

# Projet Fiches missions ScratchJr version 2026

## Concepteurs :

Samuel Chalifour  
Guillaume Gras  
Hugues Pourageaud

## Graphiste :

Loïc Frelaux

## Adaptation des fiches missions version 1 de :

Hervé Perrot

## Testeurs :

Sophie Thiébaut  
Grégory Deshors



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



# Mode de lecture

Recto avec une aide

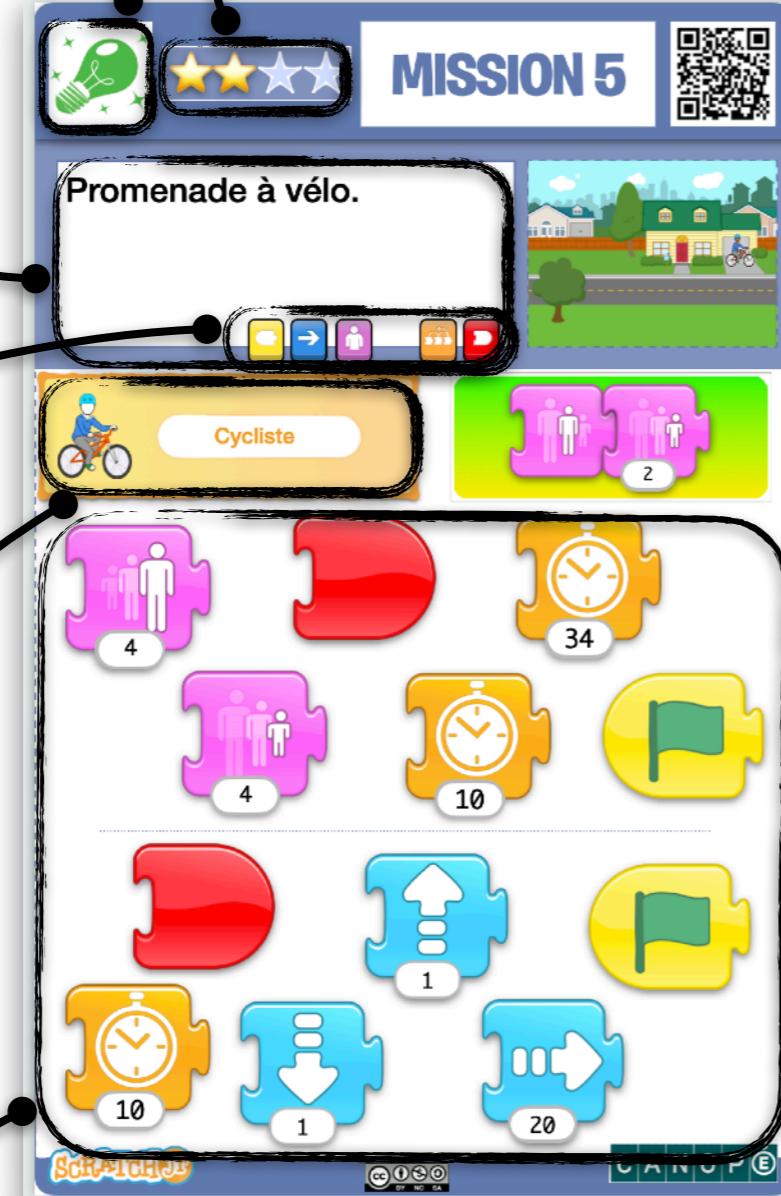
Niveaux 1/2/3/4 ★

Explication textuelle

Catégories de blocs à utiliser

Lutins à utiliser

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



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

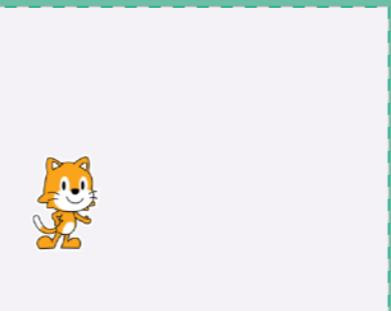
Une solution possible pour reproduire la vidéo



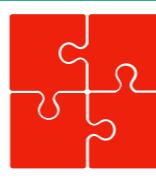
## MISSION 1



Scratchy se déplace de gauche à droite.



Chat



## MISSION 1



Scratchy se déplace de gauche à droite.



Chat

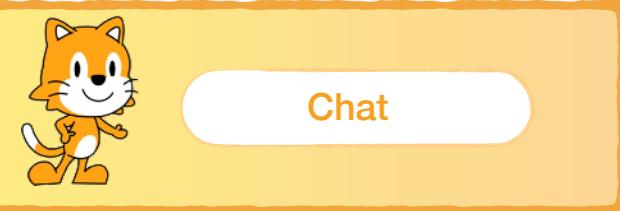
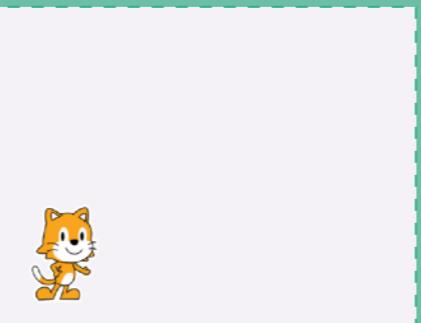




