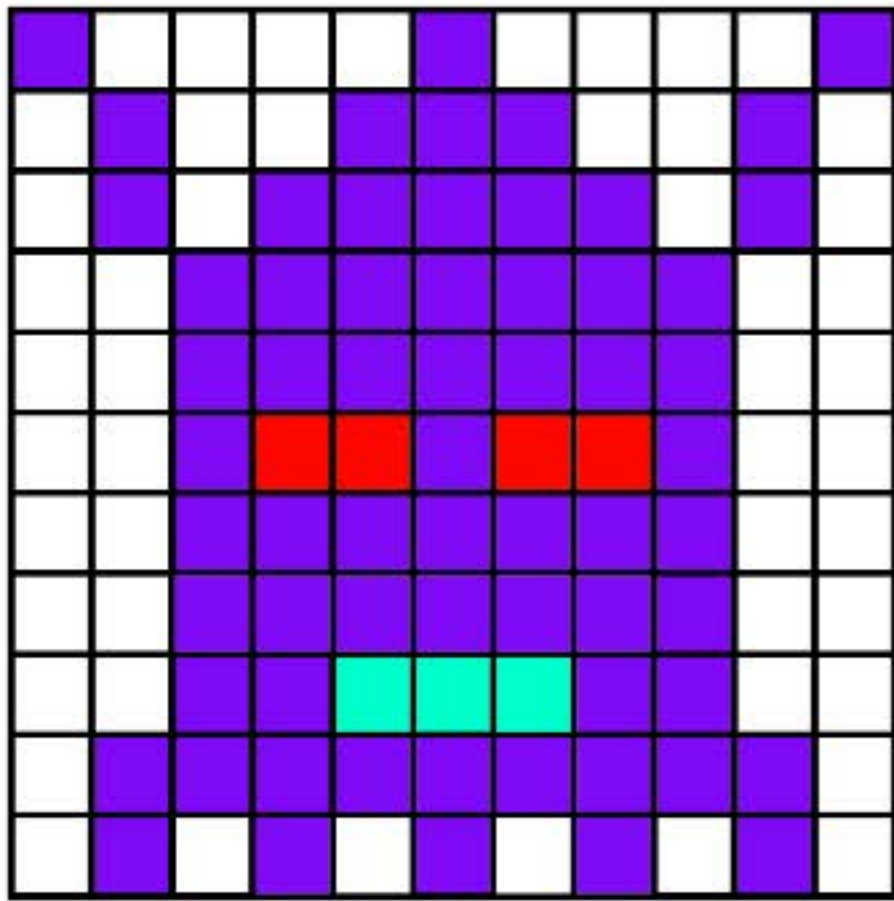
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PROGRAMMA



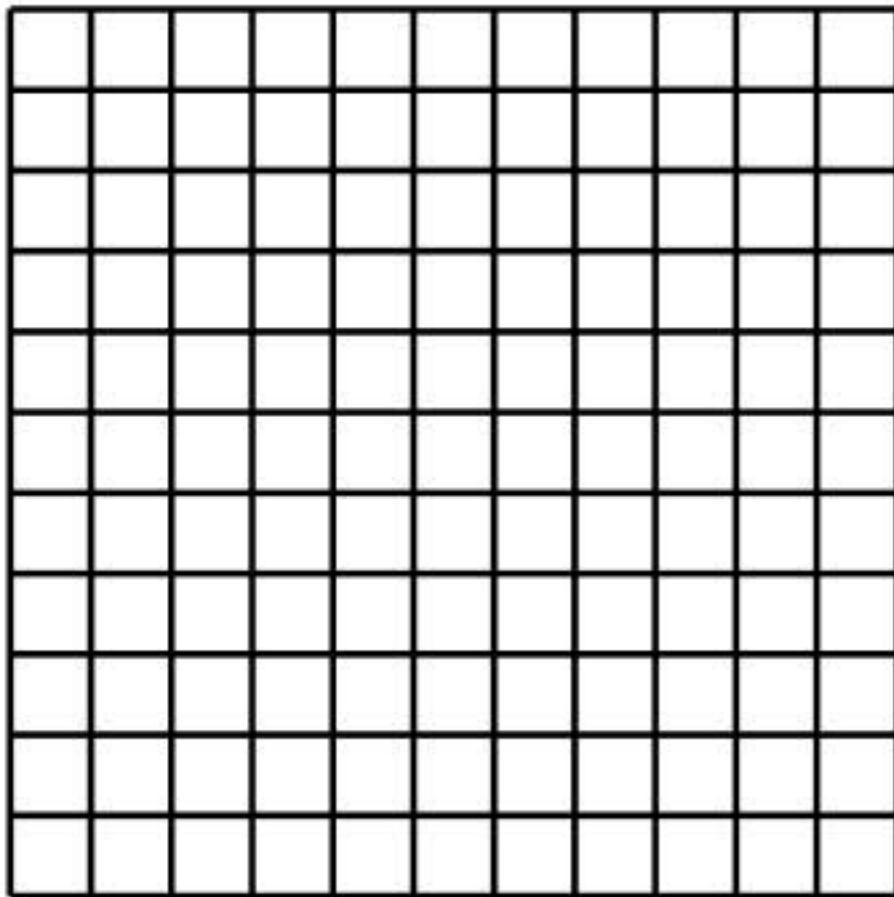
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() 0 1 2 3 4 5 6 7 8 9
PROGRAMMA

