

Projet Fiches missions ScratchJr version 2024

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Grégory Deshors



Imprimez les pages
suivantes en recto
simple puis pliez en
deux et collez



Mode de lecture

Recto avec une aide

Niveaux 1/2/3/4 ★

Explication textuelle

Catégories de blocs à utiliser

Lutins à utiliser

Bloc à utiliser et remettre dans le bon ordre pour le lutin

The interface shows a mission titled 'MISSION 5' with a QR code and a star rating of 1/2/3/4. The mission is 'Promenade à vélo'. Below the title, there are two categories of blocks: 'Cycliste' (orange) and a category with two people icons (purple). A palette of blocks is shown below, including a 'Cycliste' block, a '2' block, a '4' block, a '10' block, a '34' block, a '1' block, and a '20' block. The 'Cycliste' block is highlighted.

Verso avec une solution

Numéro de mission

QRCode à scanner pour visionner la vidéo à reproduire

Aperçu de la scène de départ

Blocs à utiliser pour régler l'apparence de départ

Une solution possible pour reproduire la vidéo

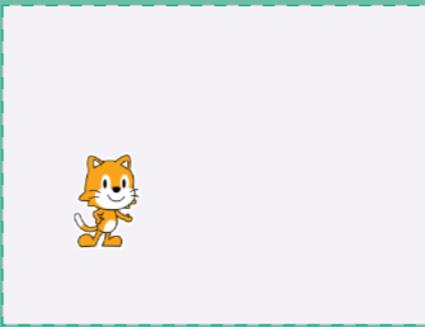
The interface shows the same mission as the left side, but with a solution implemented. The 'Cycliste' block is highlighted. The palette of blocks is shown below, including a '10' block, a '4' block, a '34' block, a '4' block, a '1' block, and a '20' block. The '10' block is highlighted.



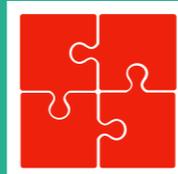
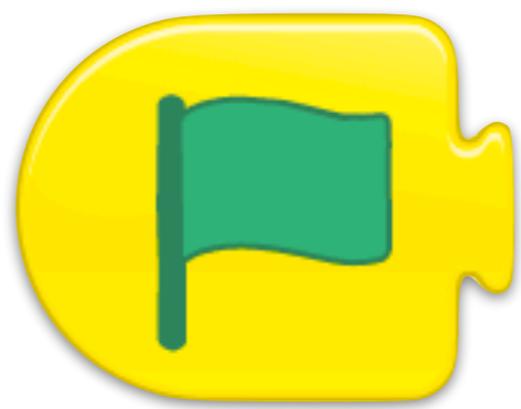
MISSION 1



Scratchy se déplace de gauche à droite.



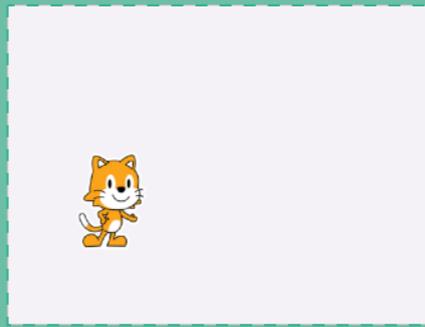
 Chat



MISSION 1



Scratchy se déplace de gauche à droite.



 Chat

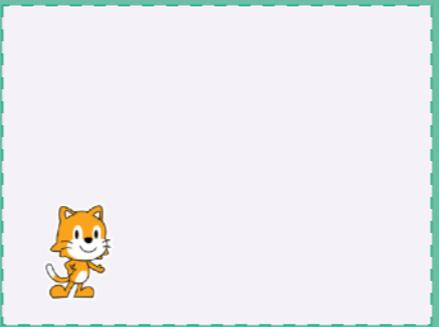




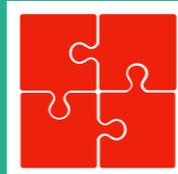
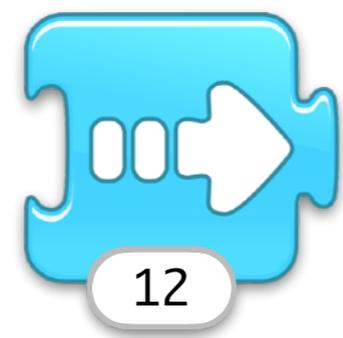
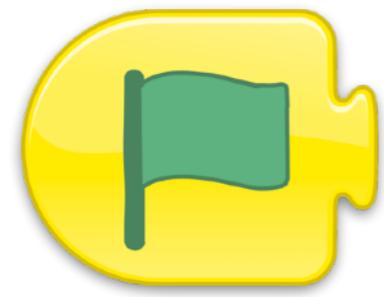
MISSION 2



Scratchy se déplace de bas en haut puis de gauche à droite.



 Chat



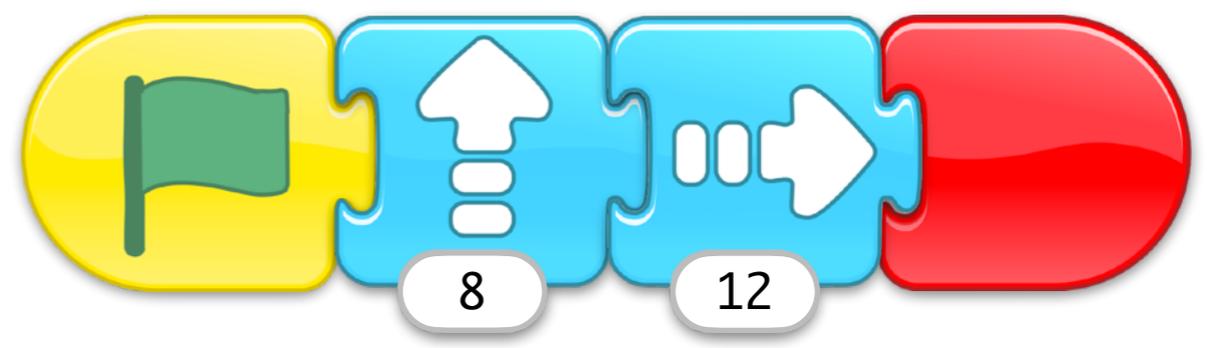
MISSION 2



Scratchy se déplace de bas en haut puis de gauche à droite.



 Chat

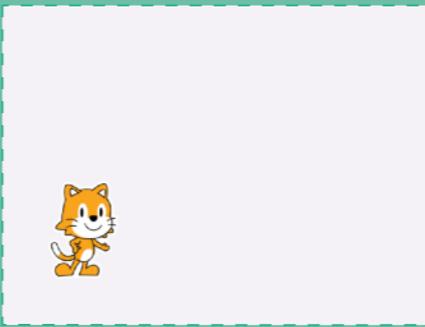




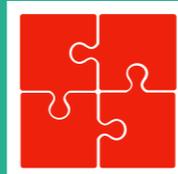
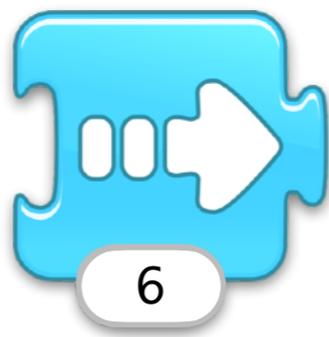
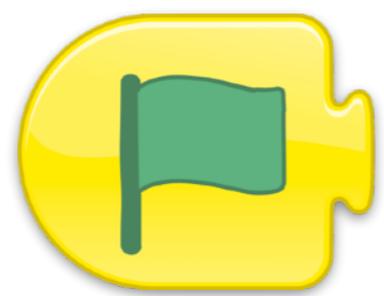
MISSION 3



Scratchy se déplace de gauche à droite puis de bas en haut et fait un demi-tour sur lui-même.



