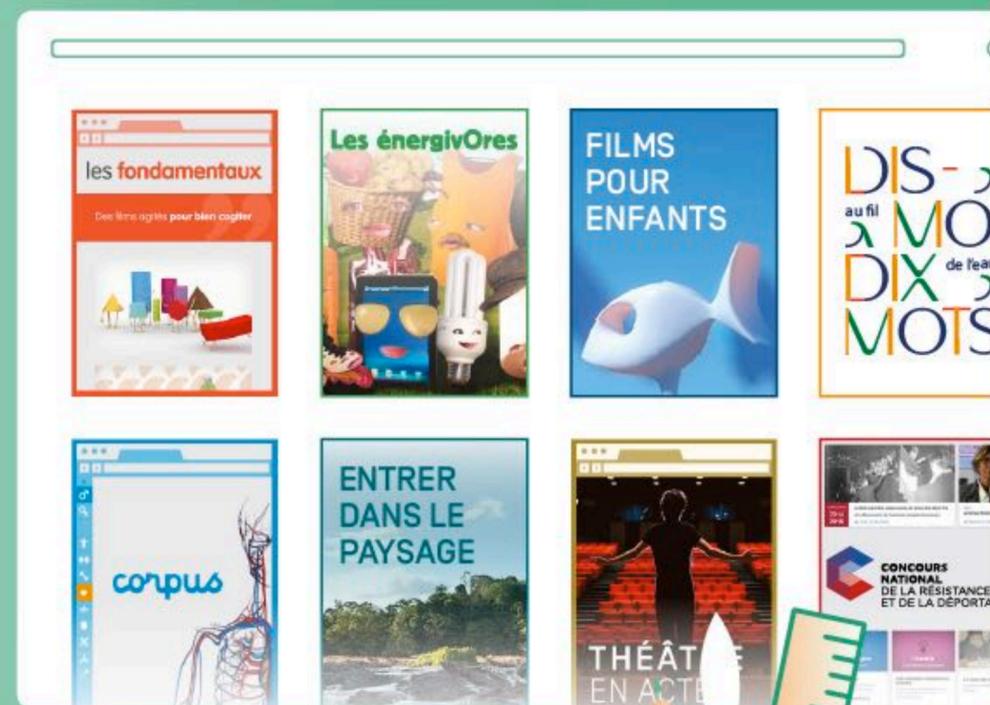


S E F O R M E R



CS Unplugged 6



Bonjour et bienvenue dans cet atelier en direct !

Pendant les activités de démonstration :

- nous vous invitons à couper caméra et micro
- vous pouvez écrire vos questions et réponses dans « conversation »

Afficher la conversation



Pendant les temps d'échange :

- nous répondrons aux questions posées dans la conversation
- vous pourrez prendre la parole directement en activant votre micro

Les formateurs :

- Samuel Chalifour, médiateur Atelier Canopé 88
- Sophie Thiébaud, médiatrice Atelier Canopé 88

CANOPÉ



Indication de l'âge minimum

0 1 2
3 4 5
6 7 8
9

Disponible en français

Disponible en anglais uniquement ou en français sur les versions Apple

L'informatique débranchée

Bibliographie Sitographie

1987 : Informatique sans ordinateur



Version papier Wanted
978-2866250874
2866250877



1999-2021 : Livre puis Site officiel

Tim Bell, Ian H. Witten, Mike Fellows



Interstices INRIA



Version interactive (compatible Apple uniquement)