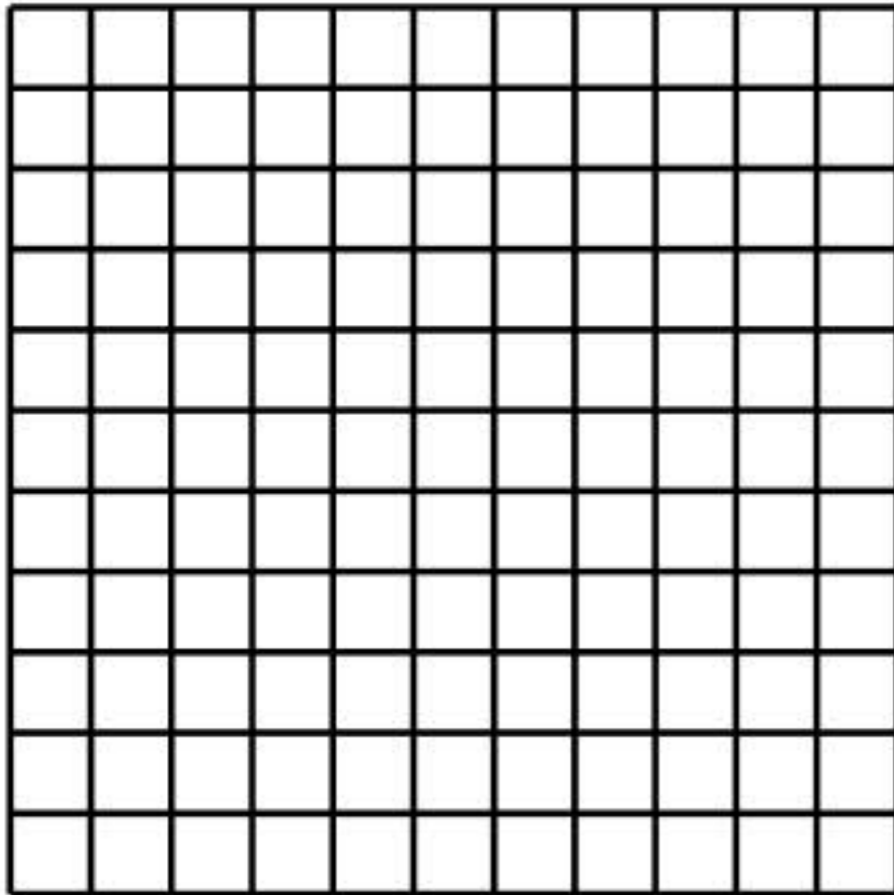
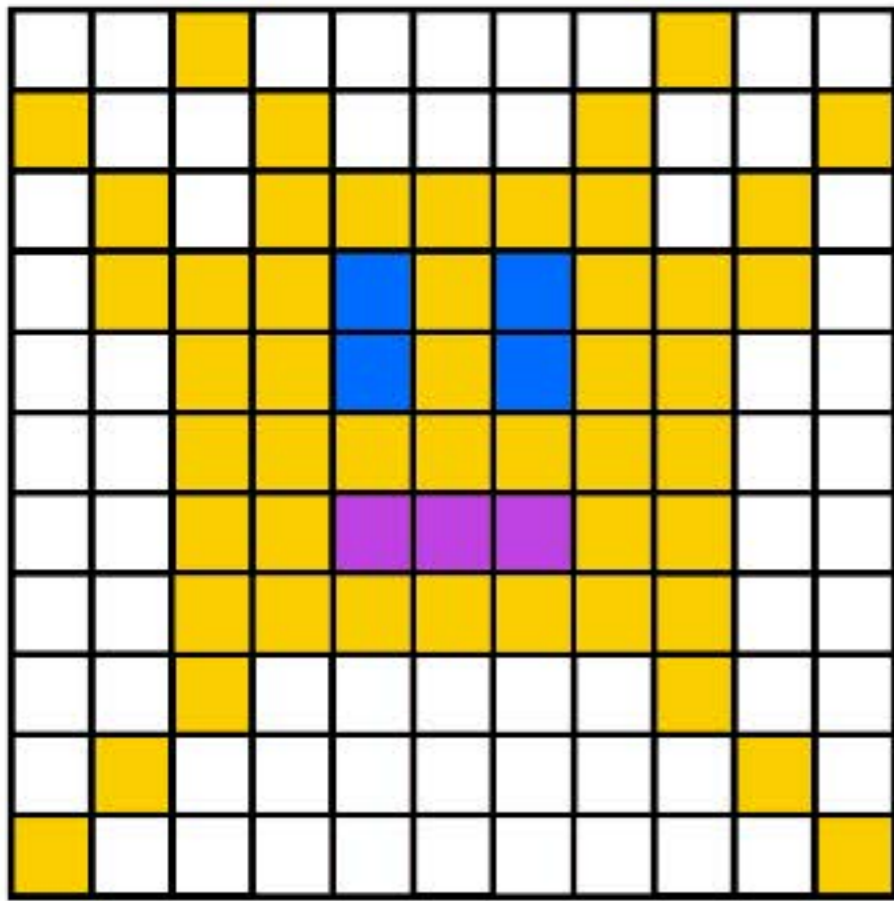