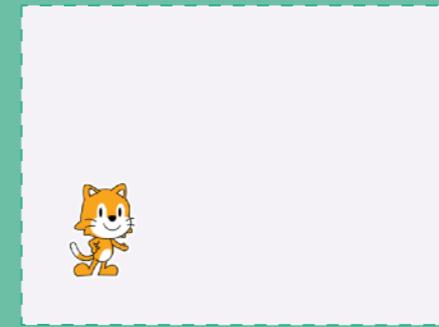
 Chat



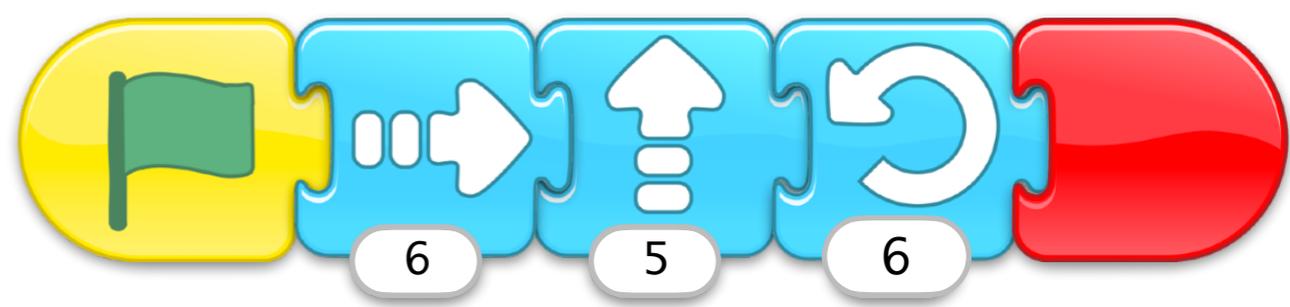
MISSION 3



Scratchy se déplace de gauche à droite puis de bas en haut et fait un demi-tour sur lui-même.



 Chat

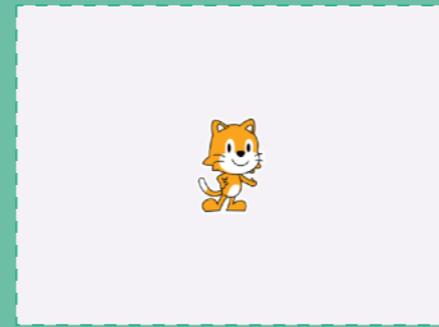




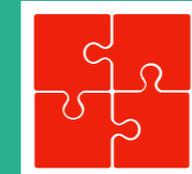
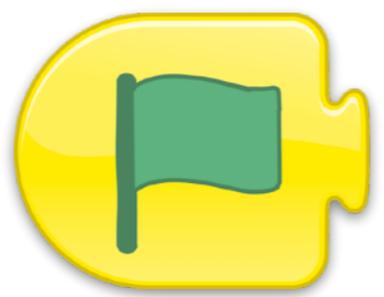
MISSION 4



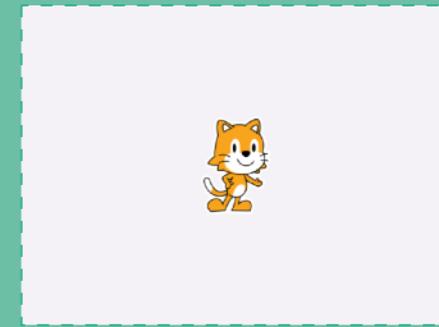
Scratchy a perdu le Nord.



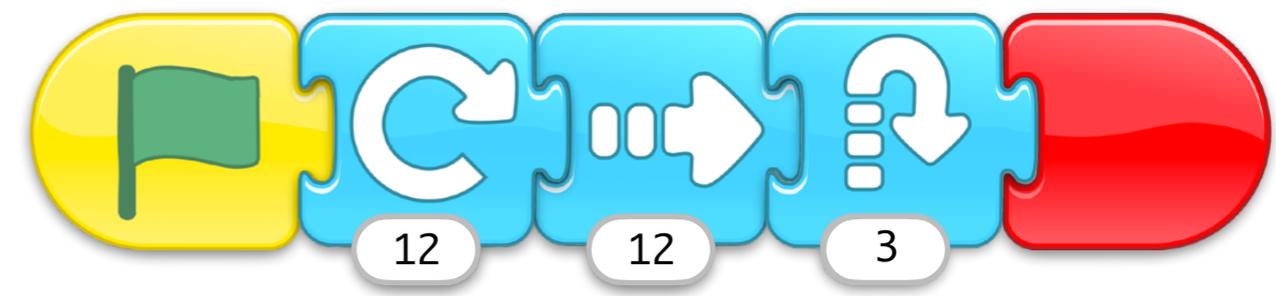
 Chat



Scratchy a perdu le Nord.



 Chat

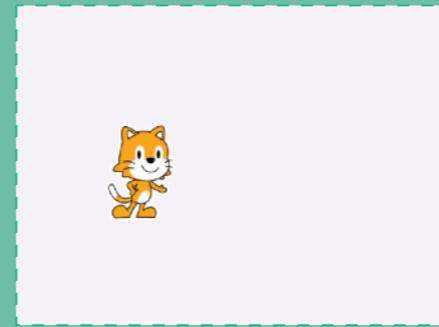




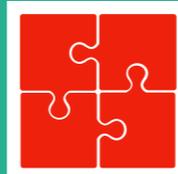
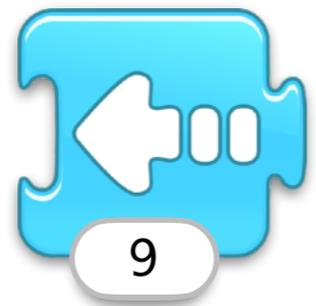
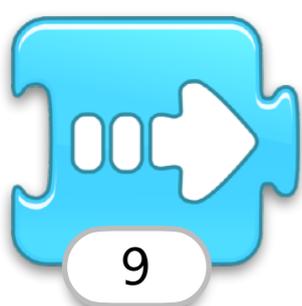
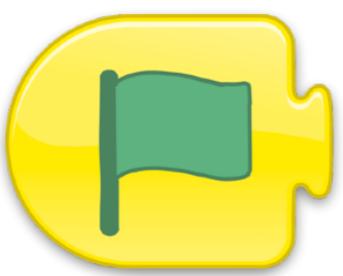
MISSION 5



Scratchy fait les 100 pas.



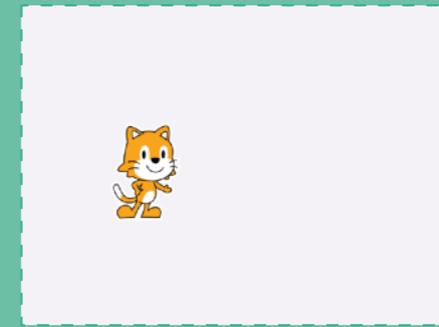
 Chat



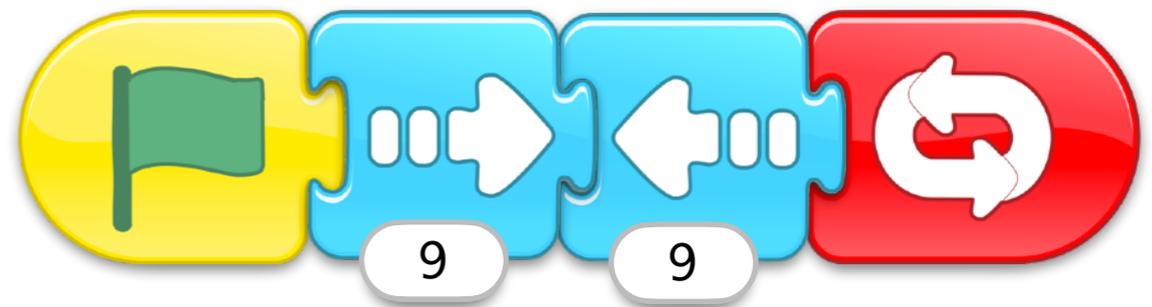
MISSION 5



Scratchy fait les 100 pas.



 Chat

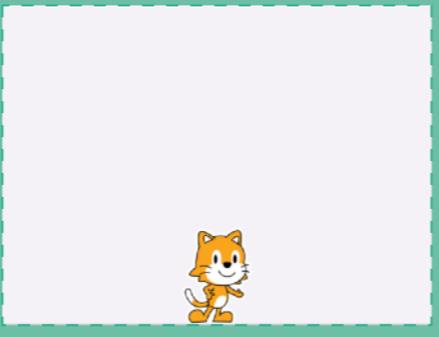




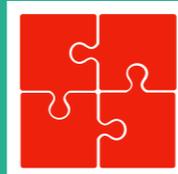
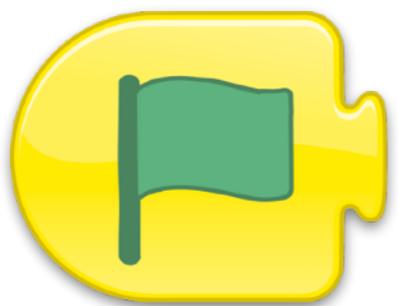
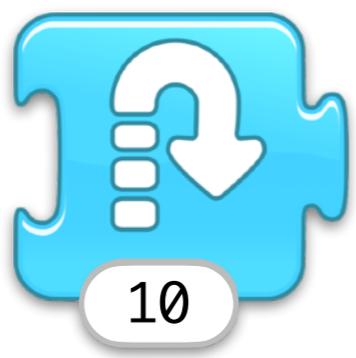
MISSION 6



Scratchy saute indéfiniment sur place avec des pop.