IREM Clermont-Ferrand



Studio Scratch dédié



11 ateliers avec fiches d'activités pour la classe

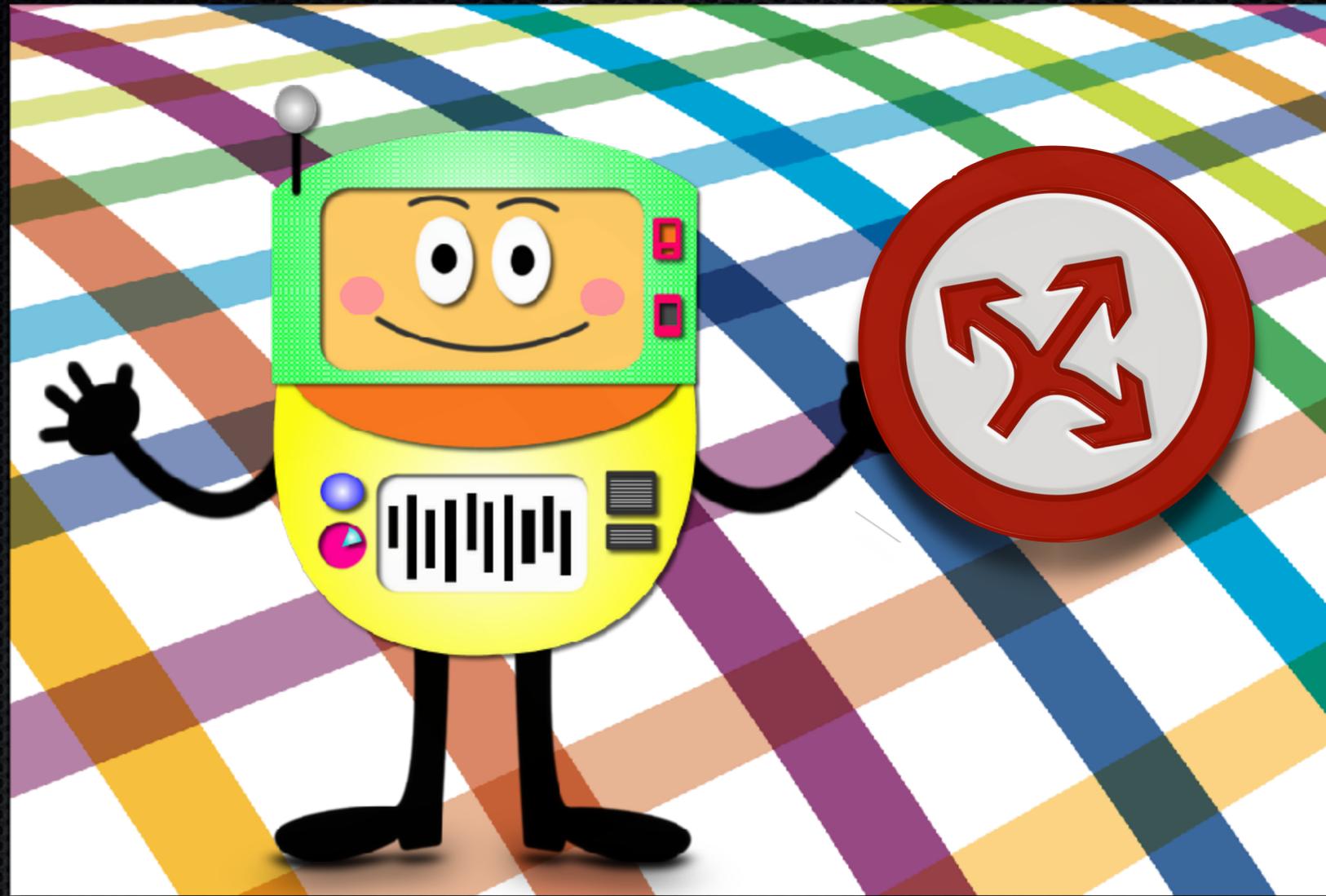


Chaîne Youtube 11 Capsules



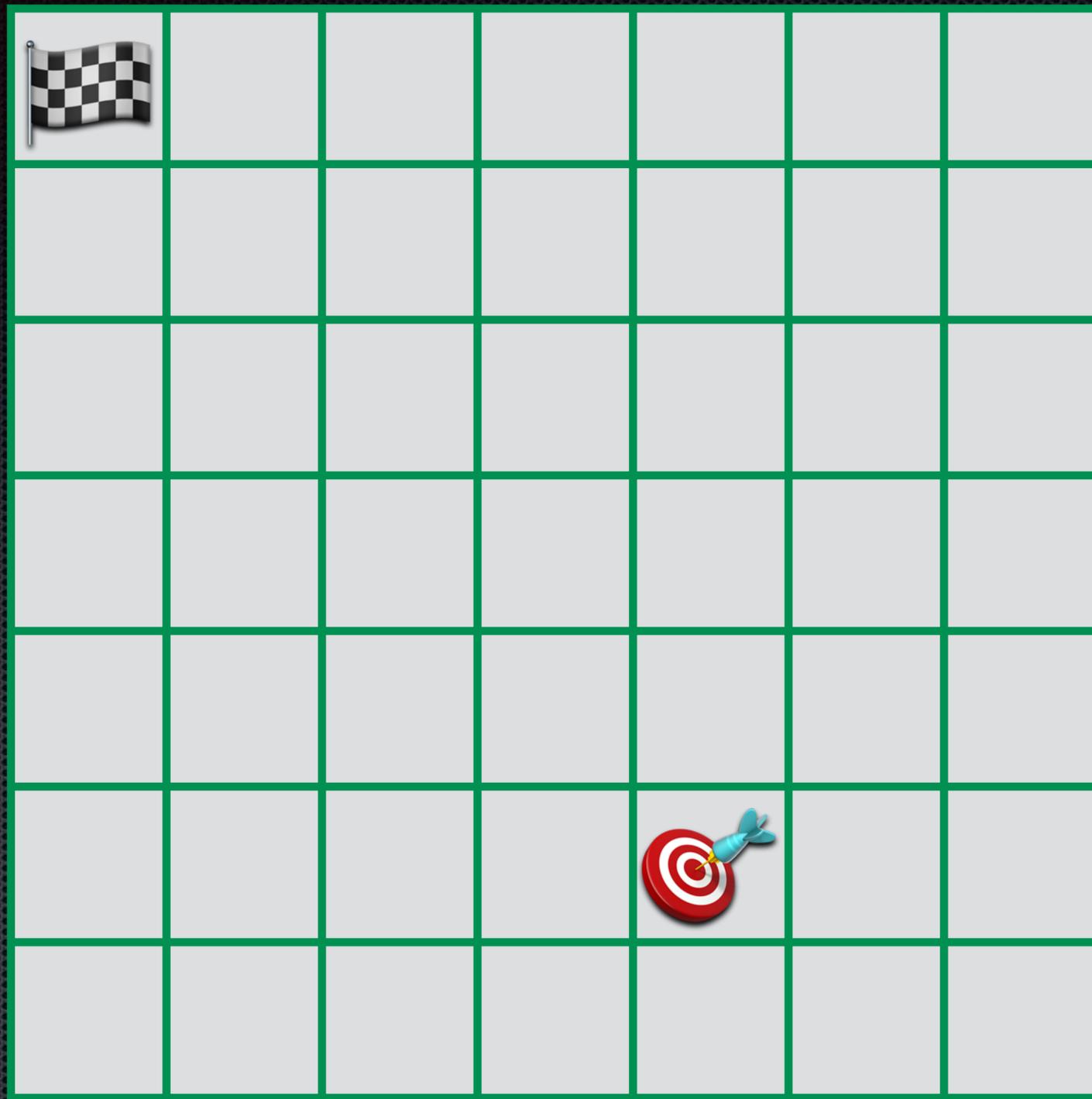
CC-BY-SA
Samuel Chalifour



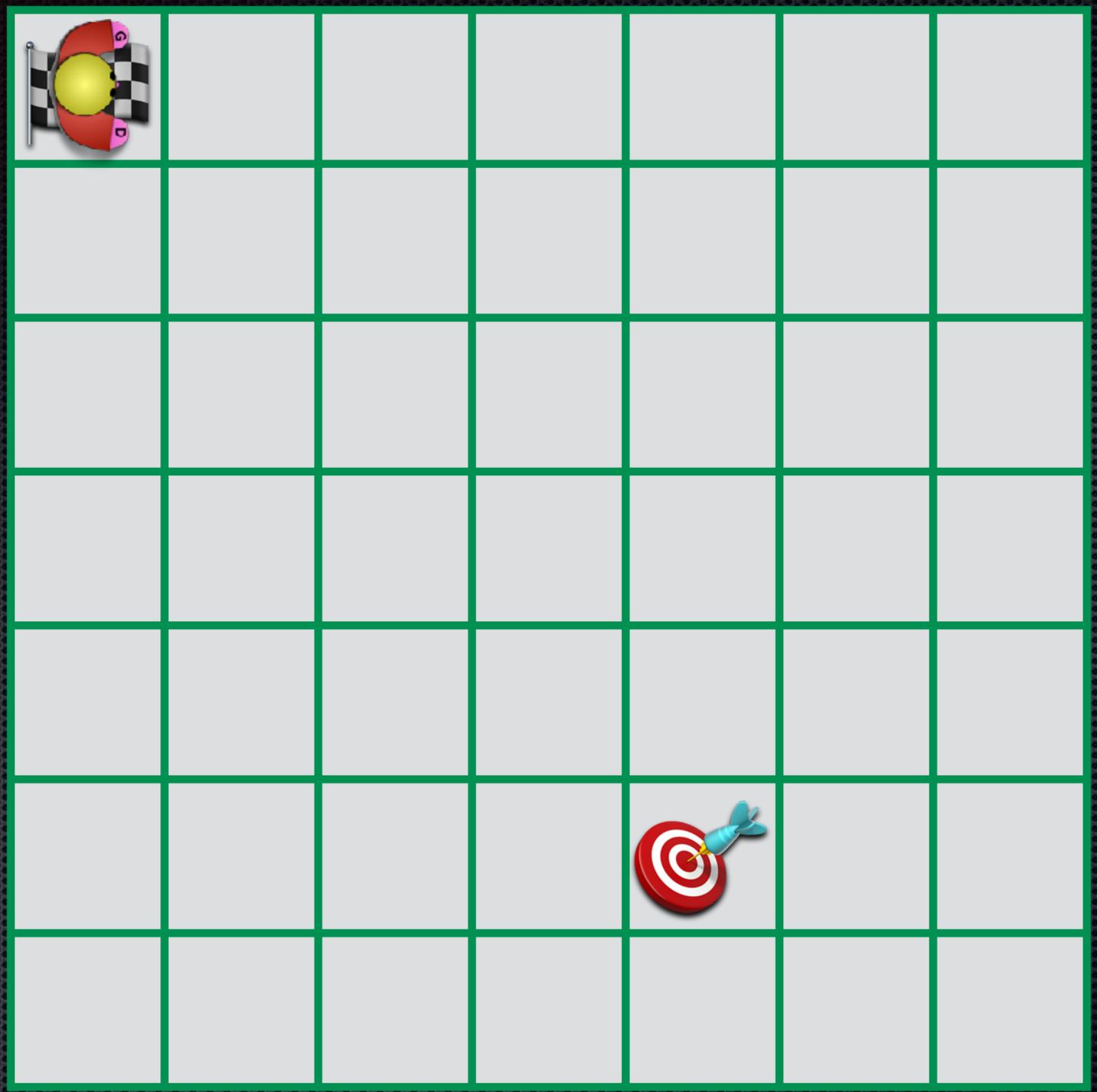


L'activité de l'enfant robot

Science informatique débranchée



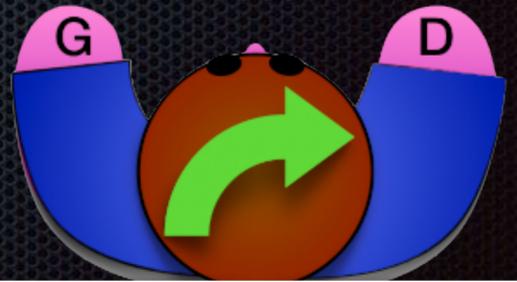
1 - nommer



AVANCER



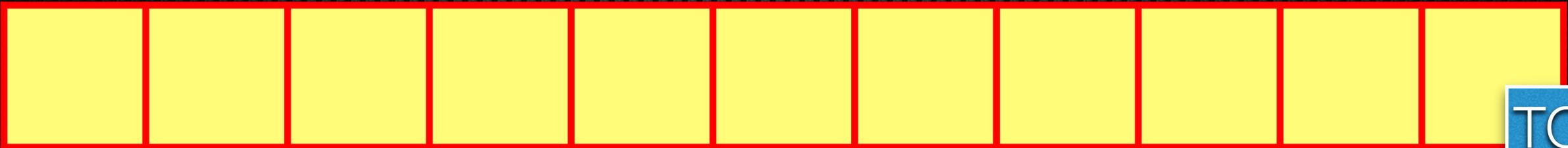
RECULER