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PROGRAMMA

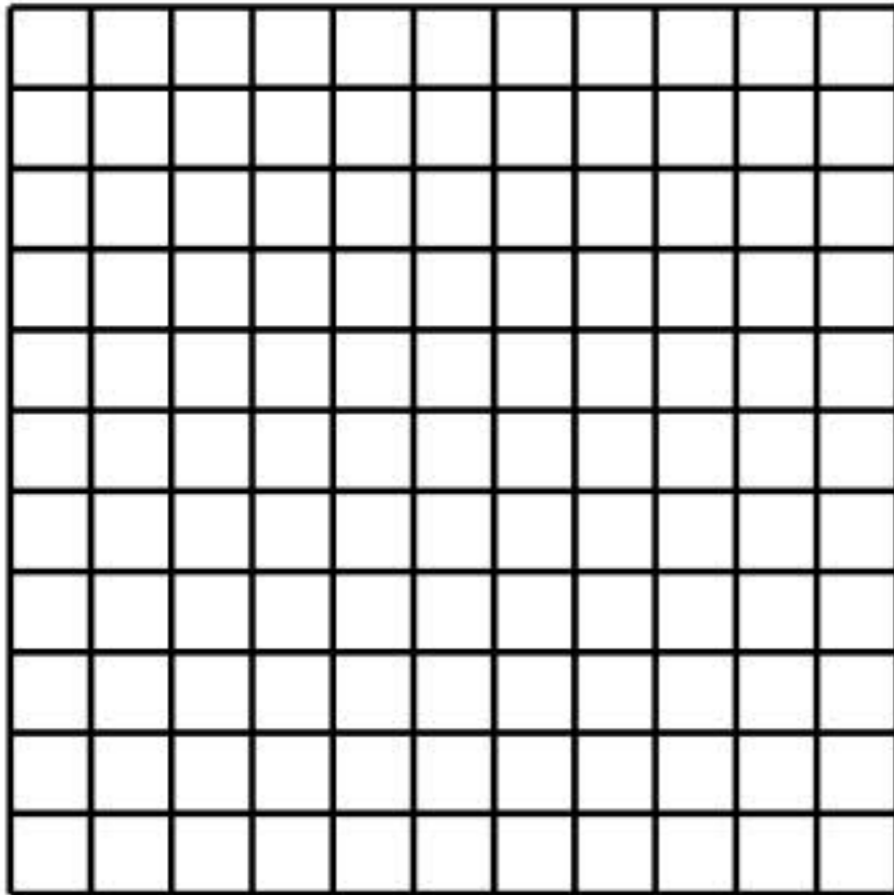
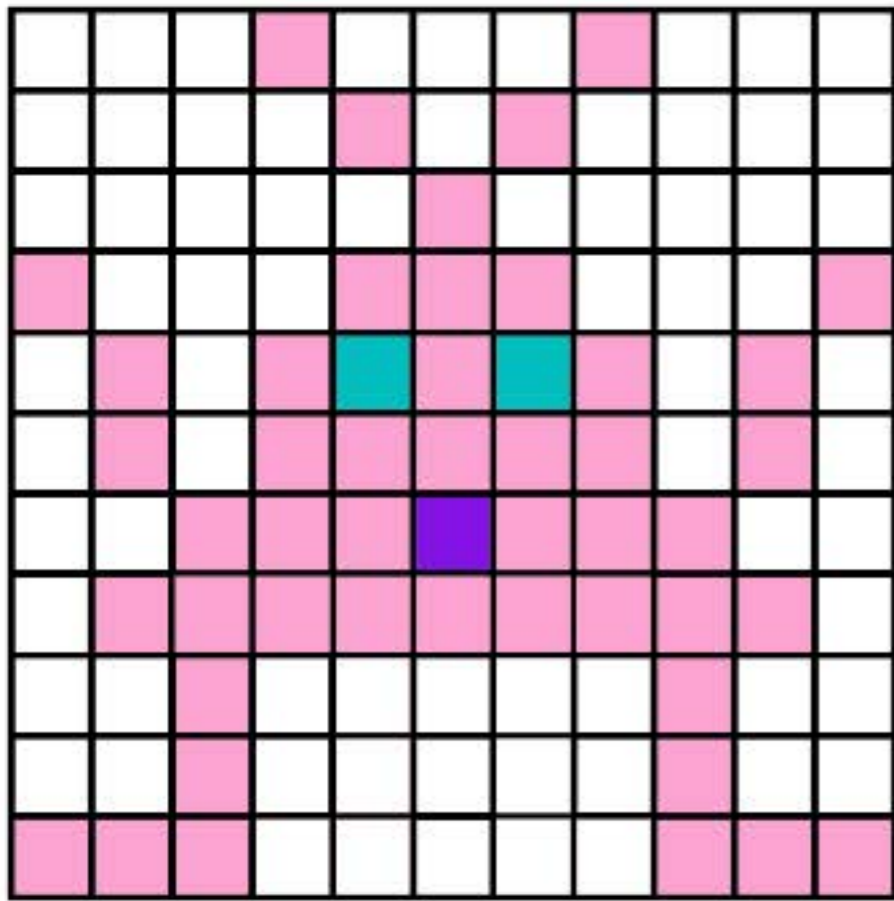


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PROGRAMMA

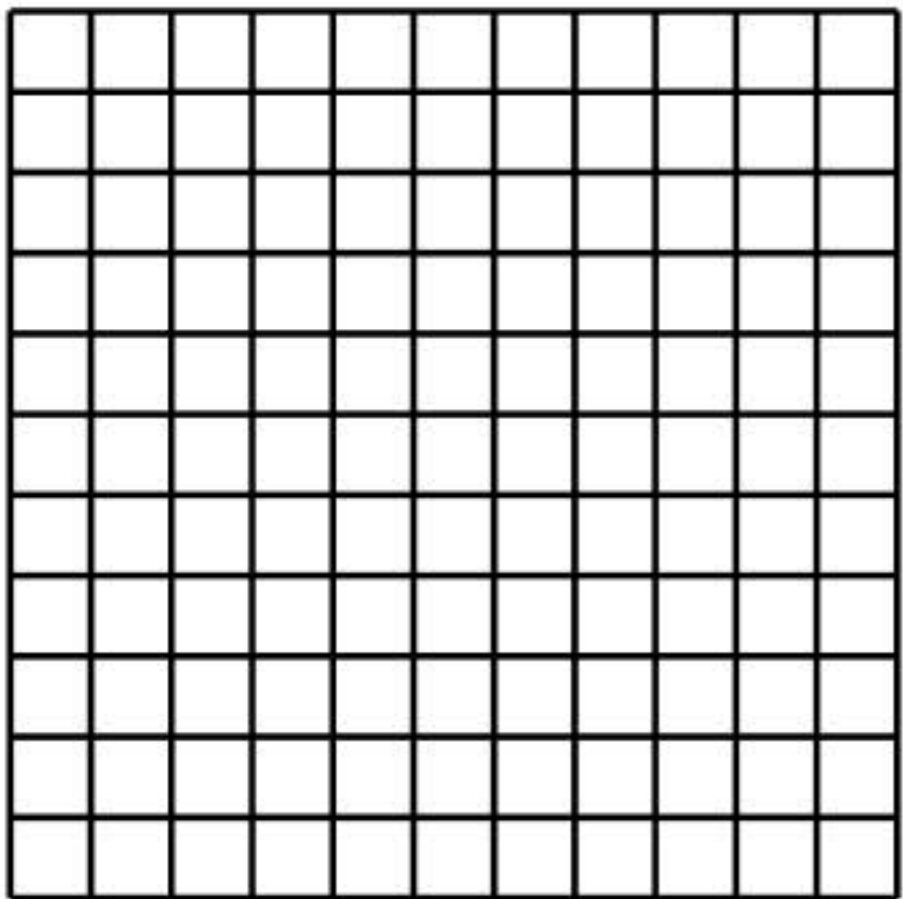
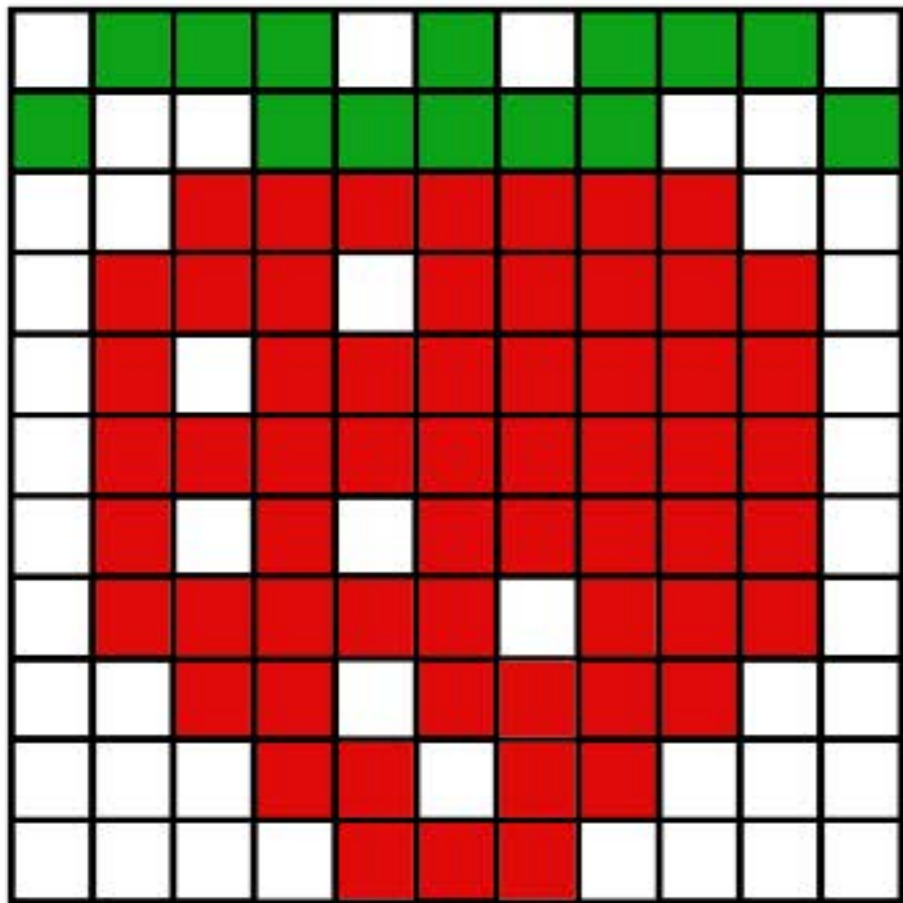