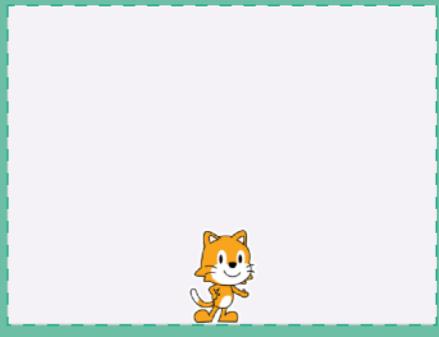
Chat



MISSION 6



Scratchy saute indéfiniment sur place avec des pop.



Chat





MISSION 7

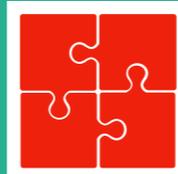
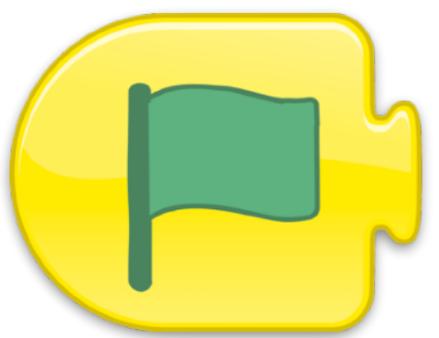


Scratchy se présente.

Bonjour, je m'appelle Scratchy, et toi ?



Chat



MISSION 7



Scratchy se présente.

Bonjour, je m'appelle Scratchy, et toi ?



Chat

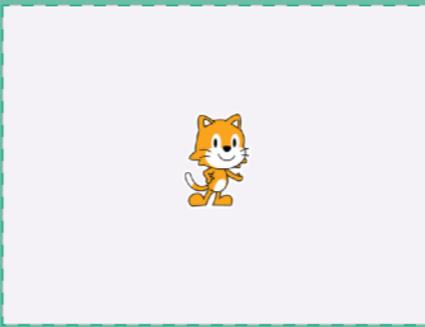




MISSION 8



Scratchy récite la table multiplication de 2 jusqu'à 4.



 Chat


2x1=1

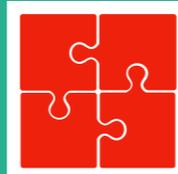
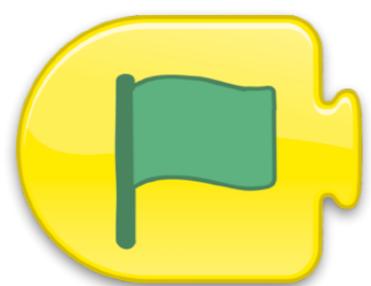

2x2=4




2x4=8


2x3=6

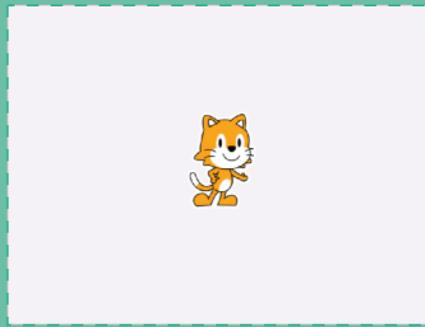

2x0=0



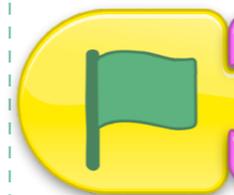
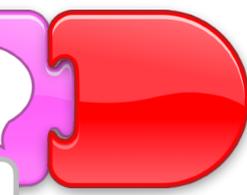
MISSION 8



Scratchy récite la table multiplication de 2 jusqu'à 4.



 Chat

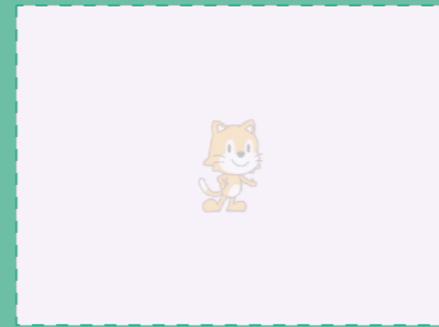
      
2x0=0 2x1=1 2x2=4 2x3=6 2x4=8



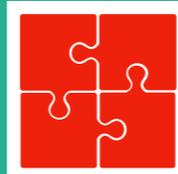
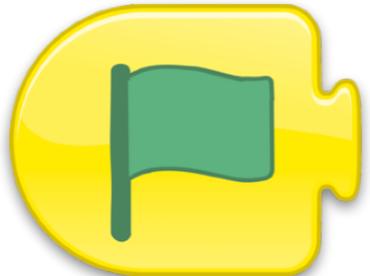
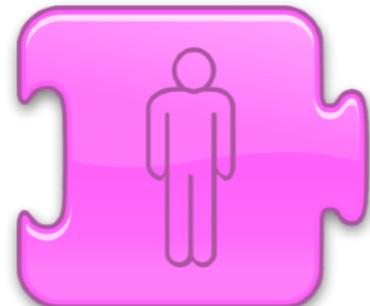
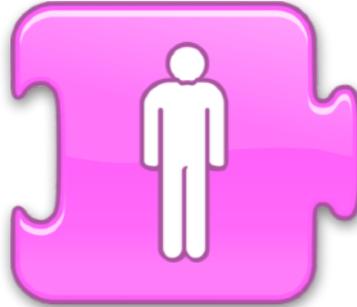
MISSION 9



Scratchy devient invisible pendant 2 secondes.



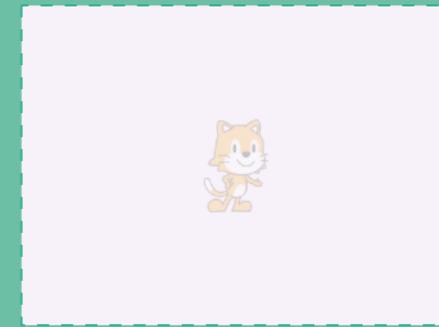
Chat



MISSION 9



Scratchy devient invisible pendant 2 secondes.



Chat

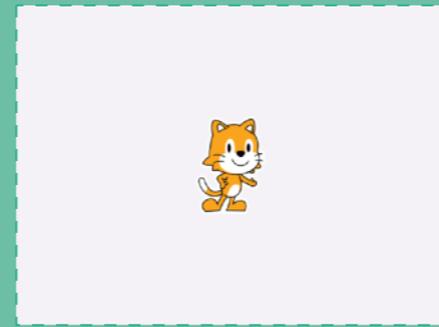




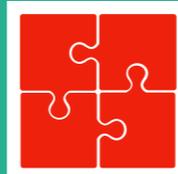
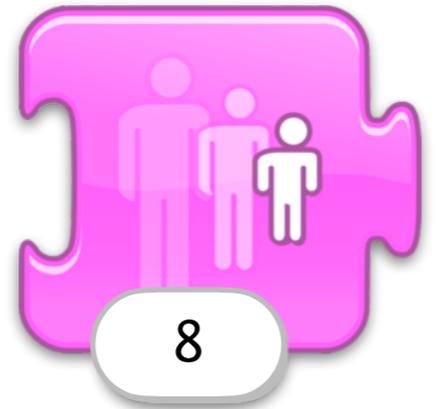
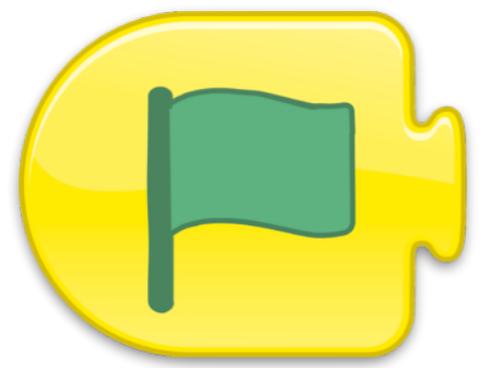
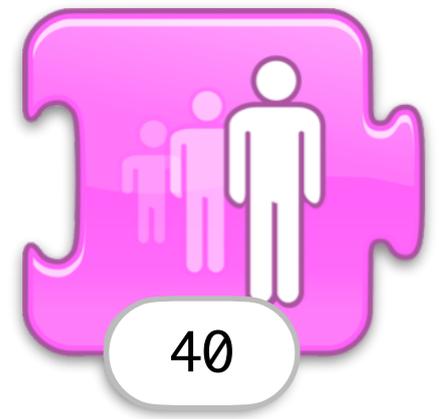
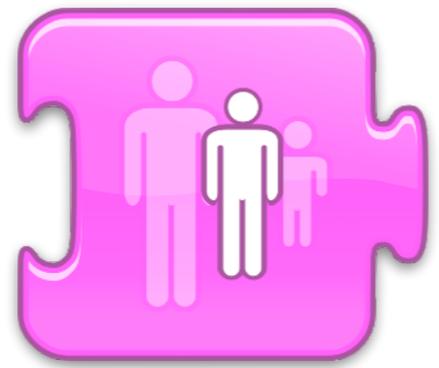
MISSION 10



Scratchy devient plus petit, puis plus grand, puis reprend sa taille du début. Indéfiniment.