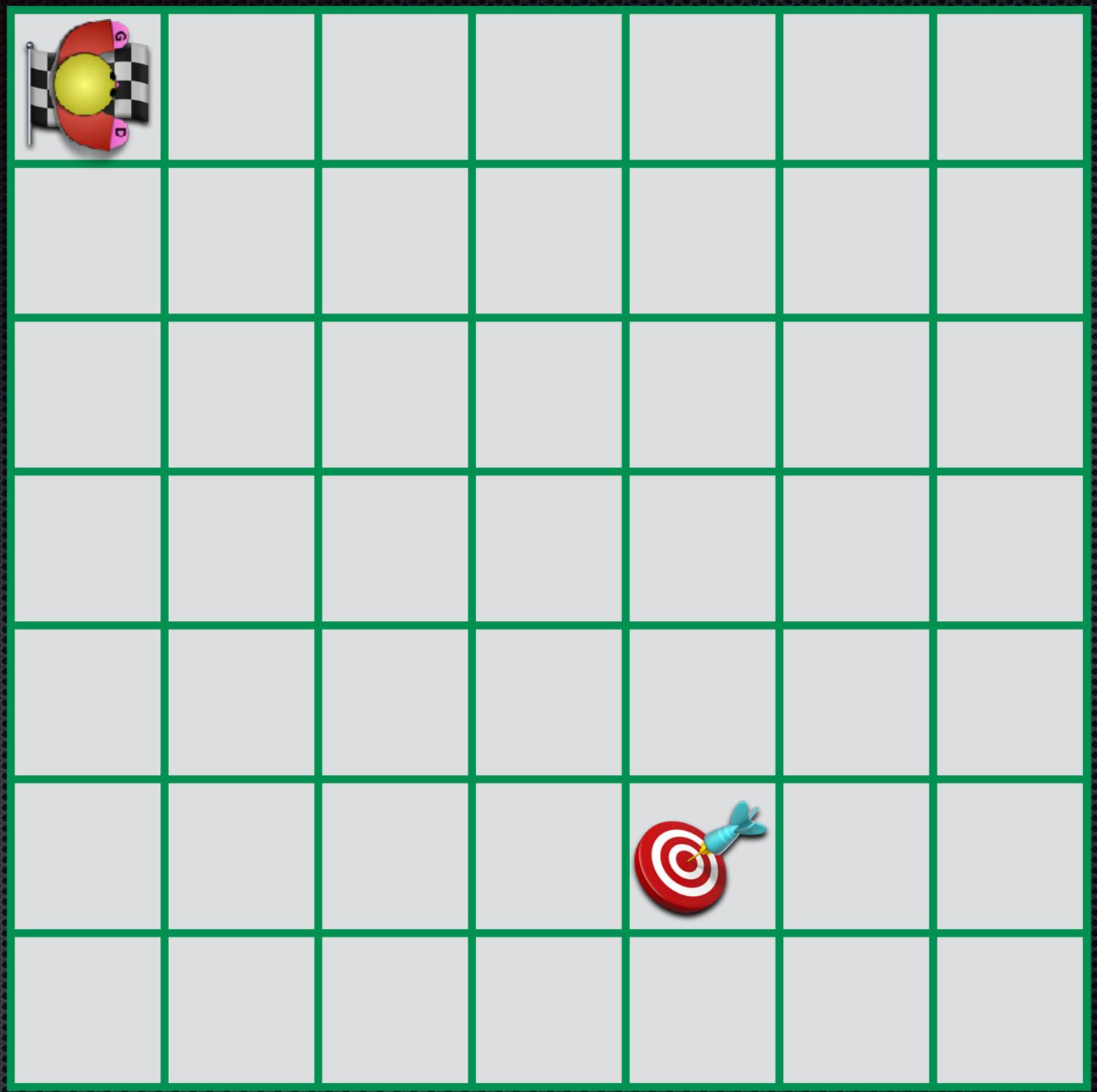
TOURNER DROITE



TOURNER GAUCHE



2 - programmer



AVANCER



RECULER



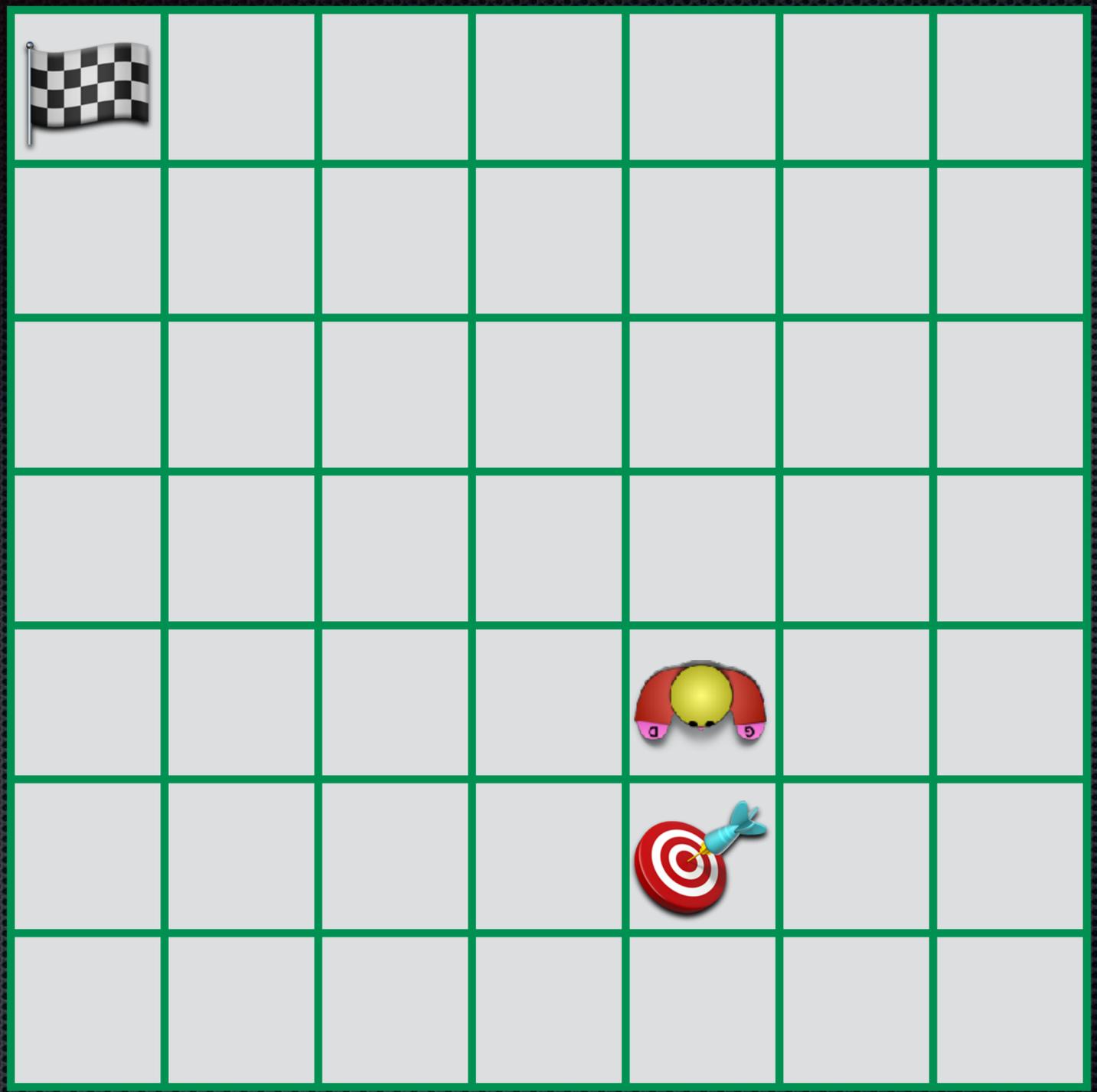
TOURNER DROITE



TOURNER GAUCHE



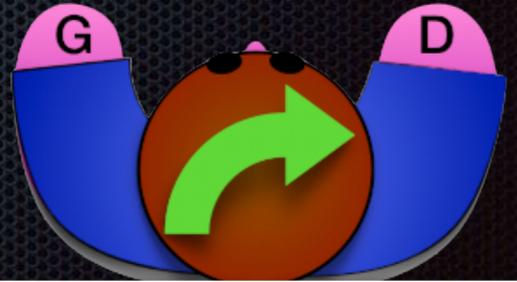
3 - exécuter



AVANCER



RECULER



TOURNER DROITE



TOURNER GAUCHE



4 - déboguer

A 7x7 grid with a yellow robot at (3,3), a target at (5,5), and a checkered flag at (1,1). A speech bubble with '1' and a girl character are on the left.