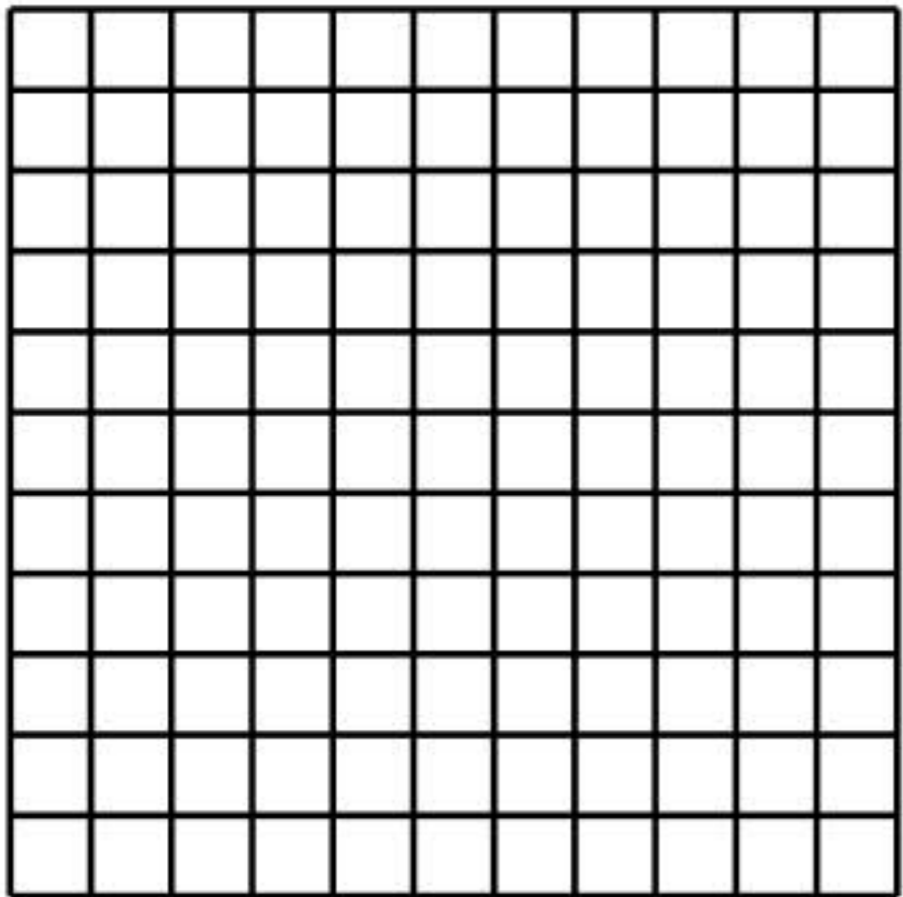
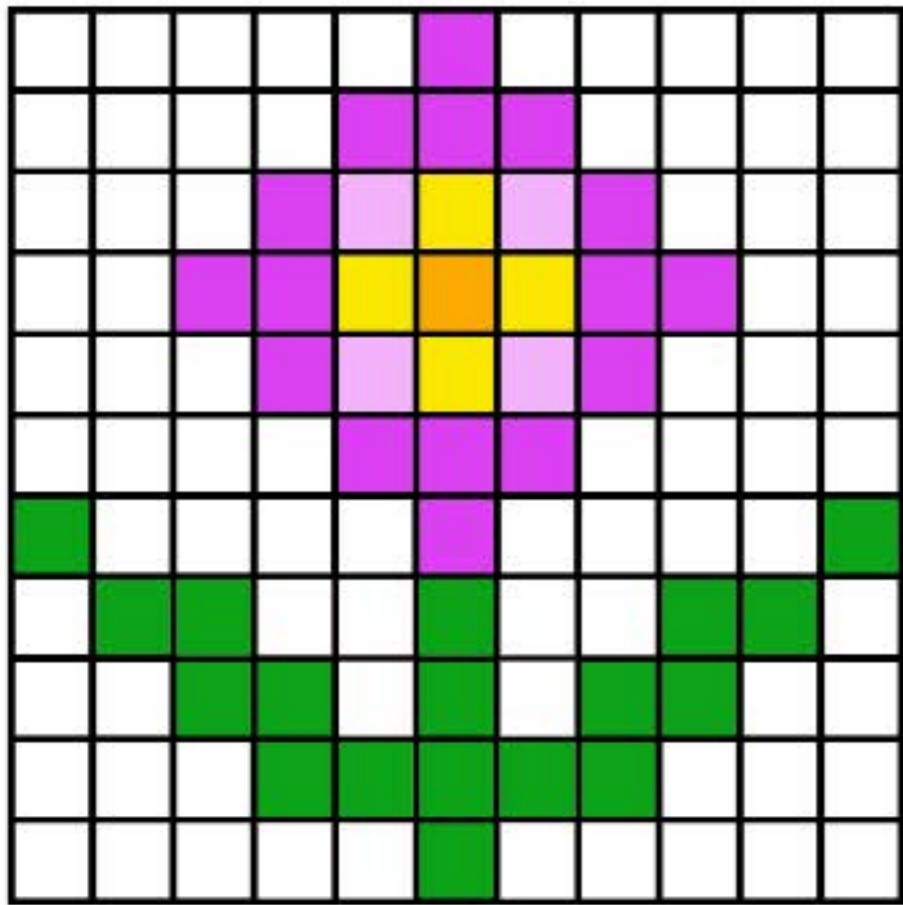
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() 0 1 2 3 4 5 6 7 8 9
PROGRAMMA