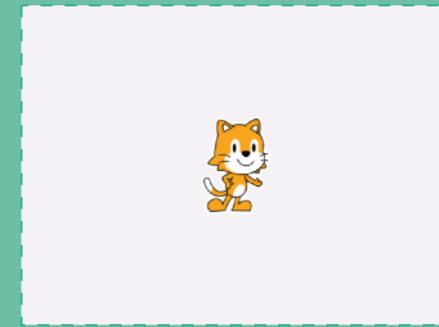
Scratchy Chat



MISSION 10



Scratchy devient plus petit, puis plus grand, puis reprend sa taille du début. Indéfiniment.



Scratchy Chat

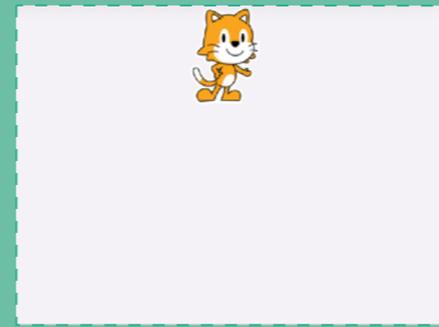
Scratch script: When Green Flag Clicked -> Change Size (8) -> Change Size (40) -> Repeat (Forever) -> Change Size (8)



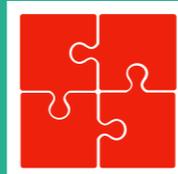
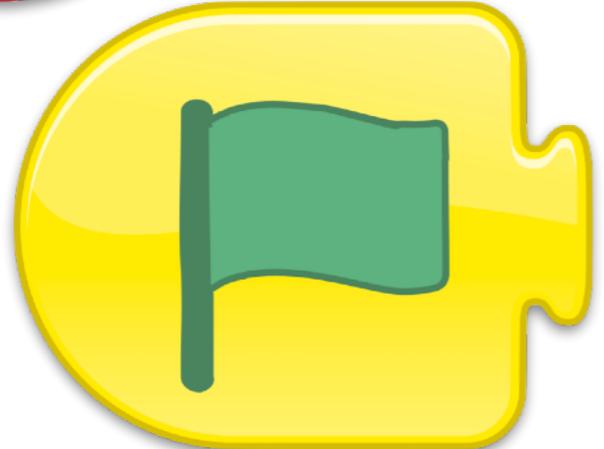
MISSION 11



Scratchy se présente oralement.



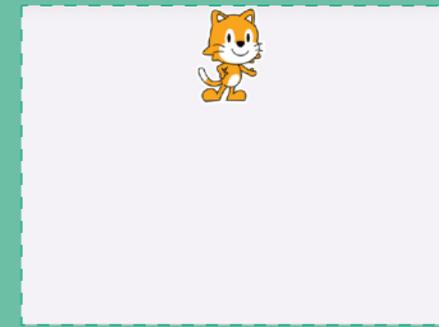
 Chat



MISSION 11



Scratchy se présente oralement.



 Chat

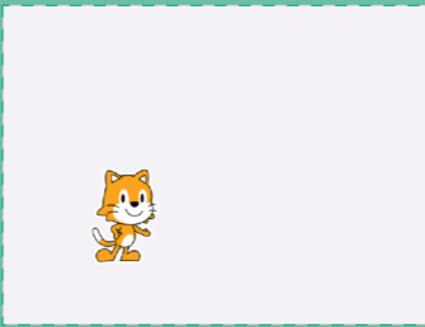




MISSION 12

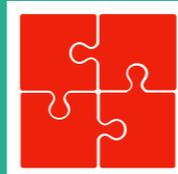
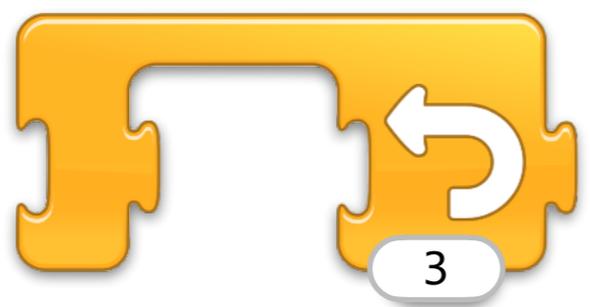
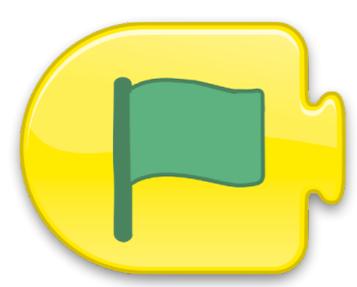
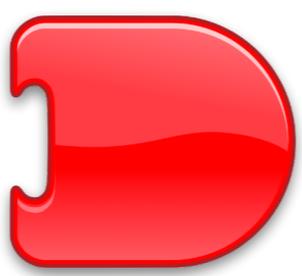
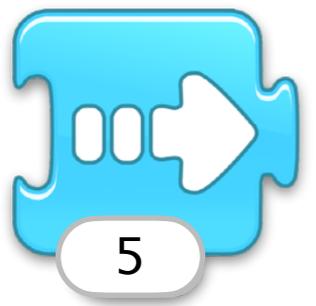


Scratchy se déplace en suivant un carré 3 fois.



Scratchy icon

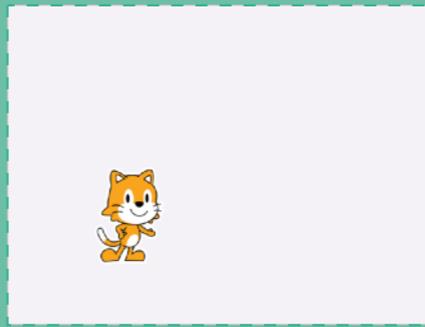
Chat



MISSION 12



Scratchy se déplace en suivant un carré 3 fois.



Scratchy icon

Chat

Scratchy script block: Flag clicked → Move right 5 blocks → Move up 5 blocks → Move left 5 blocks → Move down 5 blocks → Loop 3 times → Stop



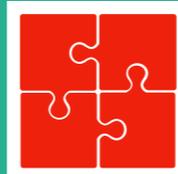
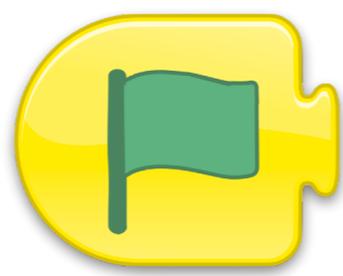
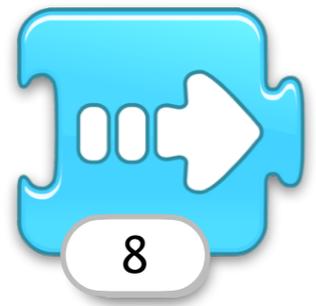
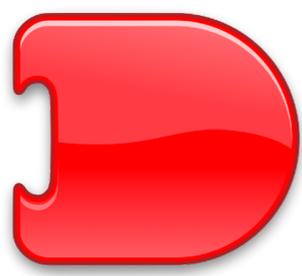
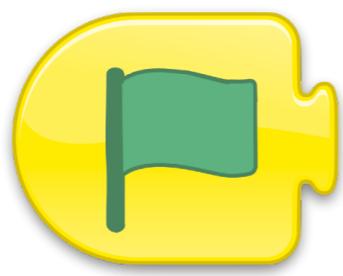
MISSION 13



Scratchy traverse le parc et arrive en ville.