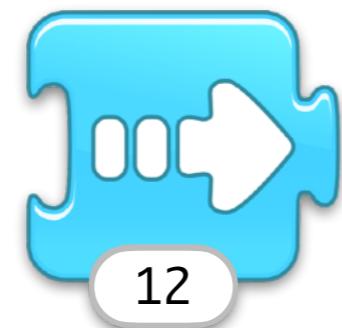
## MISSION 2



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

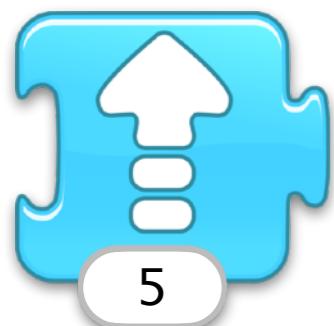
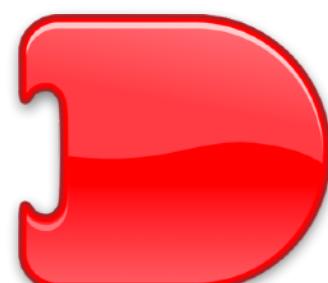
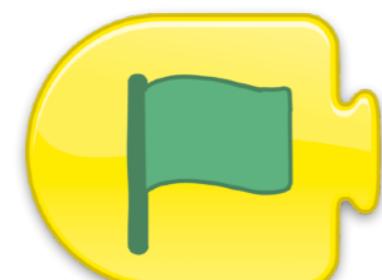
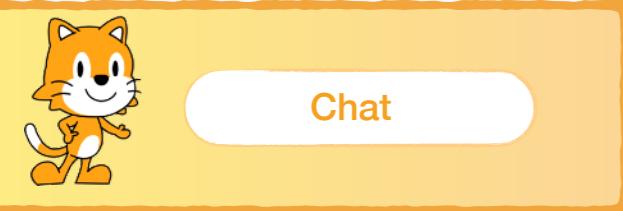
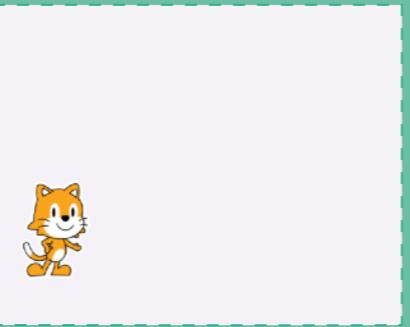




## MISSION 3



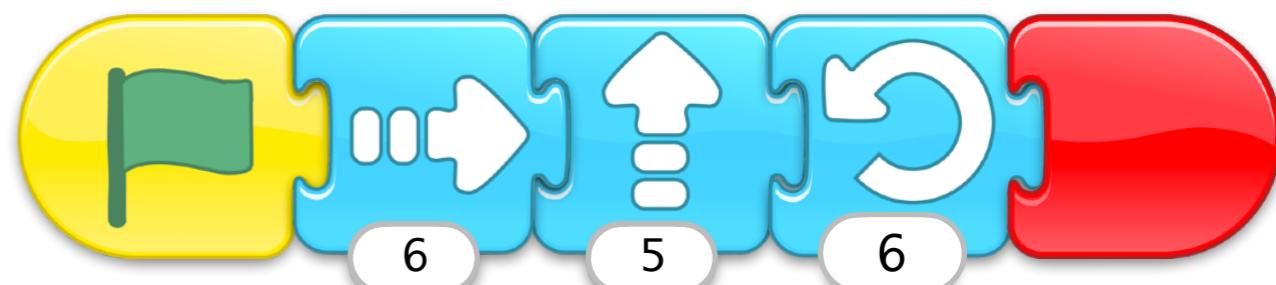
Scratchy se déplace de gauche à droite puis de bas en haut et fait un demi-tour sur lui-même.



## MISSION 3



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

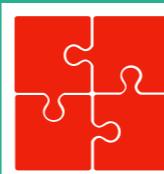
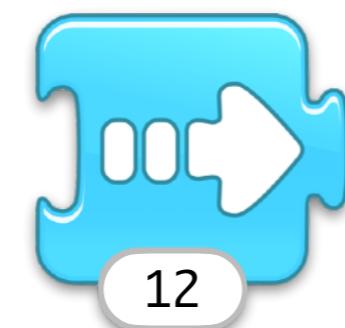
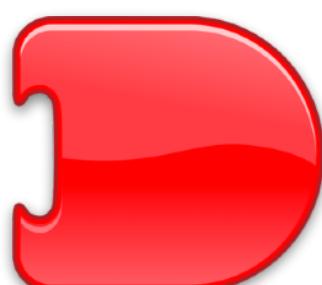




## MISSION 4



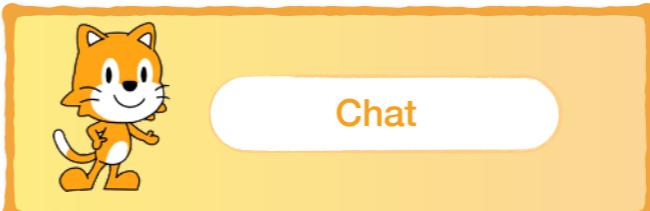
Scratchy a perdu le Nord.