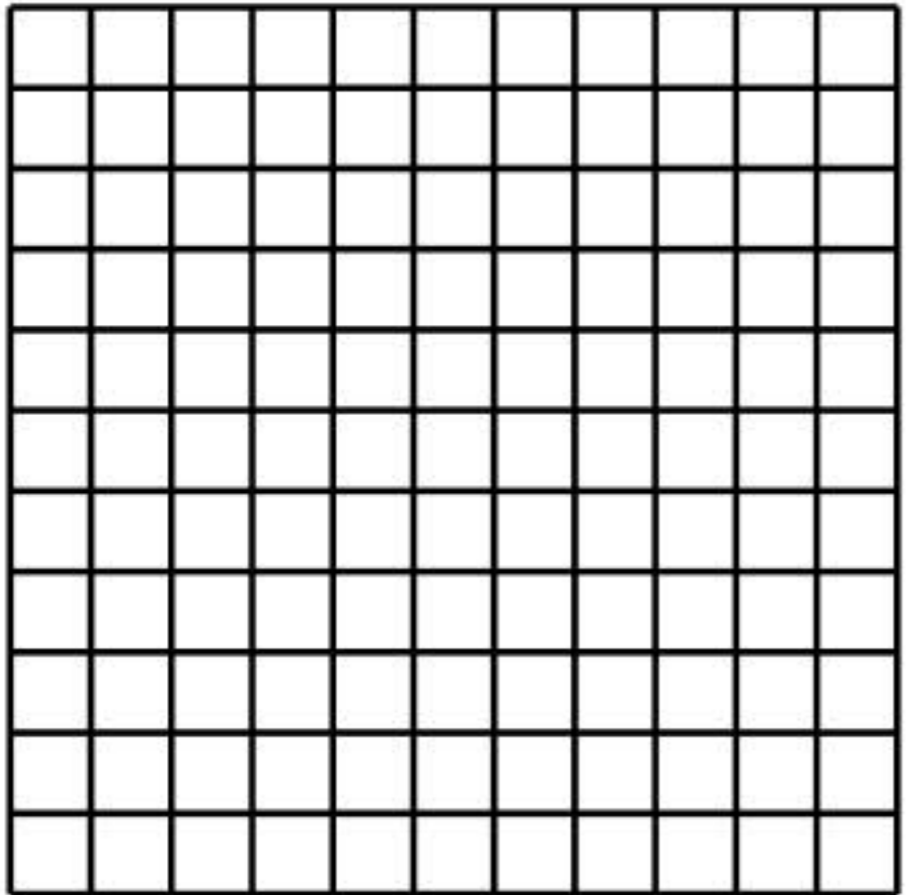
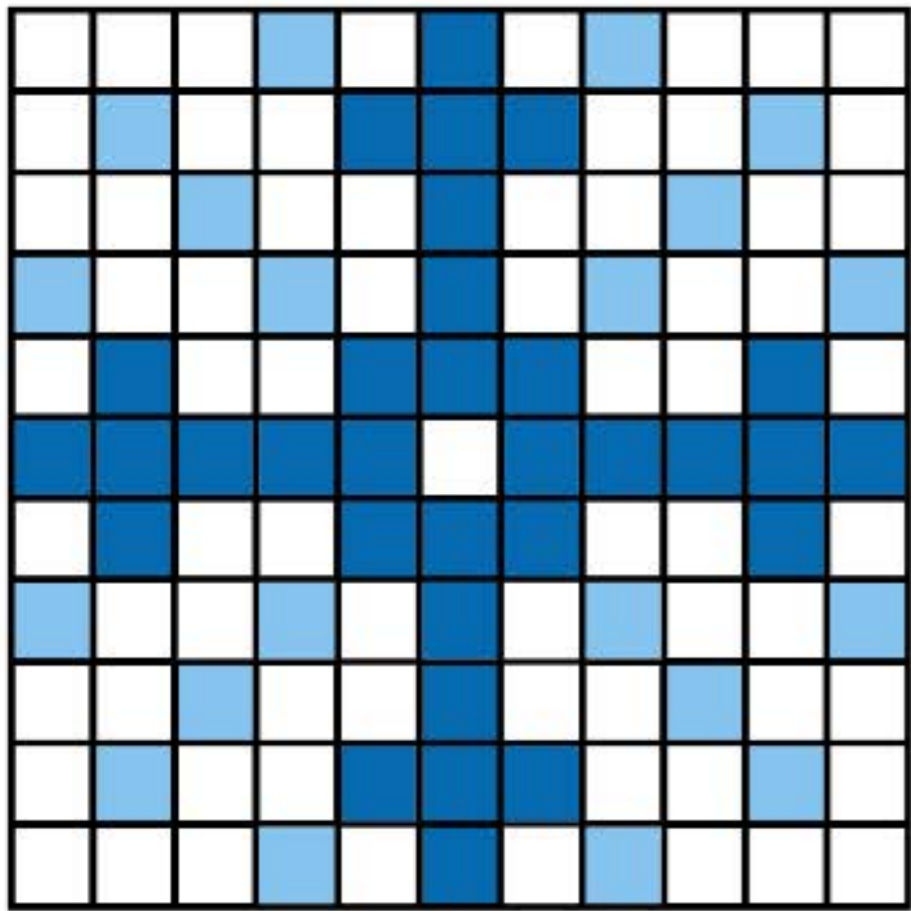
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PROGRAMMA