Chat



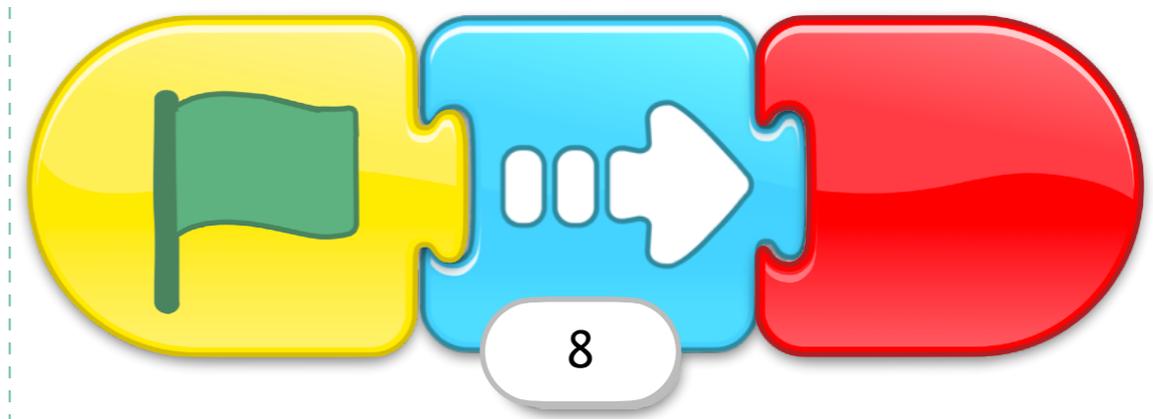
MISSION 13



Scratchy traverse le parc et arrive en ville.




Chat





MISSION 1

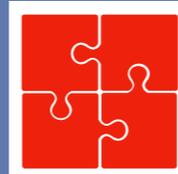
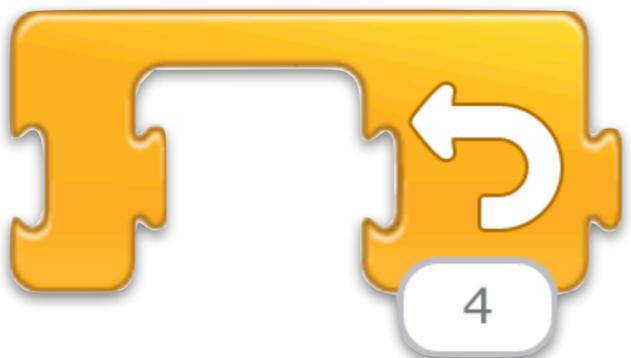
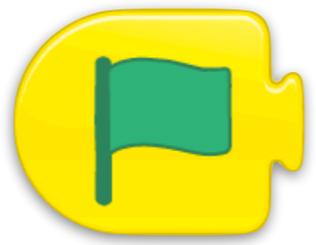
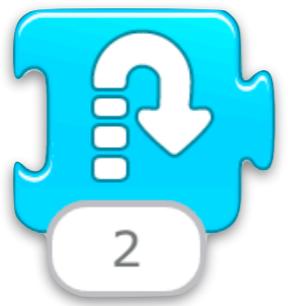
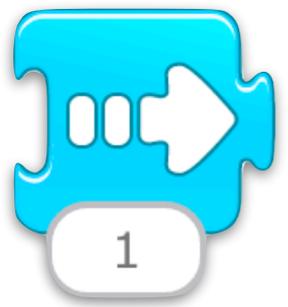


Scratch marche jusqu'à sa planche de surf en sautillant.



Scratch cat icon

Chat



MISSION 1



Scratch marche jusqu'à sa planche de surf en sautillant.



Scratch cat icon

Chat

Scratch script:

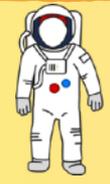
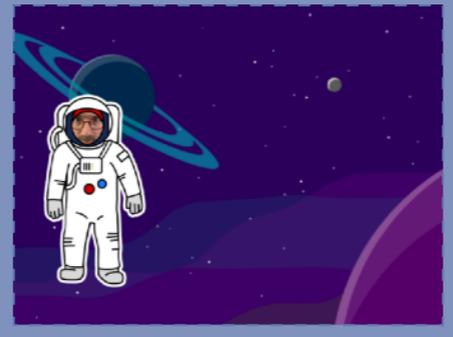
- Yellow 'when green flag clicked' block
- Blue 'move right' block with '1' in a white circle
- Blue 'repeat' block with '2' in a white circle
- Green 'pop' sound effect block
- Orange 'repeat' block with '4' in a white circle
- Blue 'move right' block with '1' in a white circle
- Red 'turn right' block



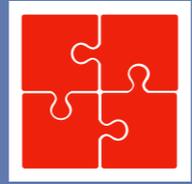
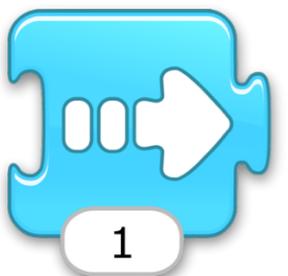
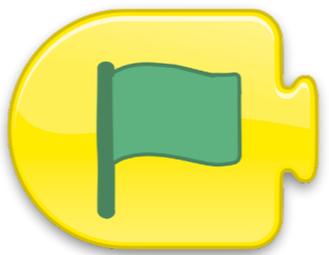
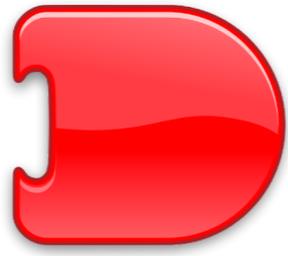
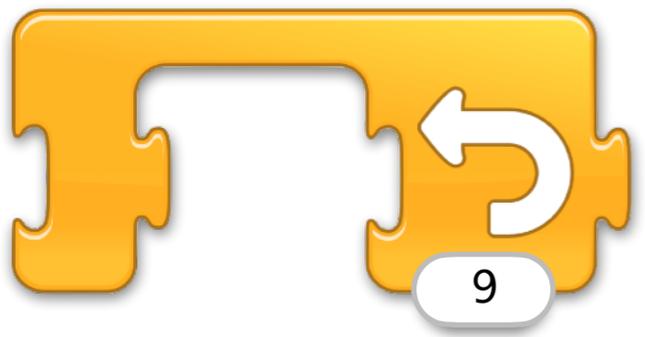
MISSION 2



Un spationaute a un problème et il appelle à l'aide.



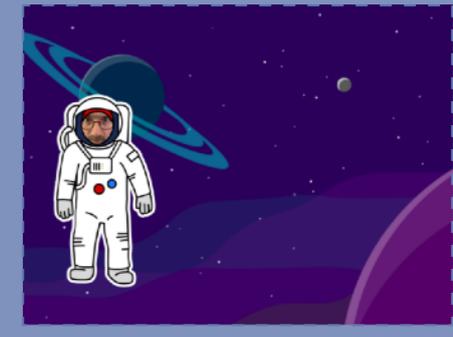
Spationaute



MISSION 2



Un spationaute a un problème.



Spationaute

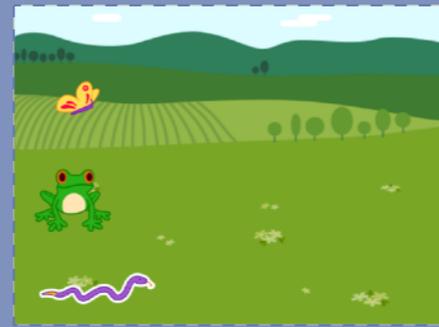




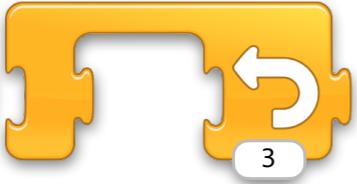
MISSION 3



Chaque animal se déplace d'une façon différente.

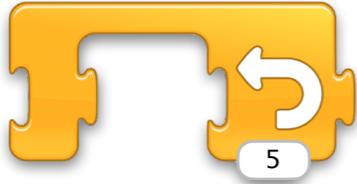


 **Papillon**

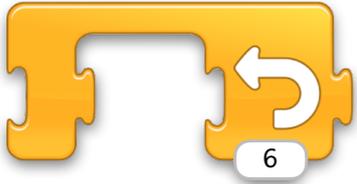



 **Serpent**

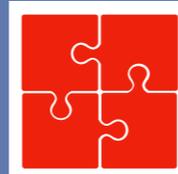






 **Grenouille**



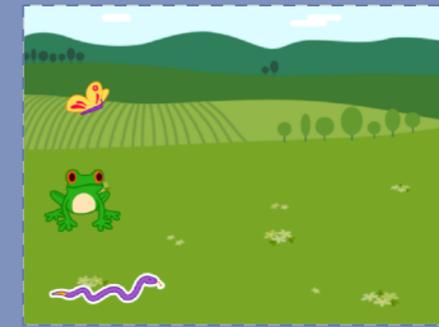


MISSION 3



Chaque animal se déplace d'une façon différente.