AVANCER



RECULER



TOURNER DROITE



TOURNER GAUCHE

A sequence of 9 robot icons in a row: 8 forward, 1 right turn, 8 forward.

4 - déboguer





AVANCER



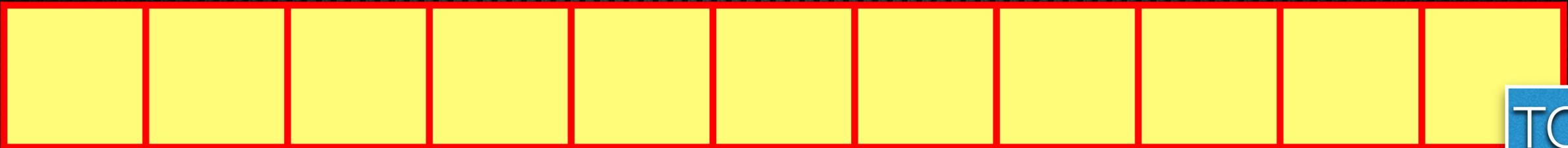
RECULER



TOURNER DROITE



TOURNER GAUCHE



4 - déboguer





AVANCER



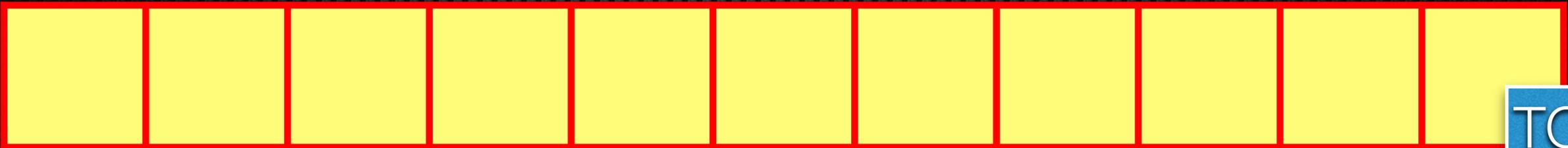
RECULER



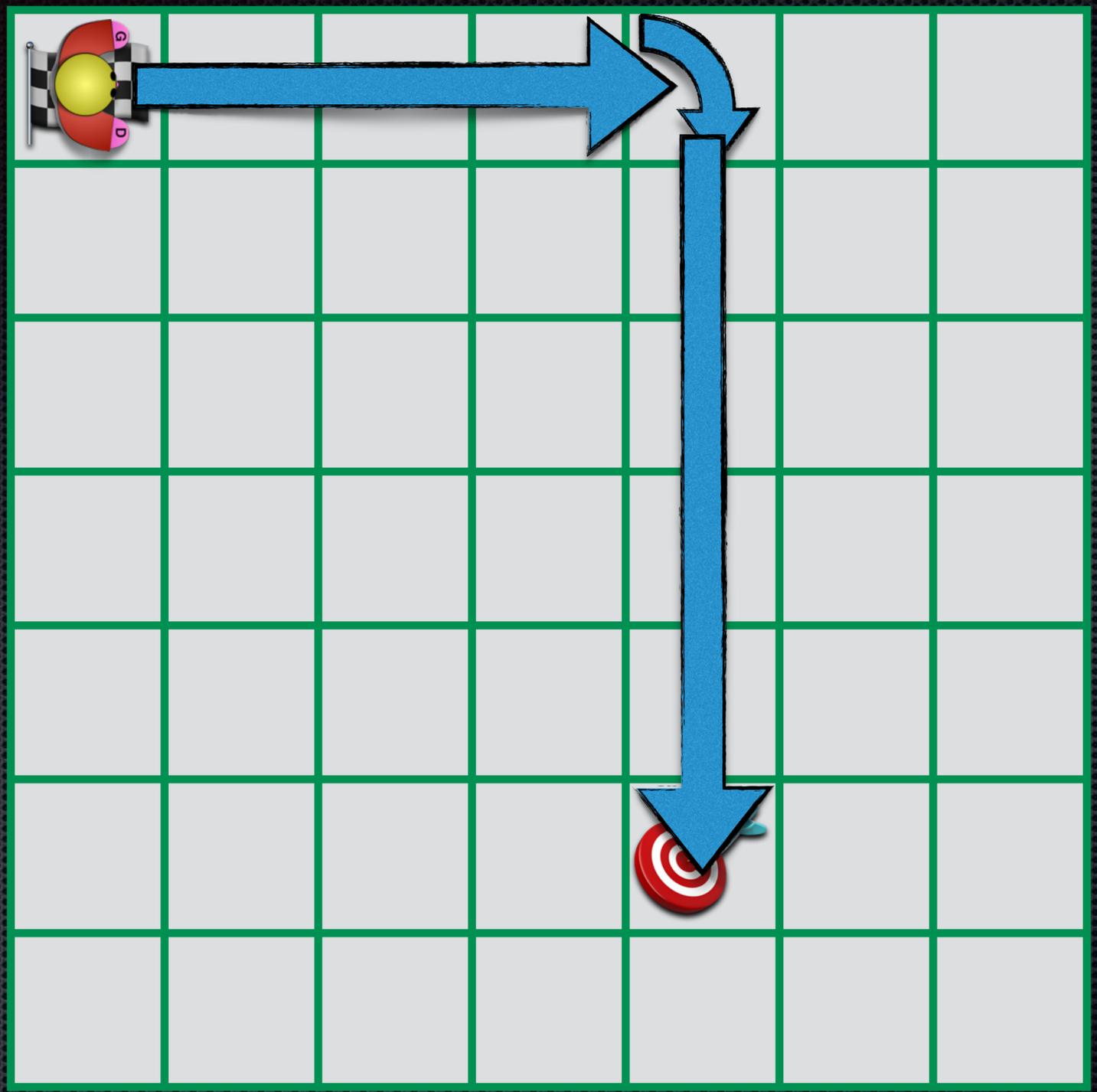
TOURNER DROITE



TOURNER GAUCHE



3 - exécuter



AVANCER