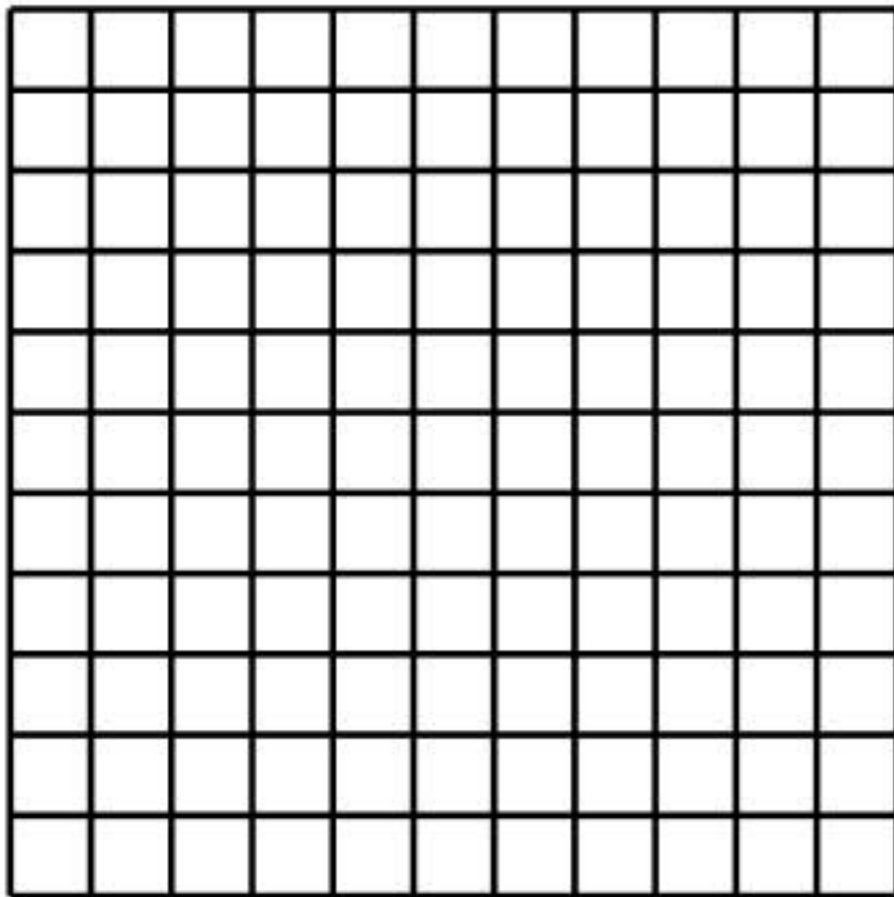
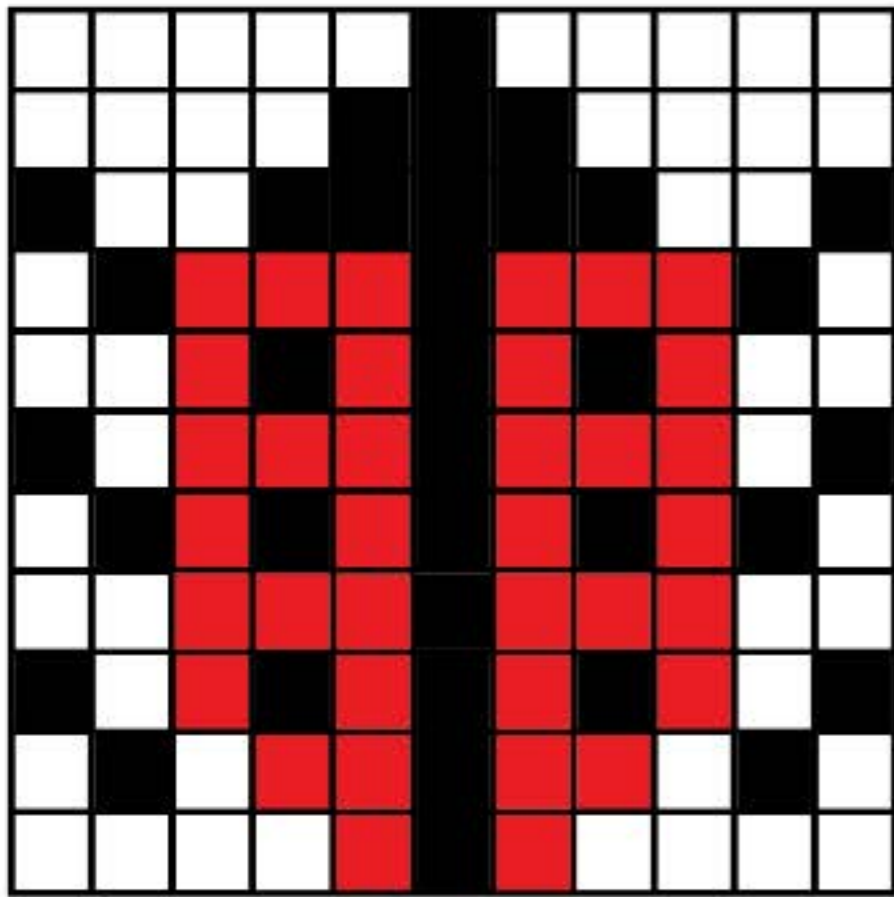
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PROGRAMMA