 **Papillon**









 **Serpent**







 **Grenouille**





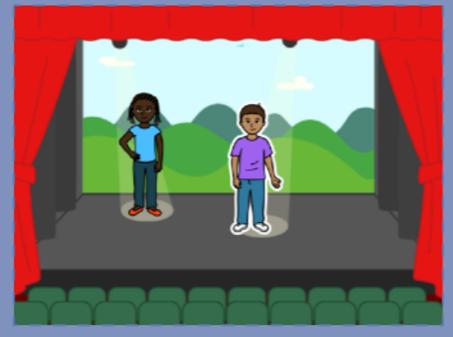




MISSION 4

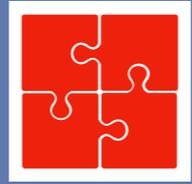


Le spectacle avec 2 danseurs.



Enfant

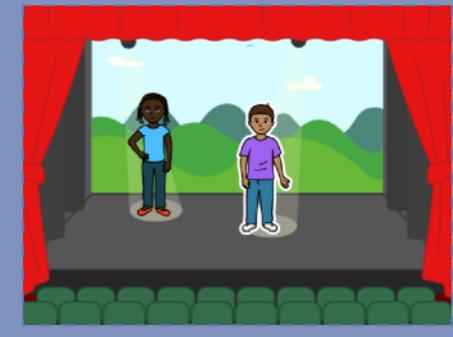
Enfant



MISSION 4



Le spectacle avec 2 danseurs.



Enfant

Enfant



MISSION 5



Promenade à vélo.



 Cycliste

 2

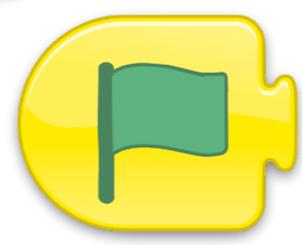
 4



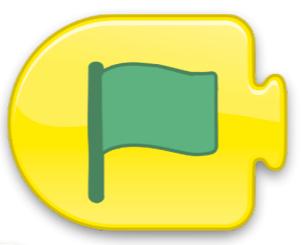
 34

 4

 10



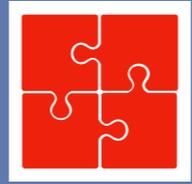
 1



 10

 1

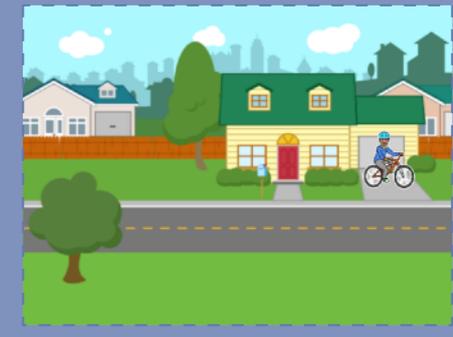
 20



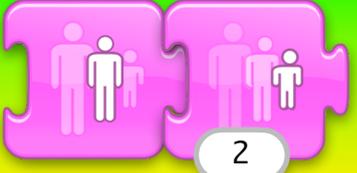
MISSION 5

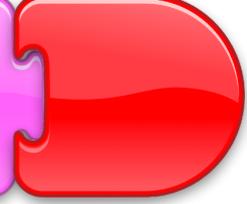


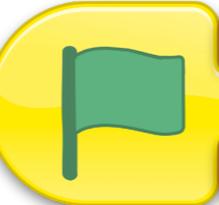
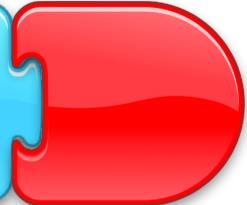
Promenade à vélo.



 Cycliste

 2

  10  4  34  4 

  10  1  20  1 



MISSION 6



Déplacements de 2 poissons dans l'aquarium.

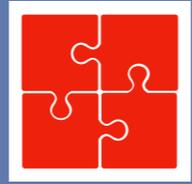


Scratch script for Mission 6 (left):

- Event: Green flag clicked (1)
- Go to: Poisson (1)
- Move: 10 steps right (1)
- Move: 10 steps left (1)
- Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps down (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps up (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps down (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)

Scratch script for Mission 6 (right):

- Event: Green flag clicked (1)
- Go to: Poisson (1)
- Repeat: 8 times (8)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Move: 10 steps left (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Move: 10 steps left (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
- Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
- Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)



MISSION 6



Déplacements de 2 poissons dans l'aquarium.



Scratch script for Mission 6 (left):

- Event: Green flag clicked (1)
- Go to: Poisson (1)
- Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps up (1)
 - Move: 10 steps right (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Move: 10 steps down (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps down (1)
 - Repeat: 11 times (11)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)

Scratch script for Mission 6 (right):

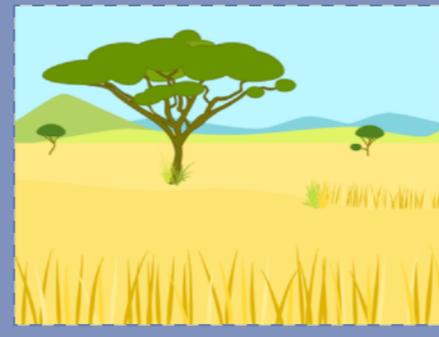
- Event: Green flag clicked (1)
- Go to: Poisson (1)
- Repeat: 8 times (8)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Move: 10 steps left (1)
 - Repeat: 2 times (2)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Move: 10 steps left (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
- Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
- Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps right (1)
 - Repeat: 10 times (10)
 - Go to: Poisson (1)
 - Move: 10 steps left (1)



MISSION 7

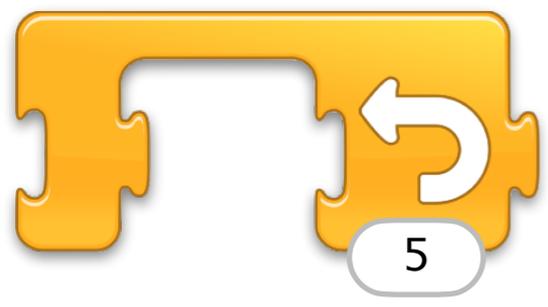


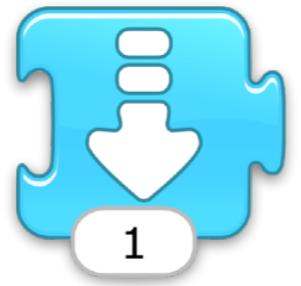
Le soleil se couche.

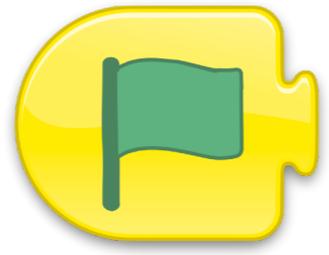


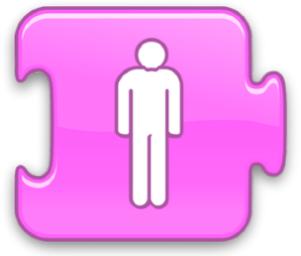
 Soleil



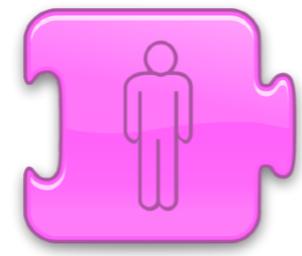


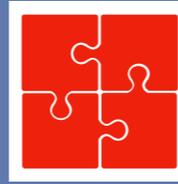








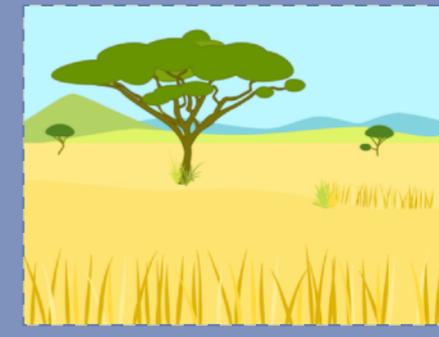




MISSION 7

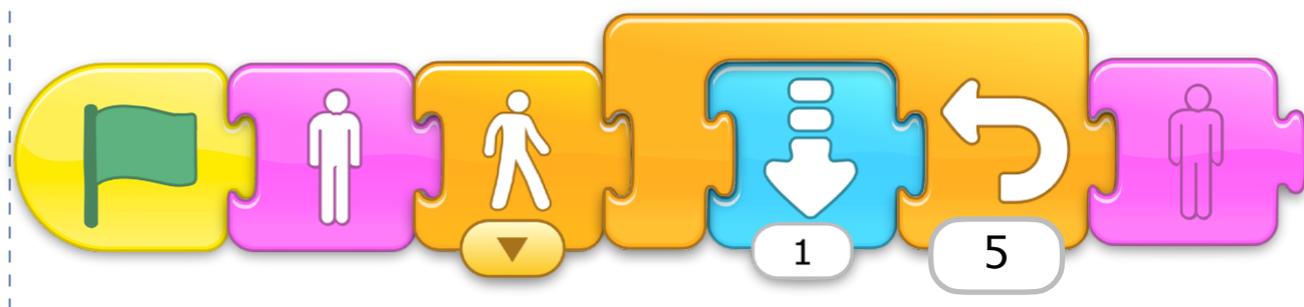


Le soleil se couche.