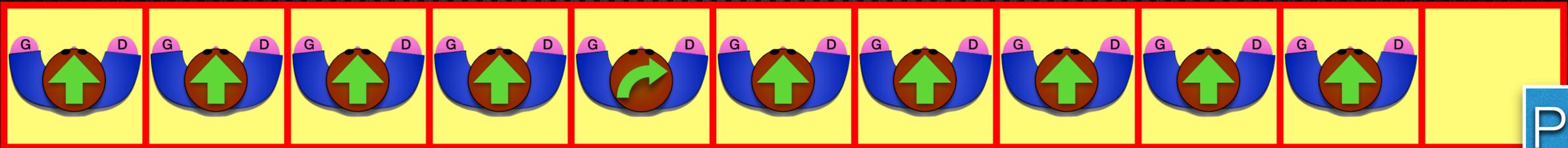
RECULER



PIVOTER DROITE



PIVOTER GAUCHE



0	2	0	6	8 	7
 8	0	5	2	5	2
4	6	6	8 	1	3
2	3	3	5	4	5
6	4	6	9	5	8 

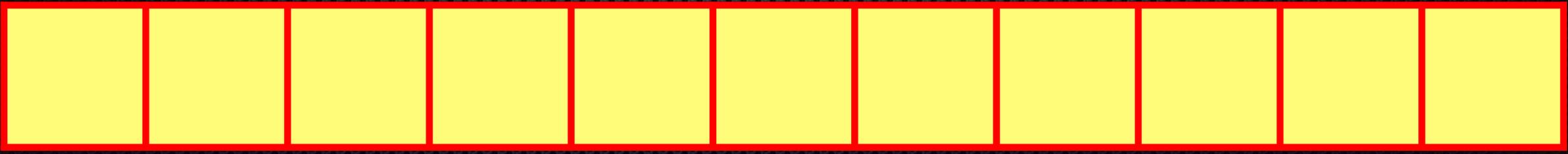
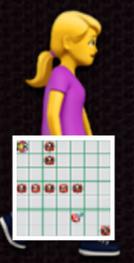
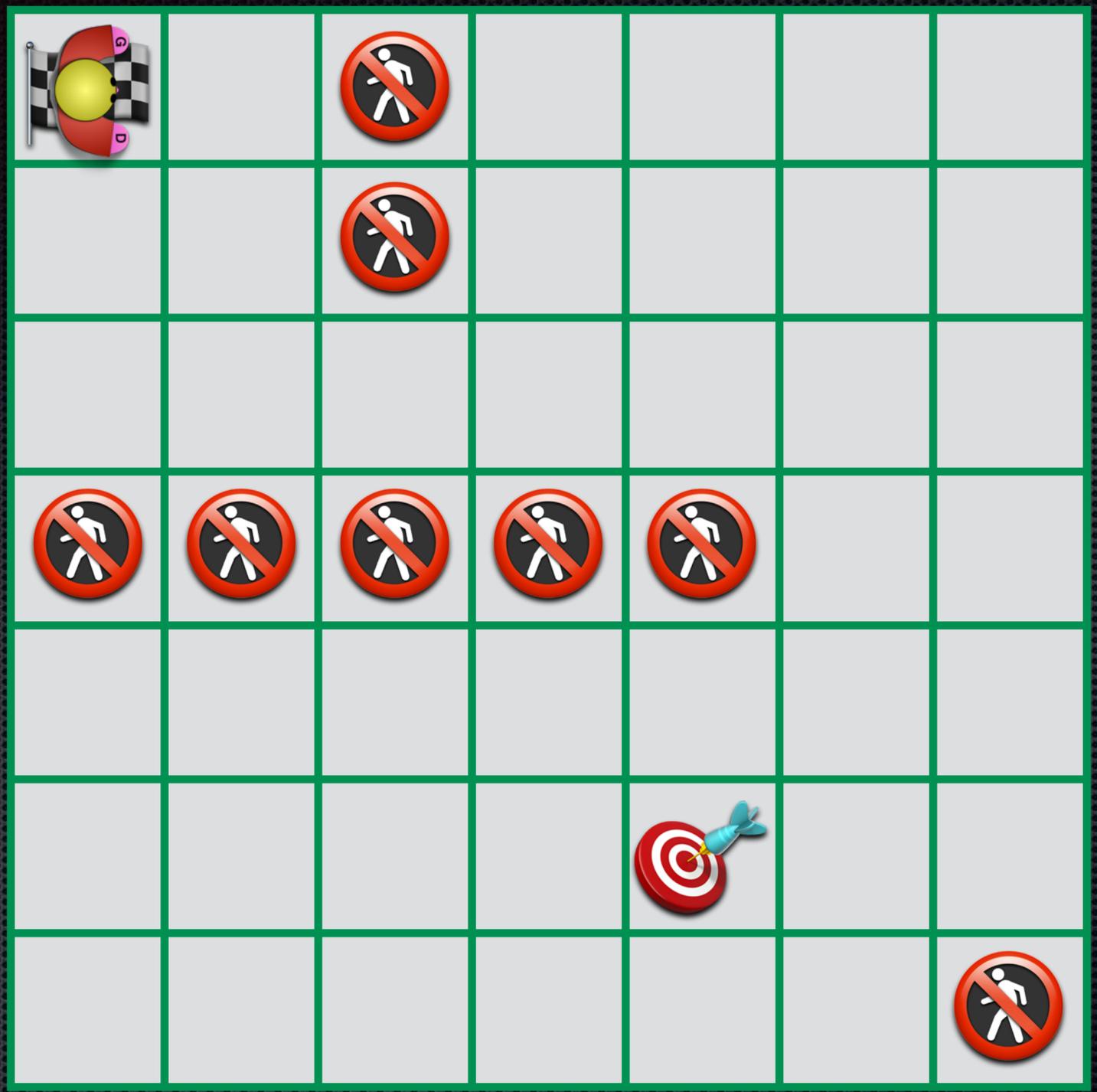


🏁 **Algorithme : séquences**

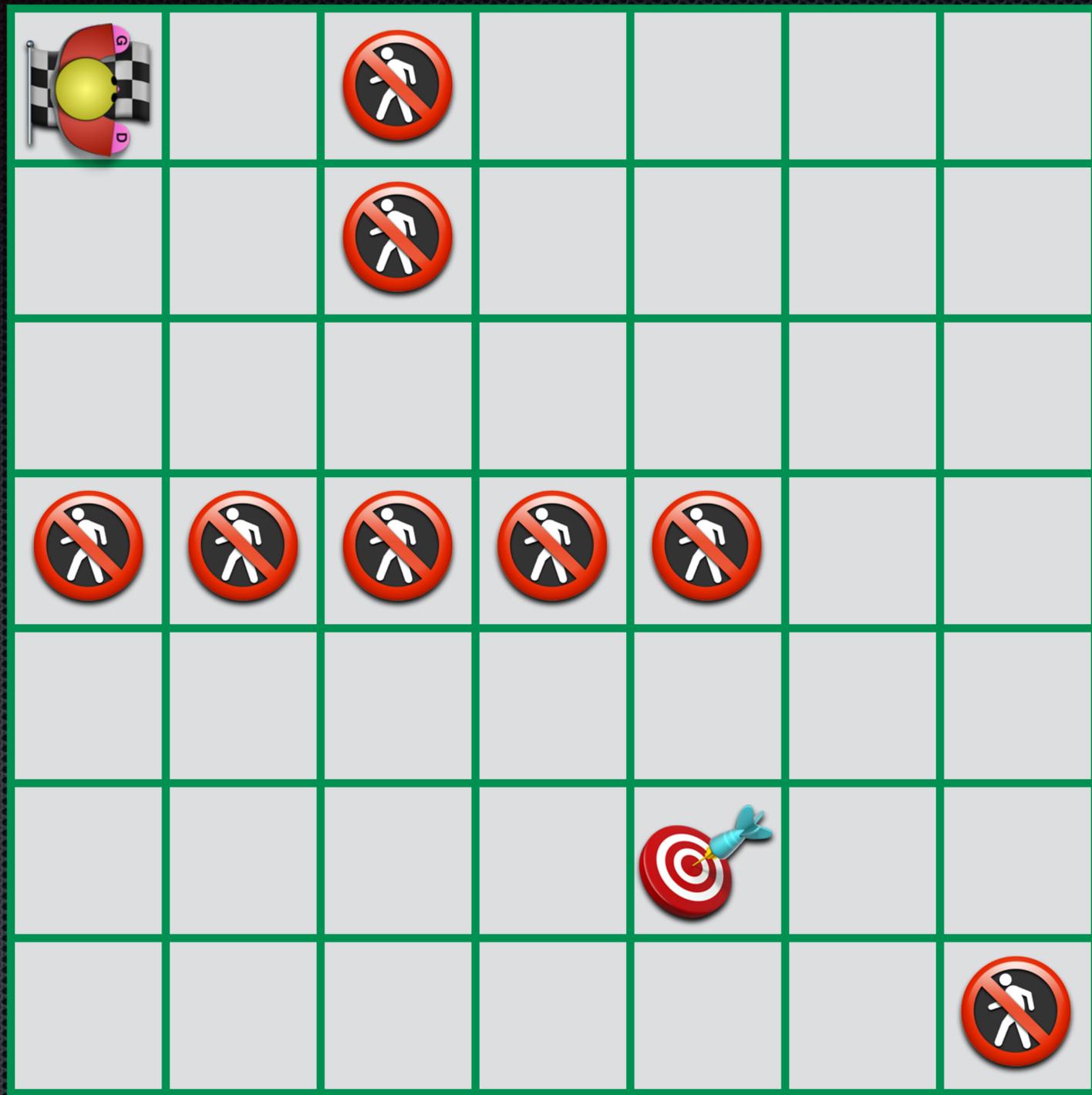
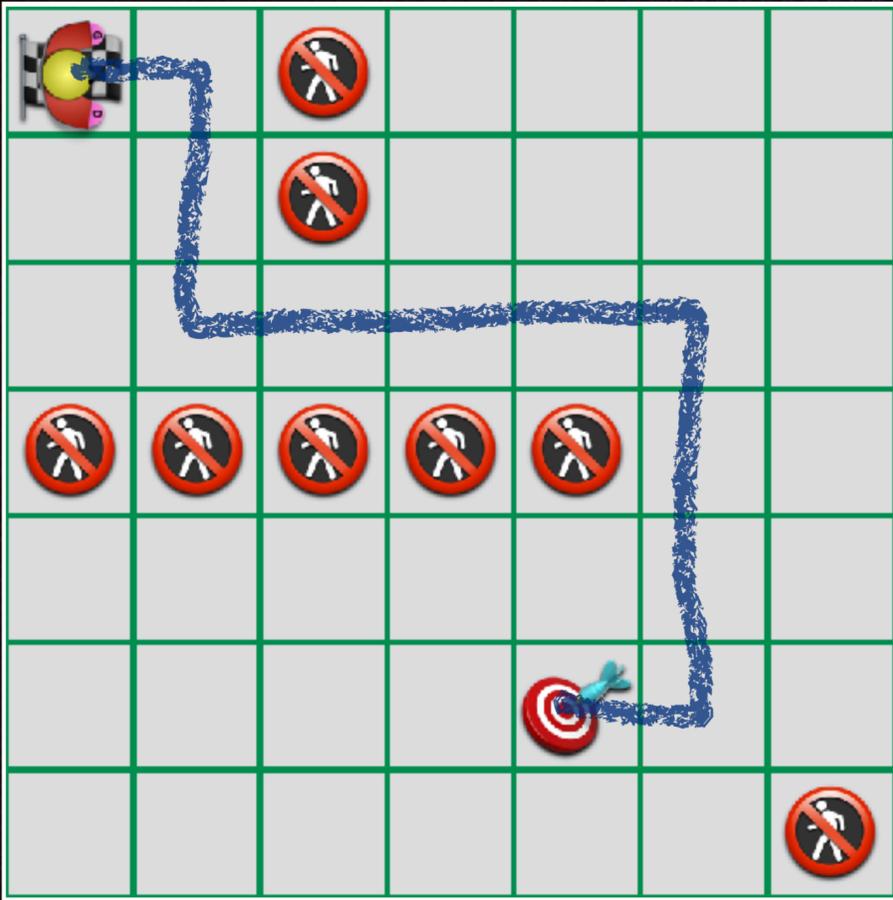
🎯 **Initiation vers Utiliser des
objets numériques**