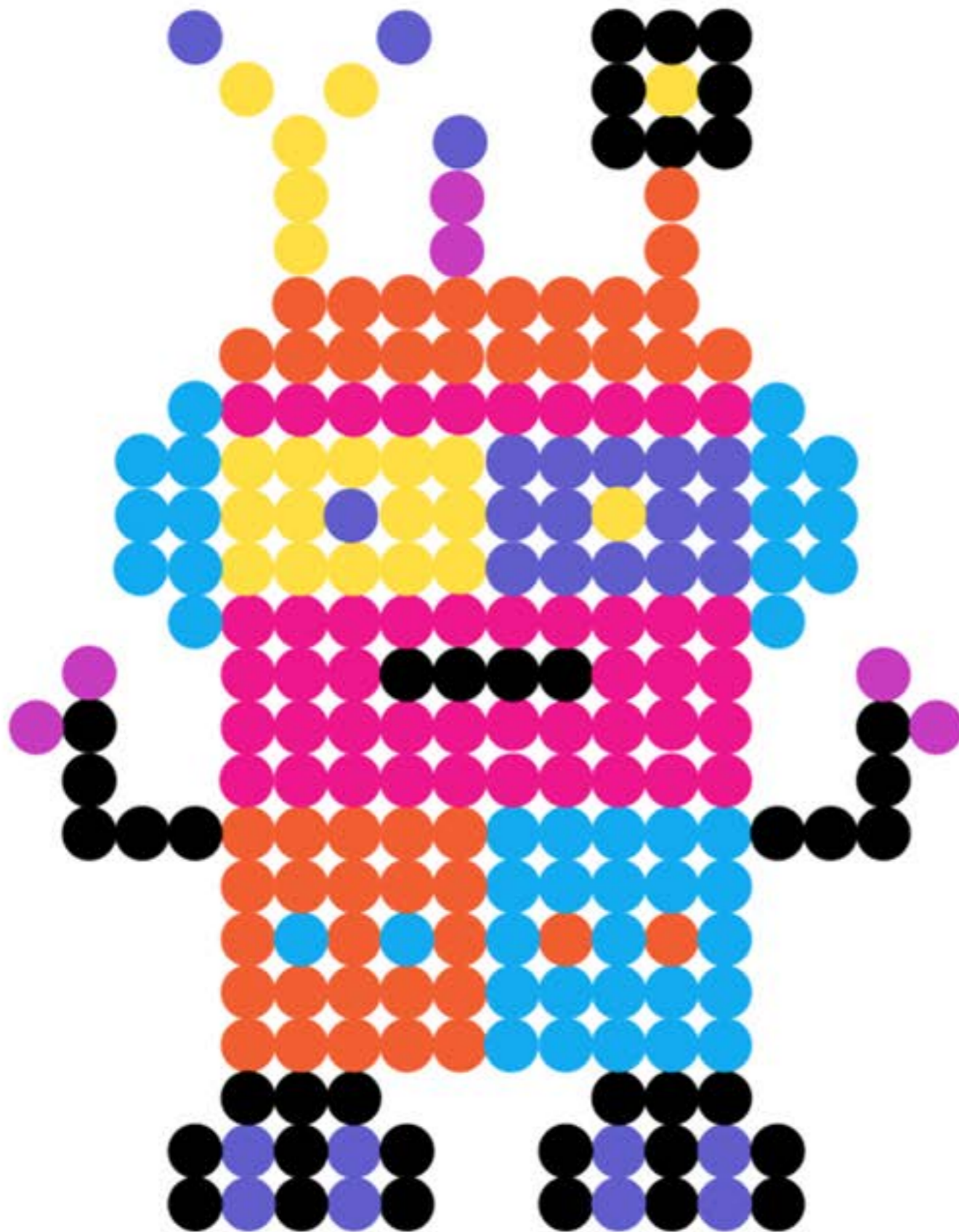
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PROGRAMMA



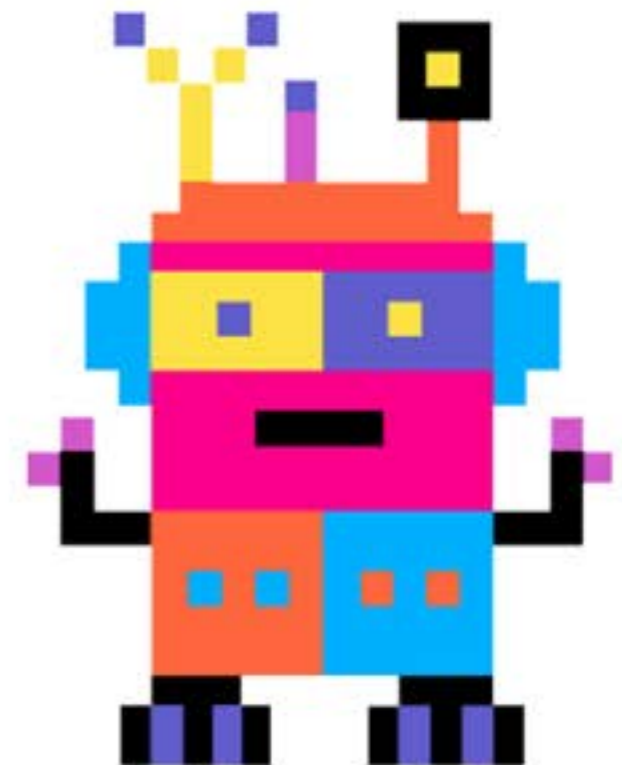
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PROGRAMMA