 Soleil







MISSION 8



Le pingouin s'enfuit dès que l'ours le touche.



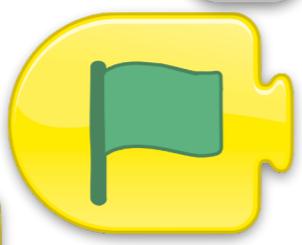
 Ours

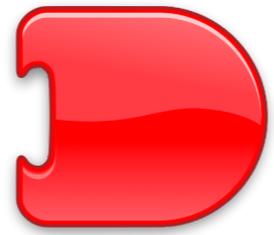




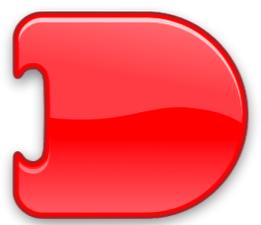




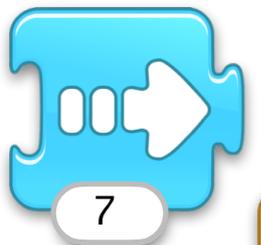




 Pingouin



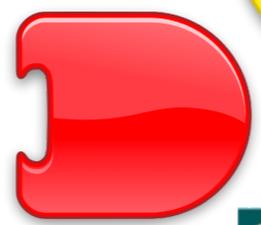


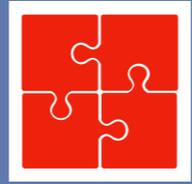












MISSION 8

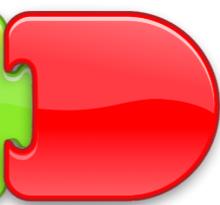


Le pingouin s'enfuit dès que l'ours le touche.

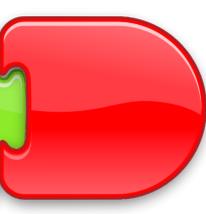


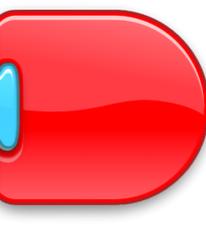
 Ours

 Pingouin



MISSION 09



Le cycliste touche le piéton et s'arrête. Le piéton se réfugie sur le trottoir.

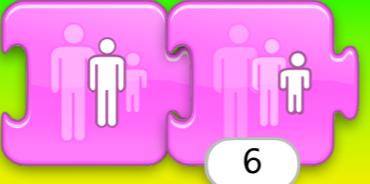


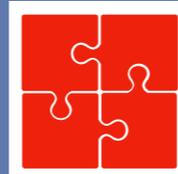
 Cycliste

 6



 Personne

 6



MISSION 09

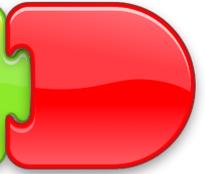
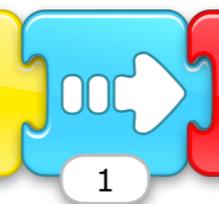
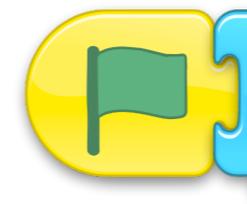


Le cycliste touche le piéton et s'arrête. Le piéton se réfugie sur le trottoir.



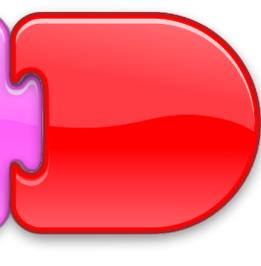
 Cycliste

 6



 Personne

 6





MISSION 1



Scratch apparait, s'approche et nous salue.



Scratch cat icon

Chat

Scratch cat icon

2

Scratch cat icon

4

Bonjour

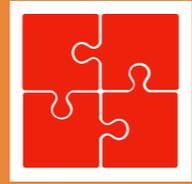
2

1

Scratch cat icon

Scratch cat icon

Scratch cat icon



MISSION 1



Scratch apparait, s'approche et nous salue.



Scratch cat icon

Chat

Scratch cat icon

2

Scratch cat icon

2

1

4

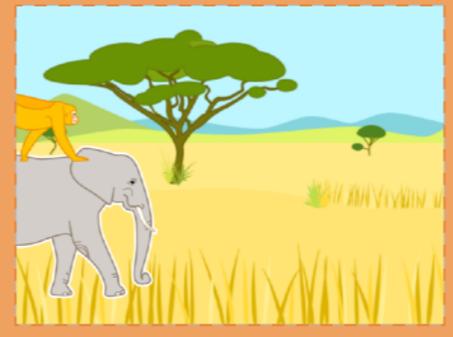
Bonjour



MISSION 2



Le singe se promène sur l'éléphant qui se cabre. Le singe chute et s'en va.



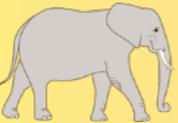
 Singe

  2

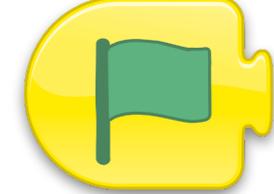


 7
  1
  10
 


 6
  12
  6
 

 Éléphant

  2



 2

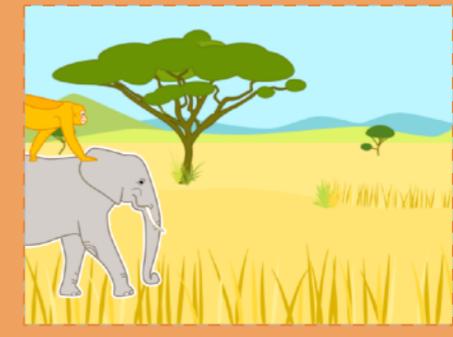
 2
  12



MISSION 2



Le singe se promène sur l'éléphant qui se cabre. Le singe chute et s'en va.



 Singe

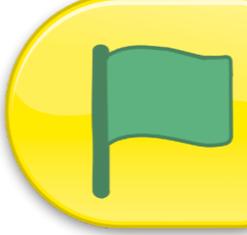
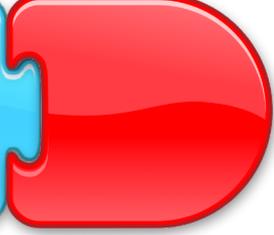
  2



 12
 
 6
  1
  6
  7
  10
 


 Éléphant

  2


 12
  2
  2
 

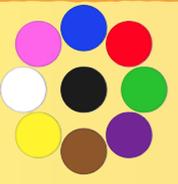


MISSION 3



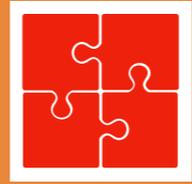
Quand on touche un rond, il saute 2 fois pendant que sa couleur est écrite et annoncée en anglais.



 Ronds

Scratch blocks for Mission 3:

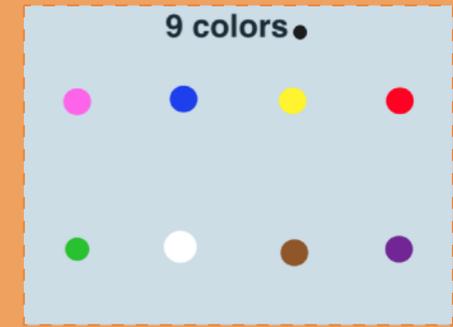
- Yellow 'Click' block (2 instances)
- Yellow 'Click' block with '2' in a white circle
- Green 'Say' block with microphone icon and '1' in a white circle
- Blue 'Repeat' block with '1' in a white circle
- Pink 'Say' block with speech bubble icon and 'Color' in a white circle
- Red 'Wait' block (2 instances)



MISSION 3



Quand on touche un rond, il saute 2 fois pendant que sa couleur est écrite et annoncée en anglais.



 Ronds

Scratch blocks for Mission 3:

- Yellow 'Click' block
- Green 'Say' block with microphone icon and '1' in a white circle
- Red 'Wait' block
- Yellow 'Click' block
- Blue 'Repeat' block with '1' in a white circle
- Orange 'Repeat' block with '2' in a white circle
- Red 'Wait' block
- Yellow 'Click' block
- Pink 'Say' block with speech bubble icon and 'Color' in a white circle
- Red 'Wait' block



MISSION 4



Le soleil se couche et disparaît progressivement. La lune apparaît et se lève.