## MISSION 4



Scratchy a perdu le Nord.





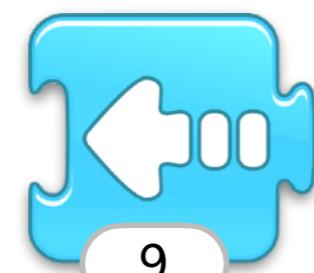
## MISSION 5



Scratchy fait les 100 pas.



Chat



## MISSION 5



Scratchy fait les 100 pas.



Chat

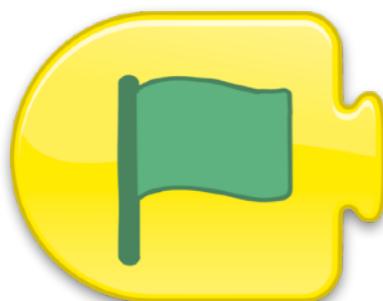
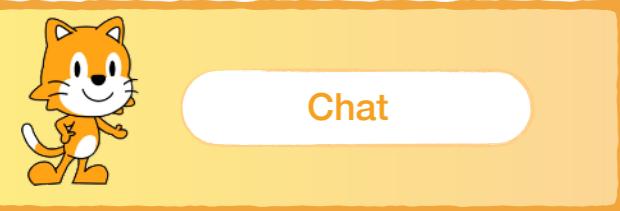




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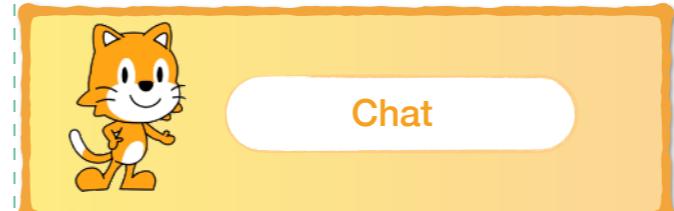
Scratchy saute indéfiniment sur place avec des pop.



## MISSION 6



Scratchy saute indéfiniment sur place avec des pop.





## MISSION 7

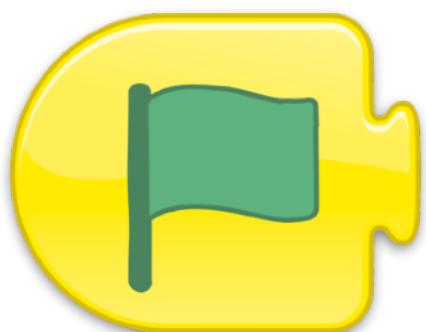


Scratchy se présente.

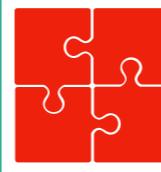
Bonjour, je  
m'appelle Scratchy,  
et toi ?



Chat



Bonjour



## MISSION 7



Scratchy se présente.

Bonjour, je  
m'appelle Scratchy,  
et toi ?



Chat





## MISSION 8



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



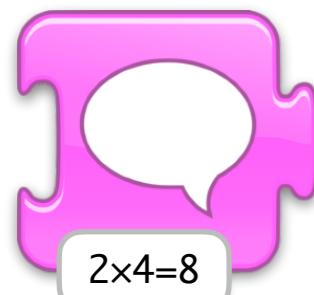
Chat



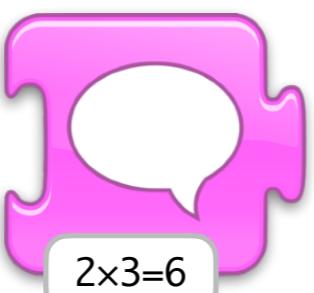
$$2 \times 1 = 1$$



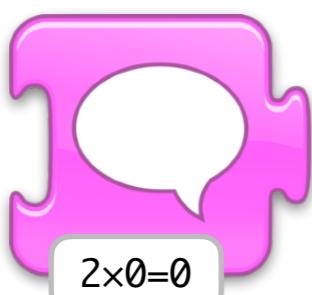
$$2 \times 2 = 4$$



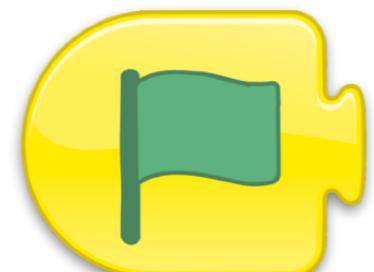
$$2 \times 4 = 8$$



$$2 \times 3 = 6$$



$$2 \times 0 = 0$$



## MISSION 8



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



Chat



$$2 \times 0 = 0$$

$$2 \times 1 = 1$$

$$2 \times 2 = 4$$

$$2 \times 3 = 6$$

$$2 \times 4 = 8$$



## MISSION 9



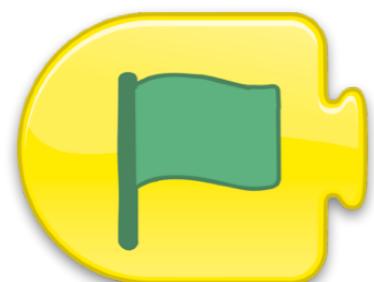
Scratchy devient invisible pendant 2 secondes.