🎯 **Vocabulaire**

🎯 **Représenter l'espace**



1 - concevoir



AVANCER



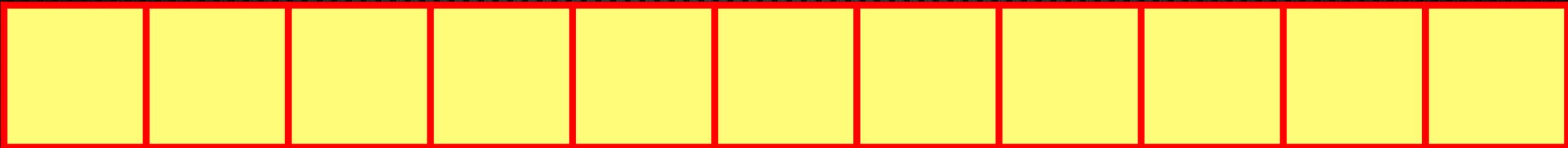
RECULER



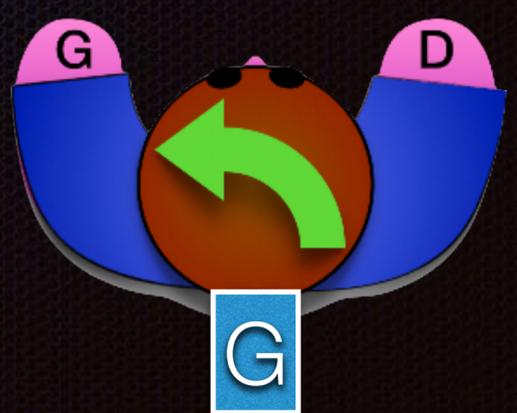
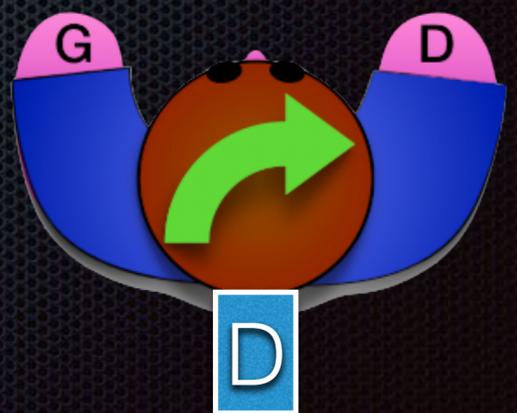
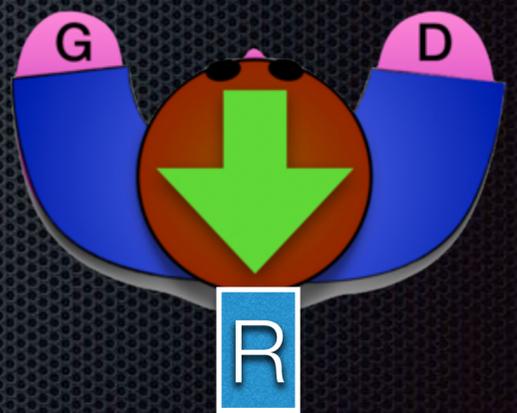
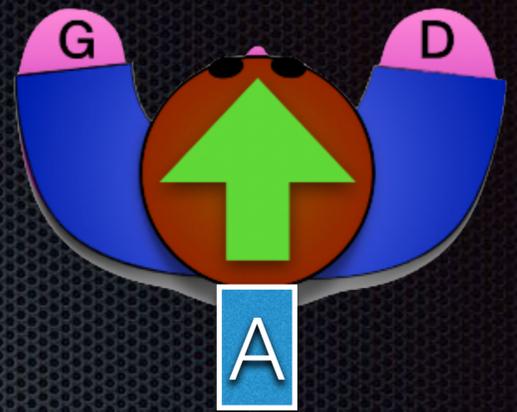
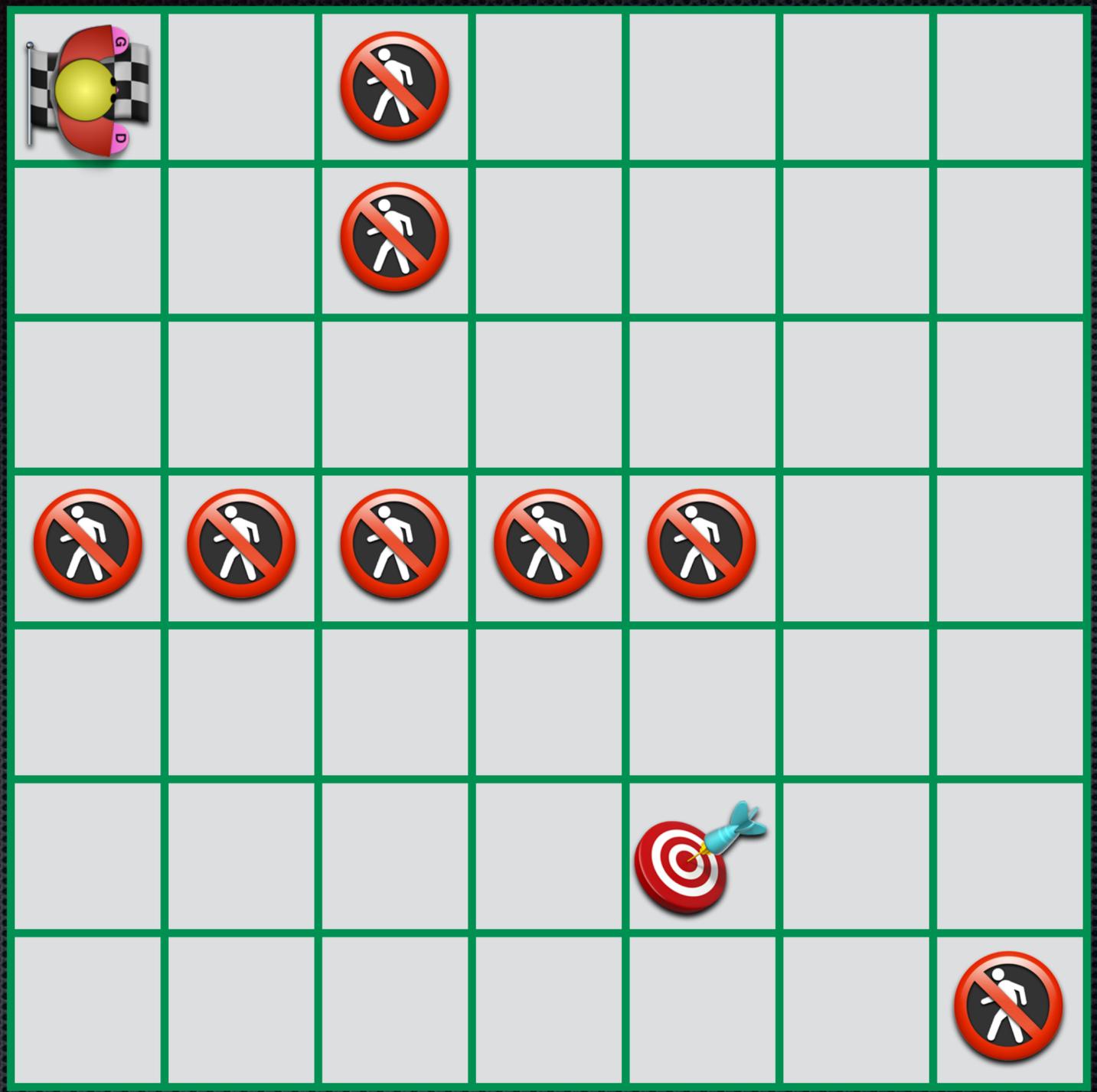
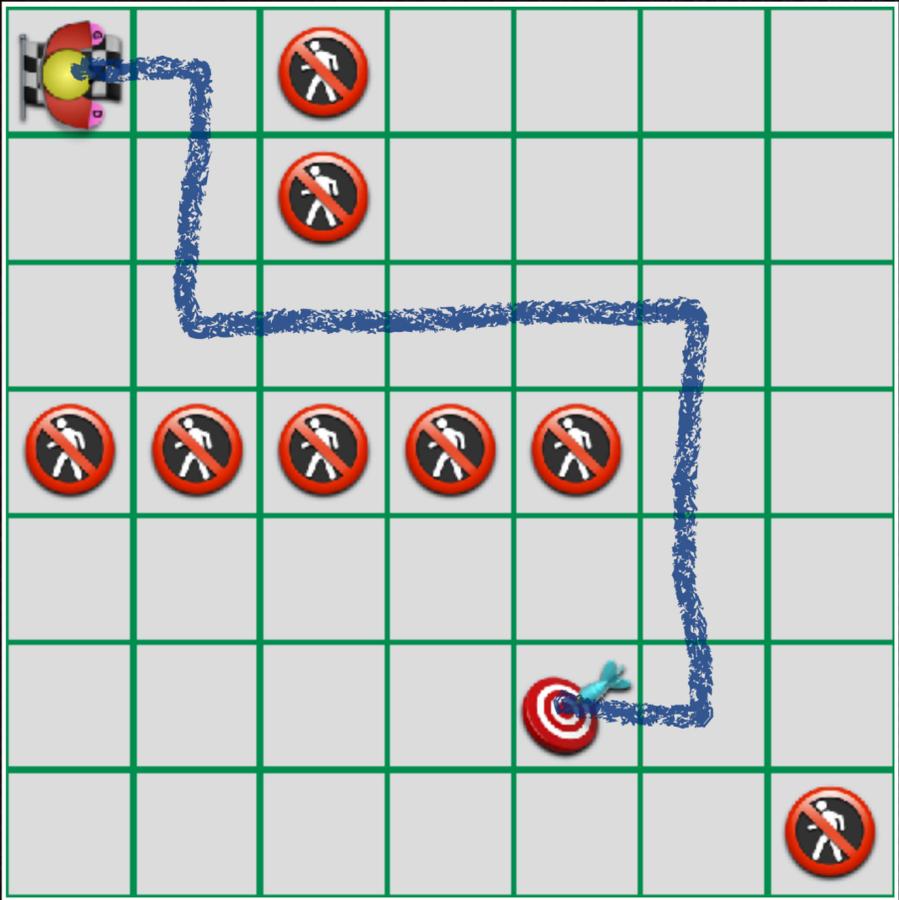
DROITE