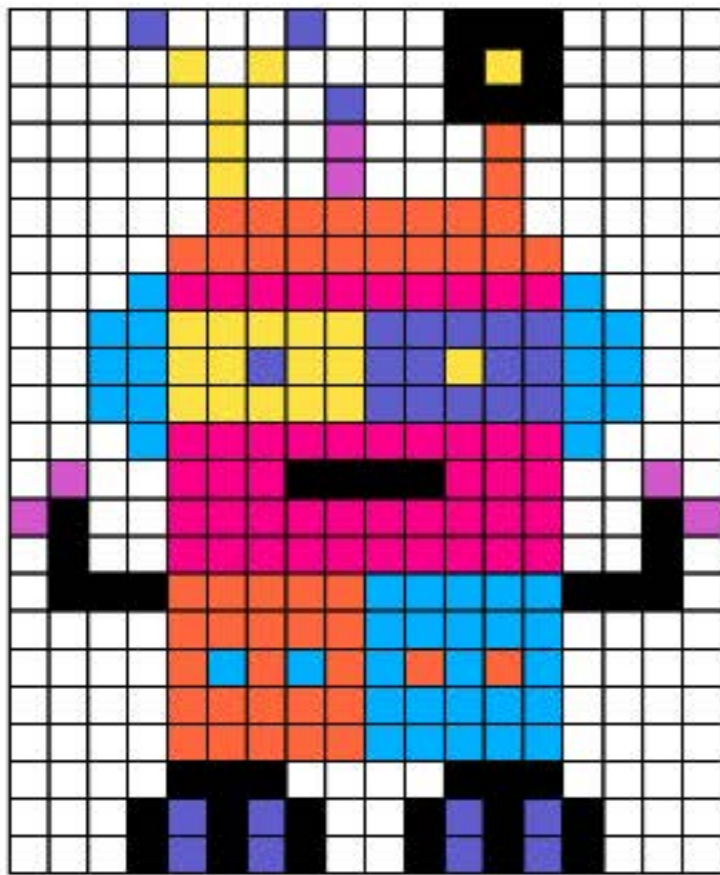


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PROGRAMMA



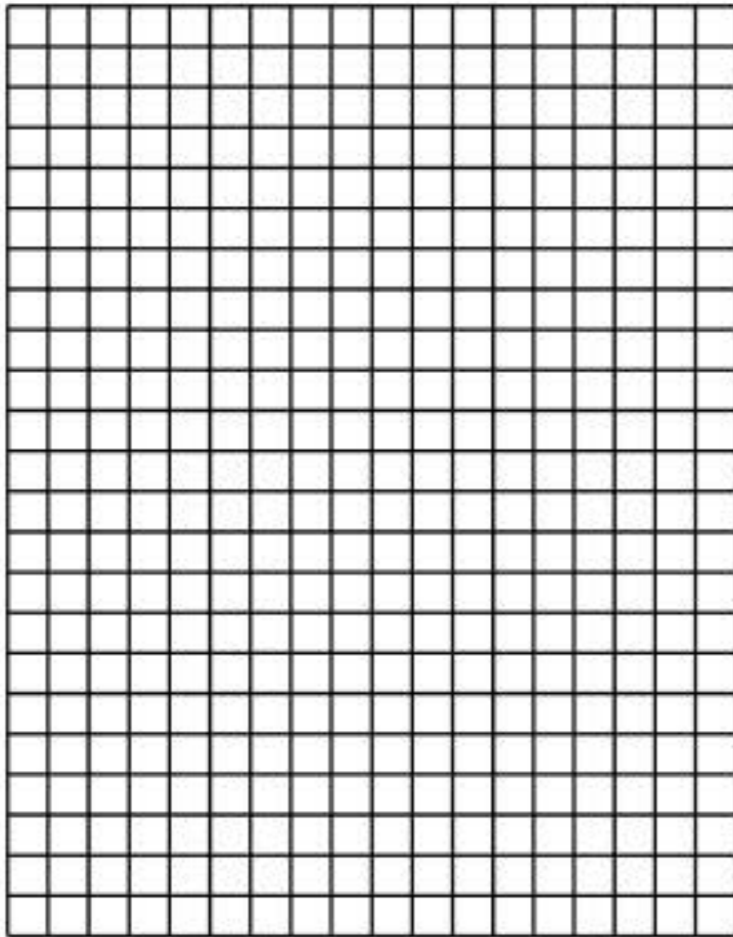
E ORA PROVA A
PROGRAMMARE, PER
RIPRODURRE ME SU BASE
QUADRETTATA!





→ ← ↑ ↓ ● ⊙
() 0 1 2 3 4 5 6 7 8 9

PROGRAMMA

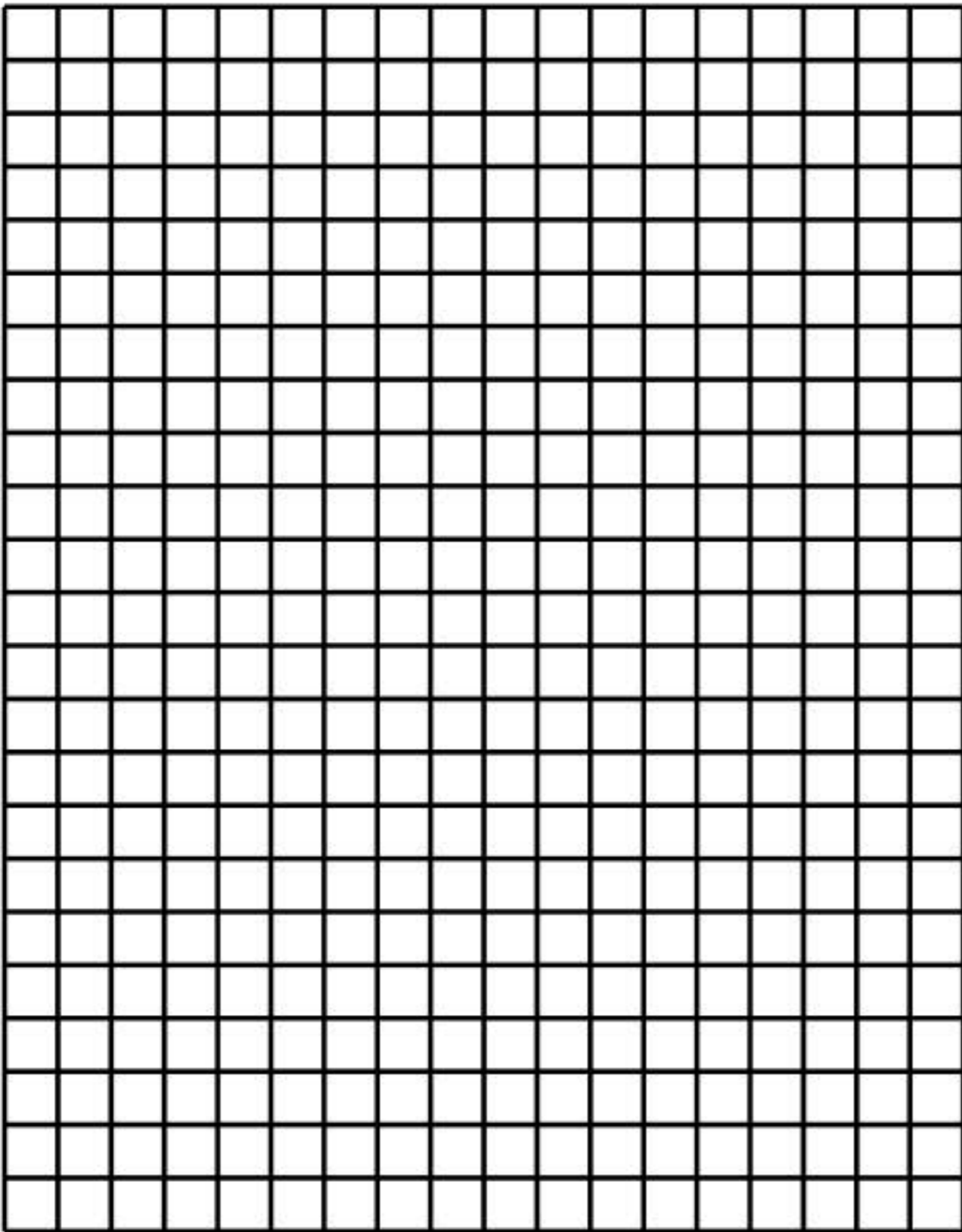




SE VUOI, CONTINUA
CON LA
PROGRAMMAZIONE
LIBERA

NOTE 1

LA PAGINA SUCCESSIVA CONTIENE UNO
SCHEMA VUOTO DA UTILIZZARE PER
CREARE IMMAGINI A PIACERE



()

0

1

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9

PROGRAMMA

CREDITS



pixabay

Antonella Mazzobel