Chat



20



## MISSION 9



Scratchy devient invisible pendant 2 secondes.



Chat



20



## MISSION 10



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



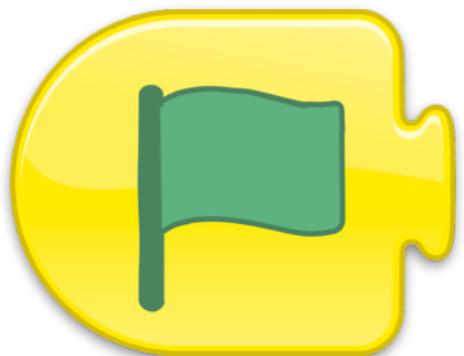
Chat



Chat



40



8



## MISSION 10



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



Chat



Chat

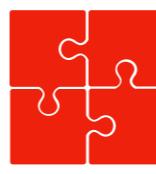
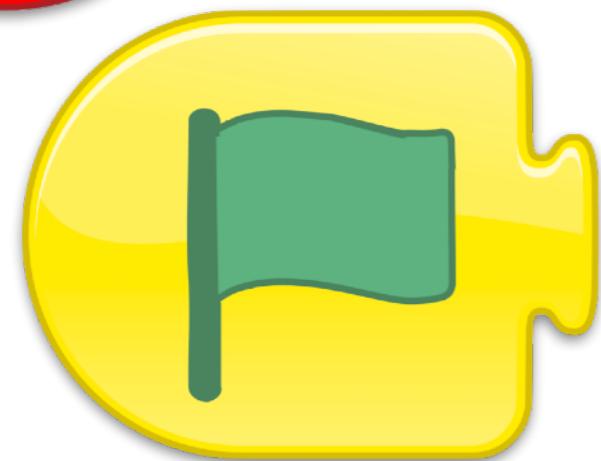




## MISSION 11



Scratchy se présente  
oralement.



## MISSION 11



Scratchy se présente  
oralement.

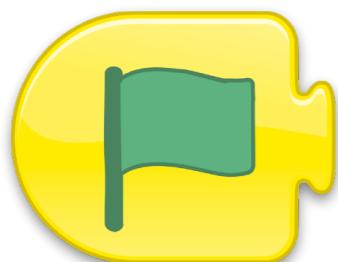
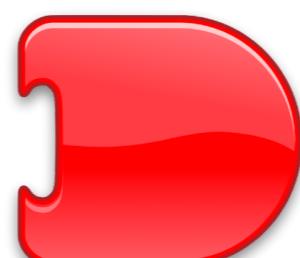
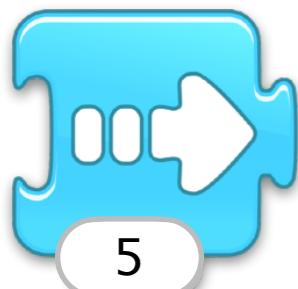
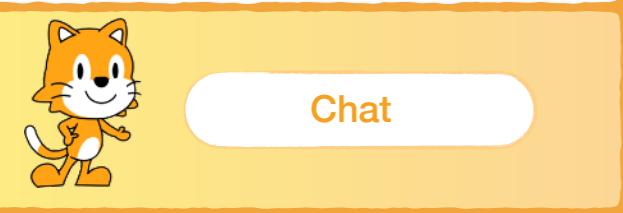
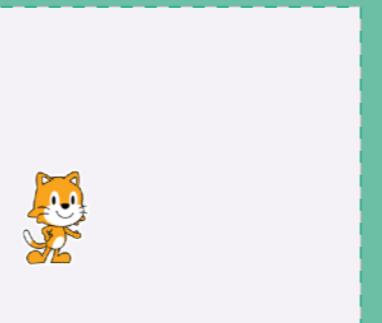




## MISSION 12



Scratchy se déplace en suivant un carré 3 fois.



## MISSION 12



Scratchy se déplace en suivant un carré 3 fois.

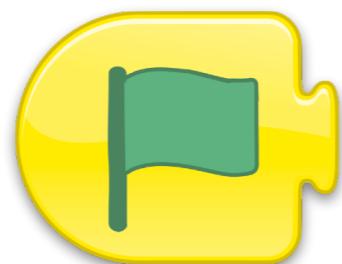
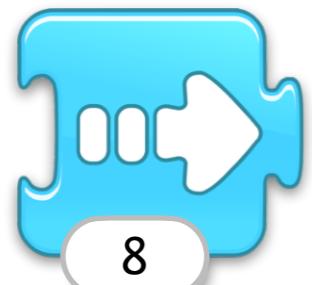
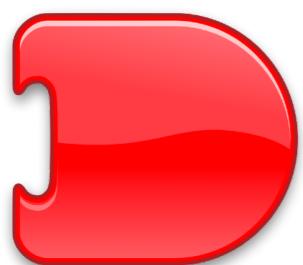
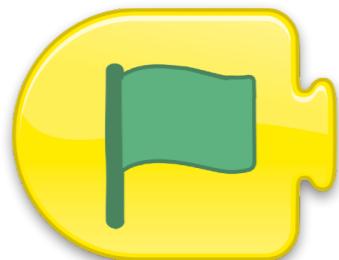
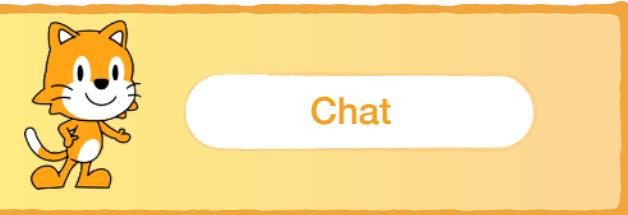