GAUCHE



2 - coder

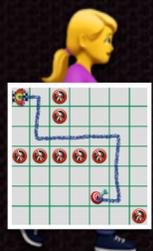
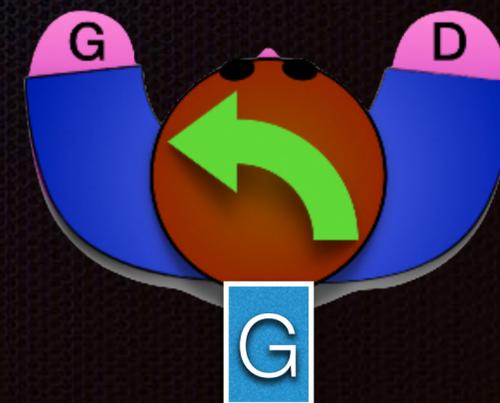
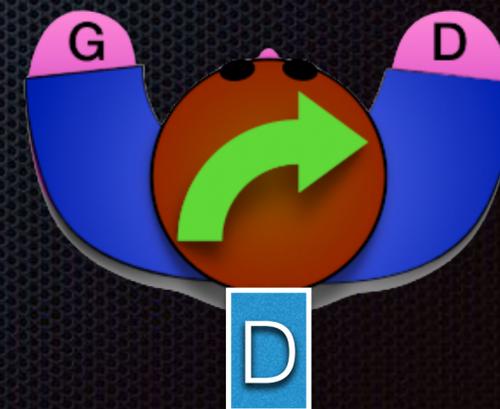
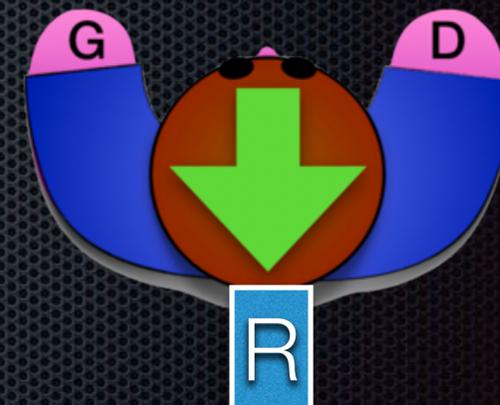
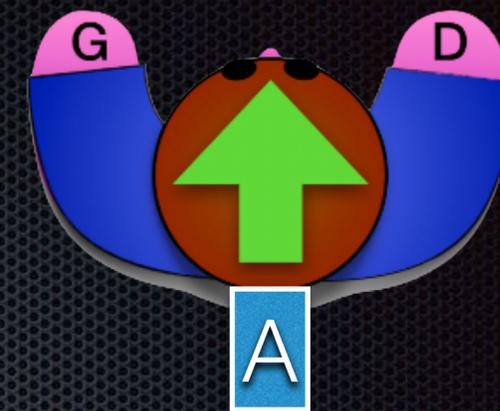


A D 3A G 4A D 3A D A

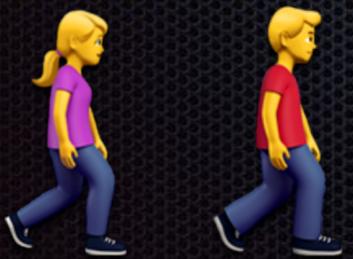
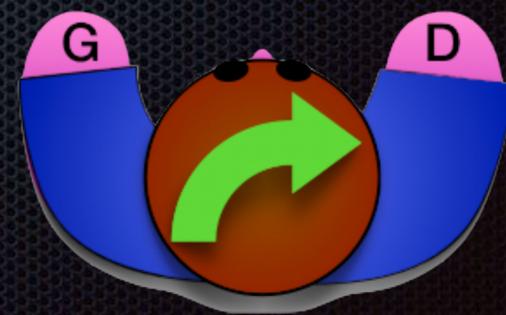
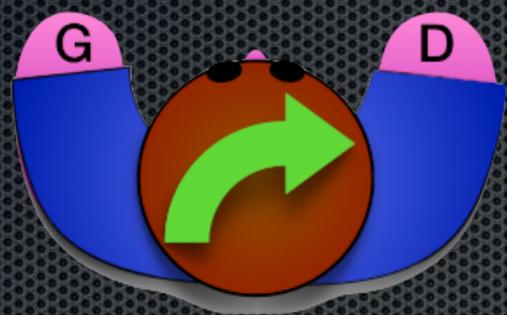
3 - exécuter