MISSION 4



Le soleil se couche et disparaît progressivement. La lune apparaît et se lève.



Soleil

Pleine Lune

Soleil

Pleine Lune



MISSION 5



Le dragon vole en diagonale et souffle le château qui disparaît dans un tourbillon.



Dragon

Tornado

Château



MISSION 5



Le dragon vole en diagonale et souffle le château qui disparaît dans un tourbillon.



Dragon

Tornado

Château



MISSION 6



La jeune fille traverse la ville et arrive dans le parc. Elle s'exclame, tire et marque le but.



Personne

7



Personne

5



Ballon de football

2



MISSION 6



La jeune fille traverse la ville et arrive dans le parc. Elle s'exclame, tire et marque le but.



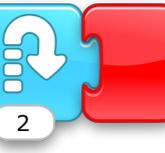
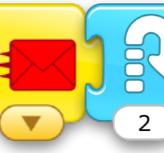
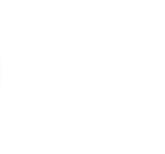
Personne

7



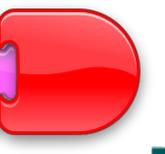
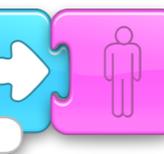
Personne

5



Ballon de football

2

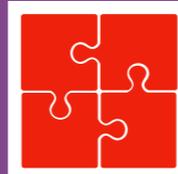




MISSION 1



Le joueur dribble, s'arrête, tire, et marque le panier. Le ballon rebondit deux fois.



MISSION 1



Le joueur dribble, s'arrête, tire, et marque le panier. Le ballon rebondit deux fois.



Personne

- Scratch icon: 1 (blue, up arrow)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 2 (purple, group)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 1 (blue, up arrow)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 2 (yellow, flag)

Personne

- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 2 (purple, group)
- Scratch icon: 1 (yellow, flag)
- Scratch icon: 1 (blue, up arrow)

Ballon de ba...

- Scratch icon: 8 (blue, up arrow)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 10 (yellow, clock)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 2 (yellow, flag)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 2 (orange, left arrow)
- Scratch icon: 2 (blue, up arrow)
- Scratch icon: 2 (yellow, flag)
- Scratch icon: 3 (blue, up arrow)
- Scratch icon: 2 (blue, down arrow)
- Scratch icon: 1 (blue, up arrow)
- Scratch icon: 7 (blue, down arrow)
- Scratch icon: 2 (blue, up arrow)
- Scratch icon: 2 (yellow, envelope)

Ballon de ba...

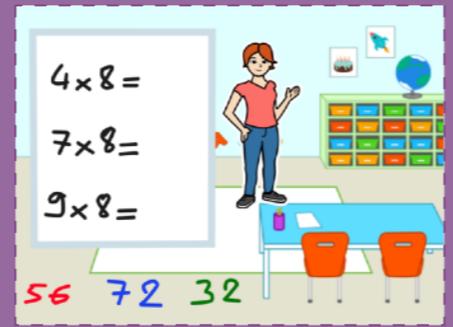
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (blue, up arrow)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 10 (yellow, clock)
- Scratch icon: 8 (yellow, envelope)
- Scratch icon: 8 (blue, right arrow)
- Scratch icon: 2 (yellow, flag)
- Scratch icon: 2 (blue, down arrow)
- Scratch icon: 2 (orange, up arrow)
- Scratch icon: 2 (blue, left arrow)
- Scratch icon: 3 (blue, up arrow)
- Scratch icon: 7 (yellow, envelope)
- Scratch icon: 7 (blue, down arrow)
- Scratch icon: 2 (blue, up arrow)
- Scratch icon: 1 (blue, up arrow)



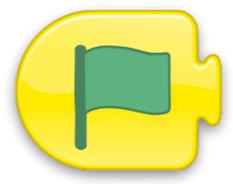
MISSION 2



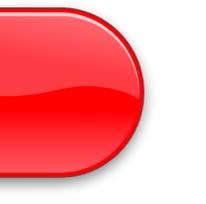
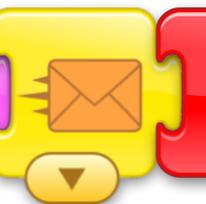
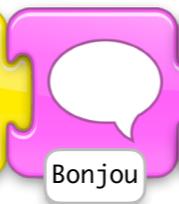
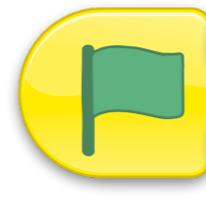
La prof explique l'exercice. Quand on clique sur une opération elle se prononce et saute un certain nombre de fois. Quand on clique sur une solution, elle va se placer au bon endroit.



Personne



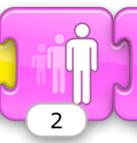
Personne



4 x 8 = Opérations



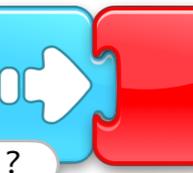
4 x 8 = Opérations



7 2 Résultats



7 2 Résultats





MISSION 3

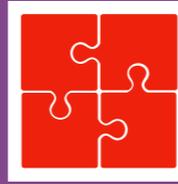


On clique sur une étoile pour qu'elle dise sa case.
On doit l'emmener dans la bonne case. La cible confirme.



Clique sur une étoile et place-la dans sa case.

	A	B	C	D
★ 1				
★ 2				
★ 3				
★ 4				



MISSION 3



On clique sur une étoile pour qu'elle dise sa case.
On doit l'emmener dans la bonne case. La cible confirme.



Clique sur une étoile et place-la dans sa case.

	A	B	C	D
★ 1				
★ 2				
★ 3				
★ 4				

Étoiles de mer

Étoiles de mer

Cibles

Cibles



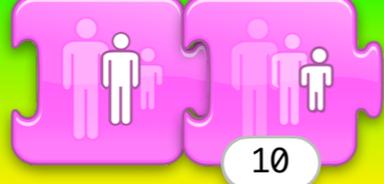
MISSION 4



La grenouille grossit sans s'arrêter. Si on la touche, elle redevient toute petite. Si elle touche le champignon, elle explose.




Grenouille

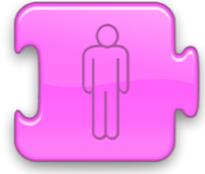


10











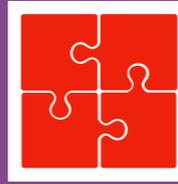
Explosion






Champignon





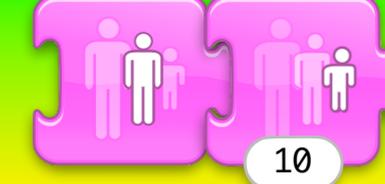
MISSION 4



La grenouille grossit sans s'arrêter. Si on la touche, elle redevient toute petite. Si elle touche le champignon, elle explose.




Grenouille



10











Explosion






Champignon






MISSION 5



Tac obéit aux ordres des flèches colorées (messages bleu, violet, vert) quand on les touche. Il doit aller à l'école sans se faire toucher par les bestioles qui se promènent à différentes vitesses. Sinon (message rouge) il recommence au départ.

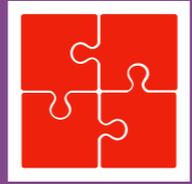


Tac

Bestioles

Flèches

Maison



MISSION 5



Tac obéit aux ordres des flèches colorées (messages bleu, violet, vert) quand on les touche. Il doit aller à l'école sans se faire toucher par les bestioles qui se promènent à différentes vitesses. Sinon (message rouge) il recommence au départ.



Tac

Bestioles

Flèches

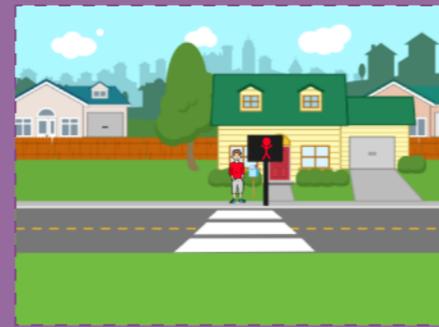
Maison



MISSION 6



Le garçon explique, une voiture passe. Le feu passe au vert puis le garçon traverse la route.



 **Personnage**

 **Voiture**

























 **Bonhomme vert**

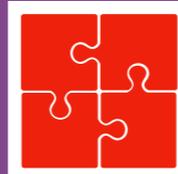
 **Bonhomme rouge**











MISSION 6



Le garçon explique, une voiture passe. Le feu passe au vert puis le garçon traverse la route.



 **Personnage**

 **Voiture**























 **Bonhomme vert**

 **Bonhomme rouge**