## MISSION 13



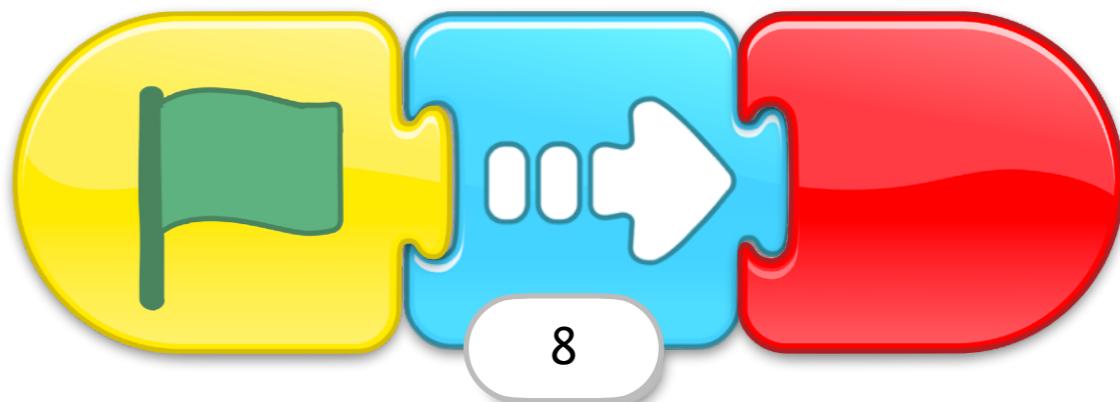
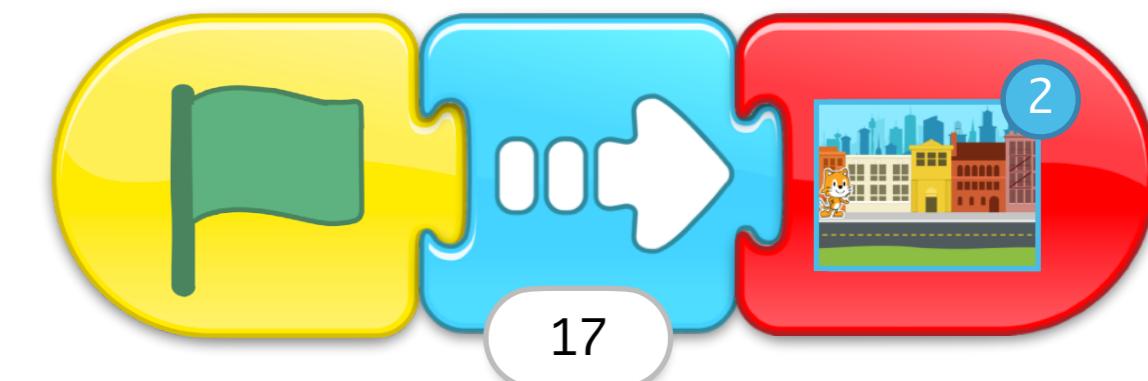
Scratchy traverse le parc et arrive en ville.



## MISSION 13



Scratchy traverse le parc et arrive en ville.

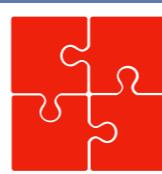
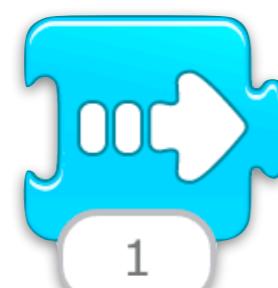
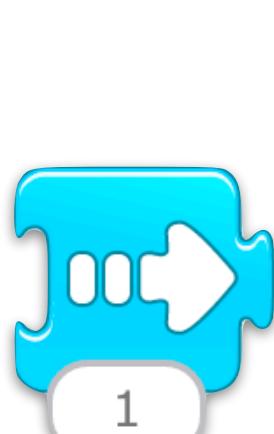
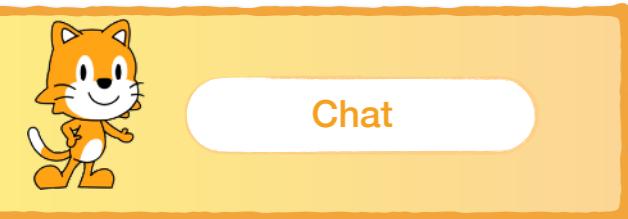
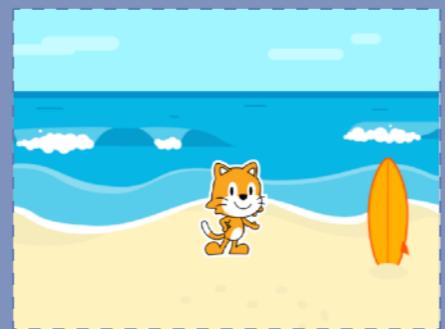