4 - déboguer

5 - résoudre



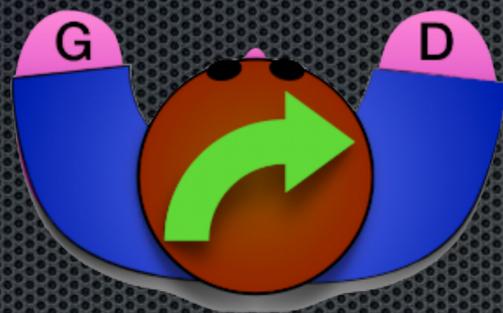
A D 3A G 4A D 3A D A



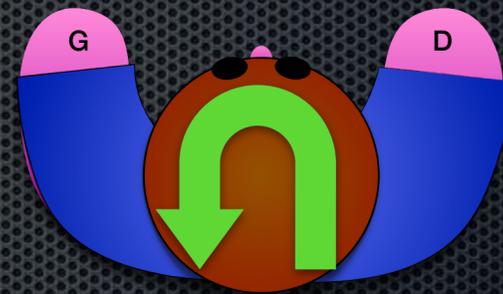
Cycle 2



2



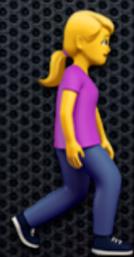
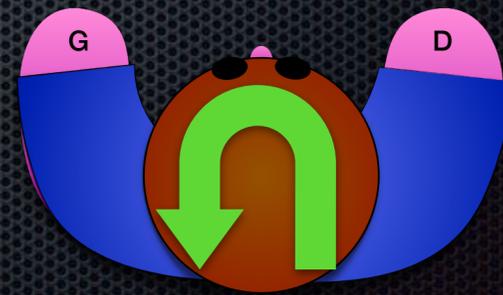
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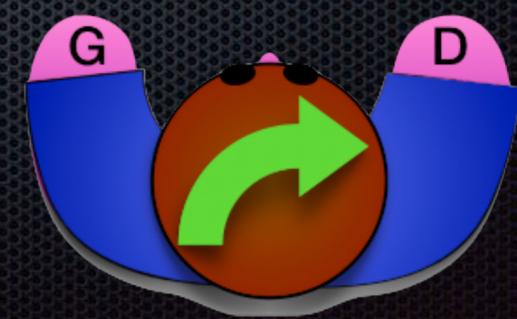
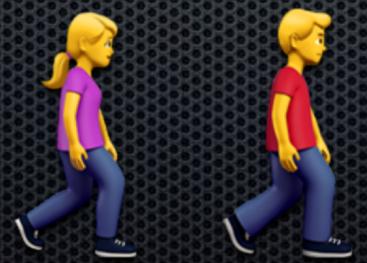
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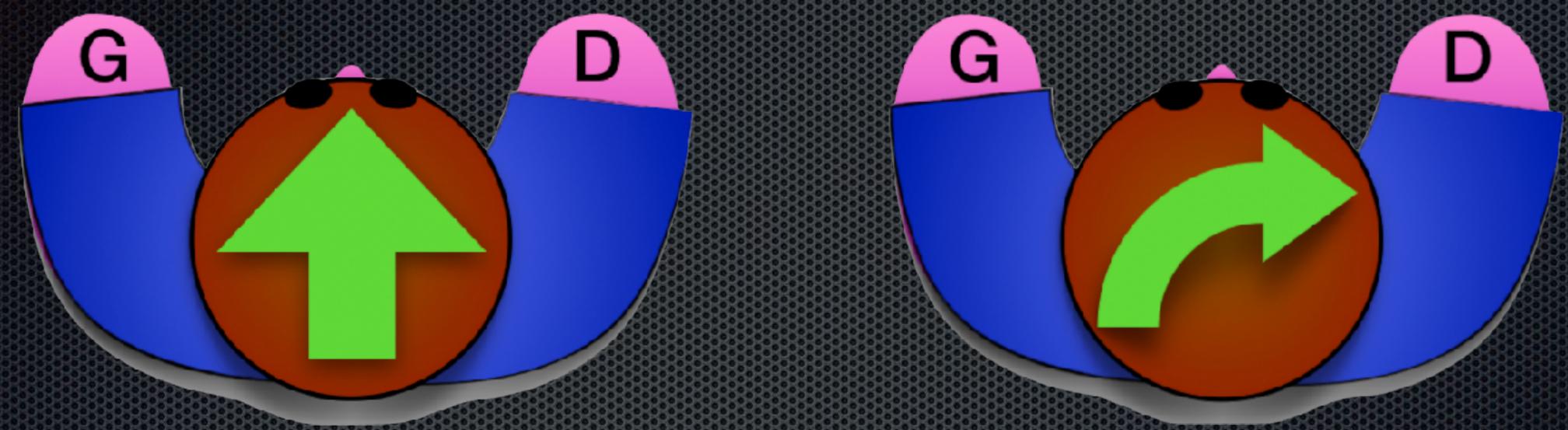


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Cycle 2





 **Algorithme : boucles simples**

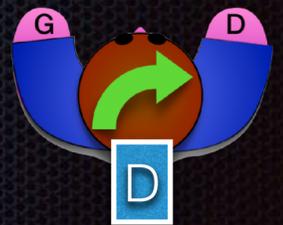
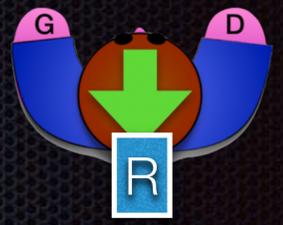
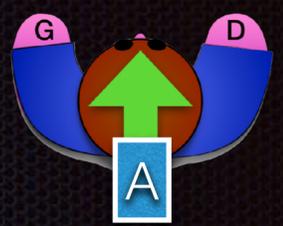
 **Caractéristiques d'un dispositif informatique**

 **Se repérer dans l'espace**

 **Langages / Traduction**

1 - programmer



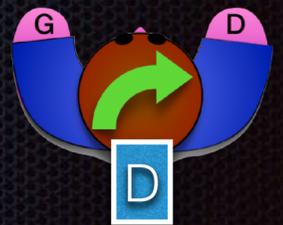
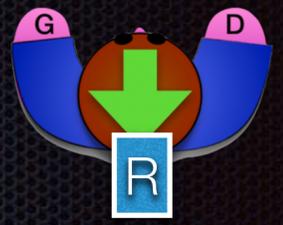
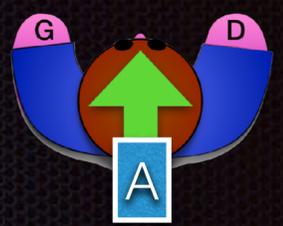


2 (A2 X D A2 X G)

2 - ordonner
3 - exécuter



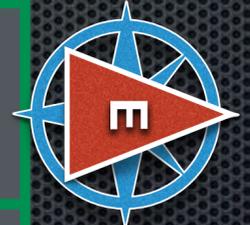
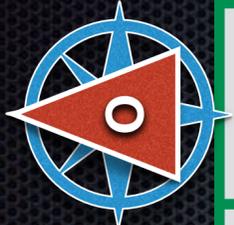
2 (A2 X D A2 X G)



2 (A2 X D A2 X G)

Cycle 3





Relatif

Absolu



 **Algorithme : optimisation —**

boucles complexes

 **Programme, Processeur,**

Actionneur

 **2 modes de déplacement**

 **Grammaire**

Cycle 4



🏁 **Algorithme — tests — Boucles**

imbriquées

🎯 **Programme, Processeur, Capteur,**

Transmetteur, Actionneur

🎯 **Stratégies/tactiques, Projets**