## MISSION 1



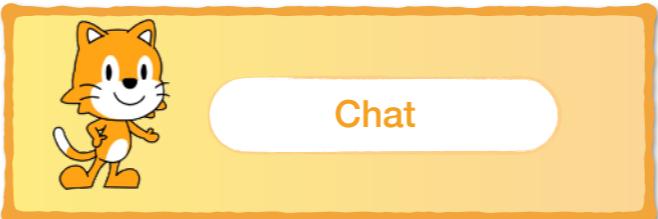
Scratch marche jusqu'à sa planche de surf en sautillant.



## MISSION 1



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

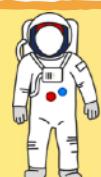
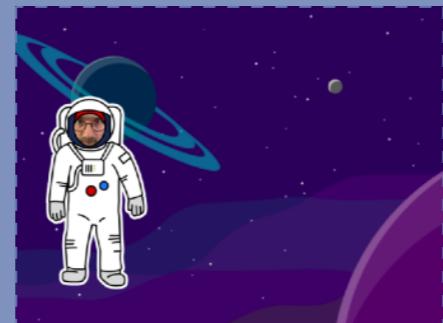




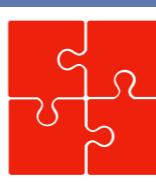
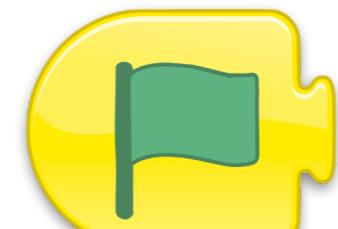
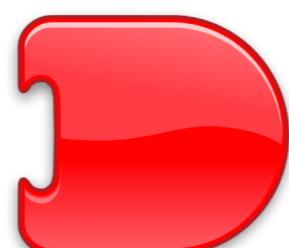
## MISSION 2



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



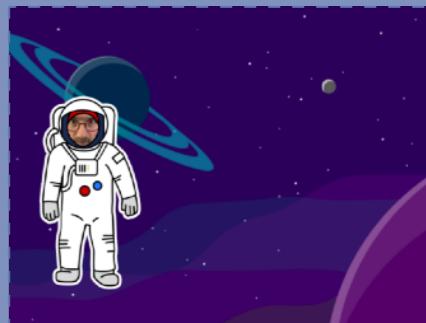
Spationaute



## MISSION 2



Un spationaute a un problème.



Spationaute

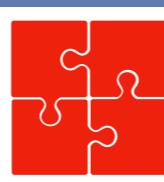
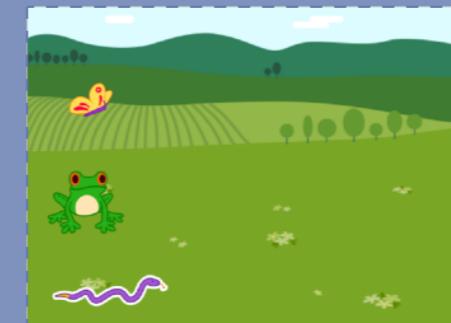




## MISSION 3



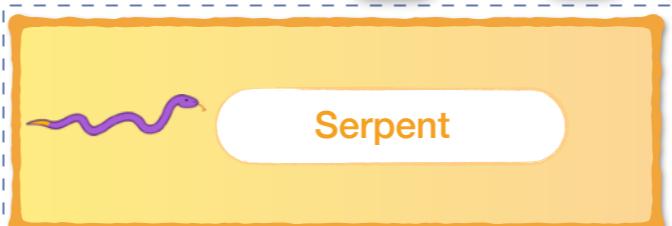
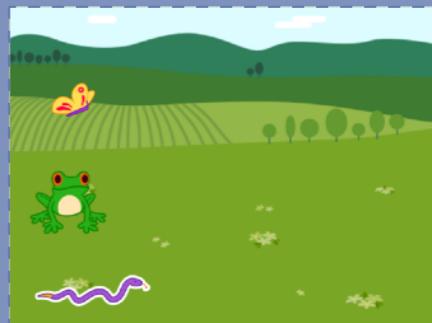
Chaque animal se déplace  
d'une façon différente.



## MISSION 3



Chaque animal se déplace  
d'une façon différente.

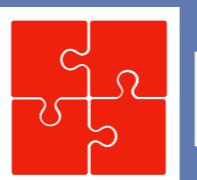
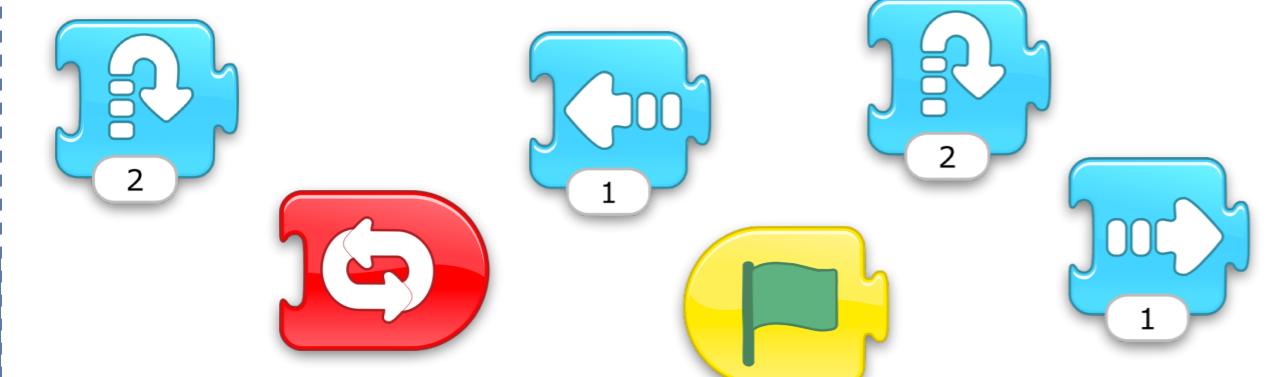
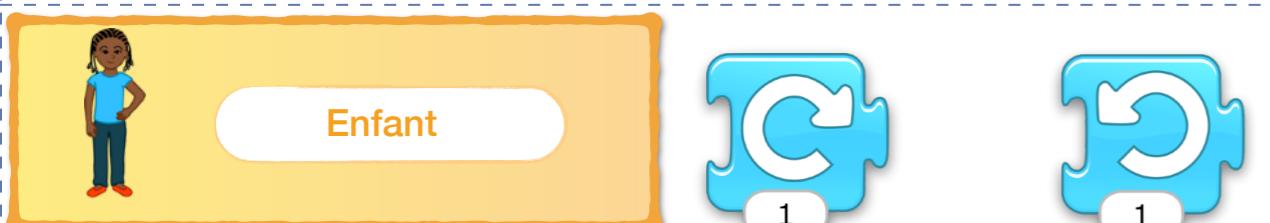
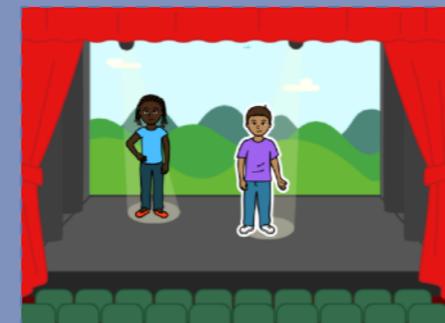




## MISSION 4



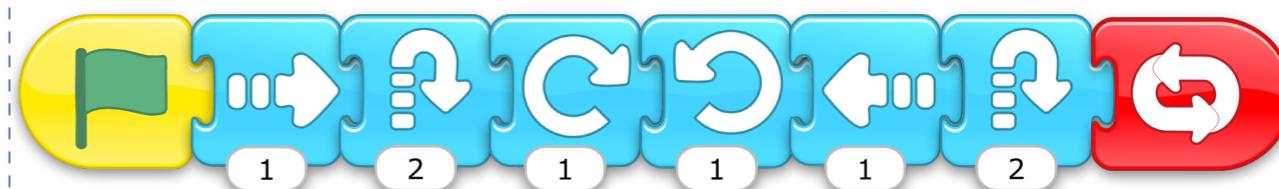
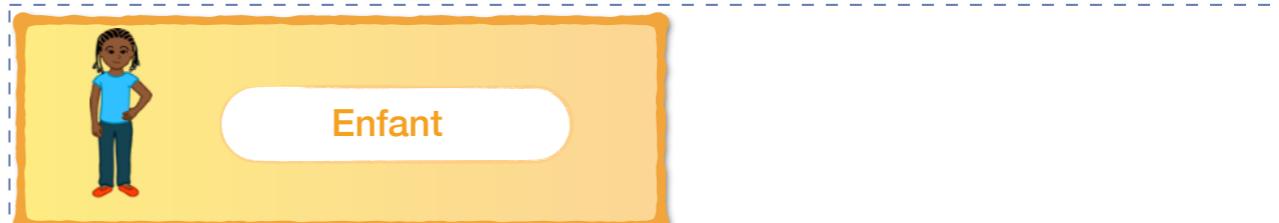
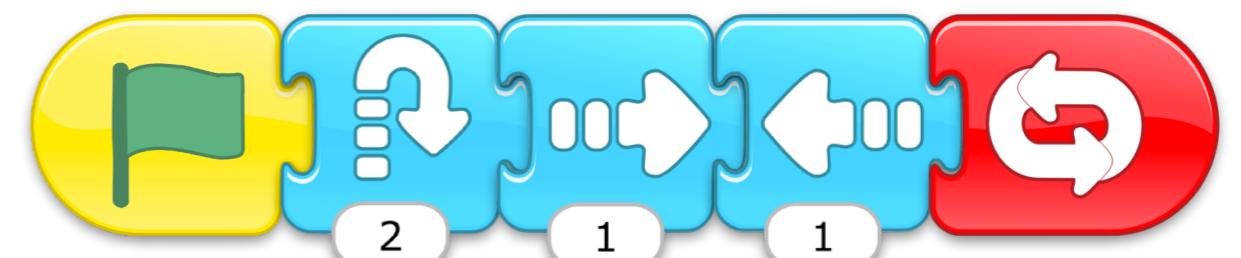
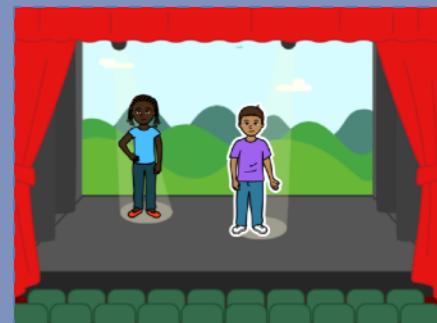
Le spectacle avec 2 danseurs.



## MISSION 4

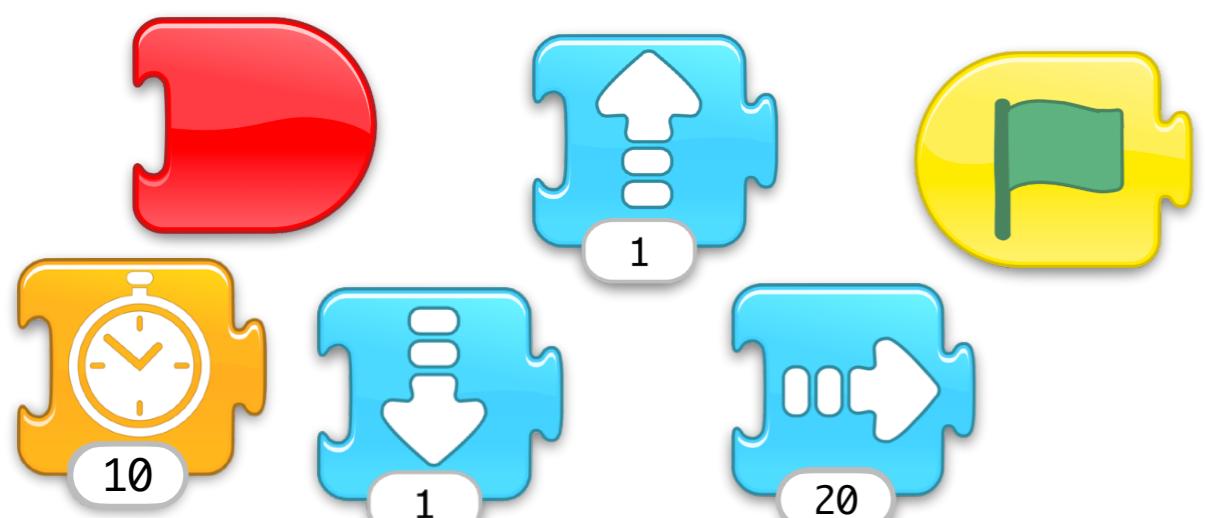
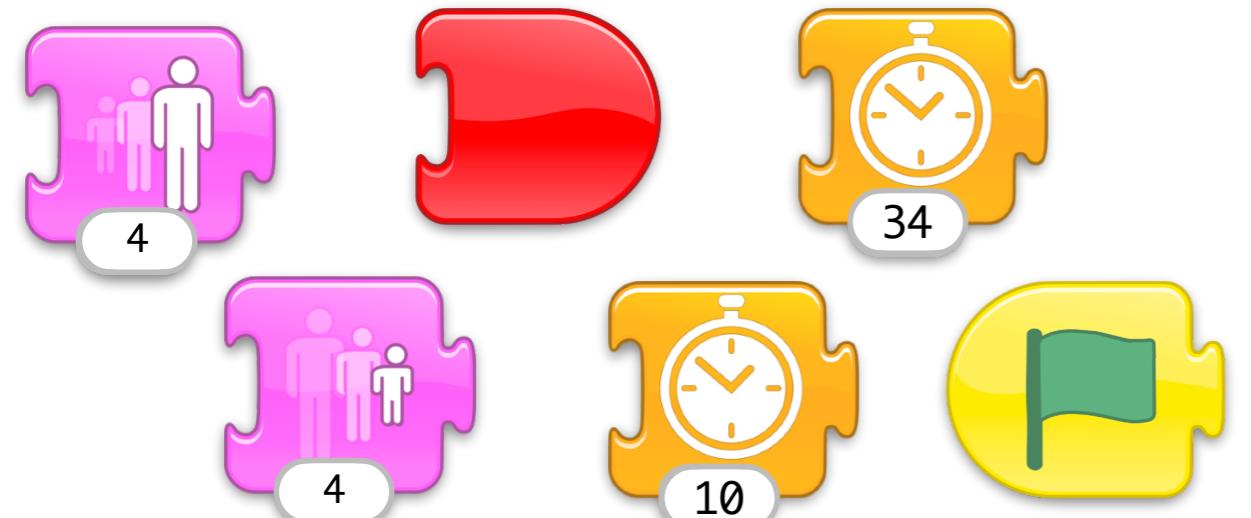
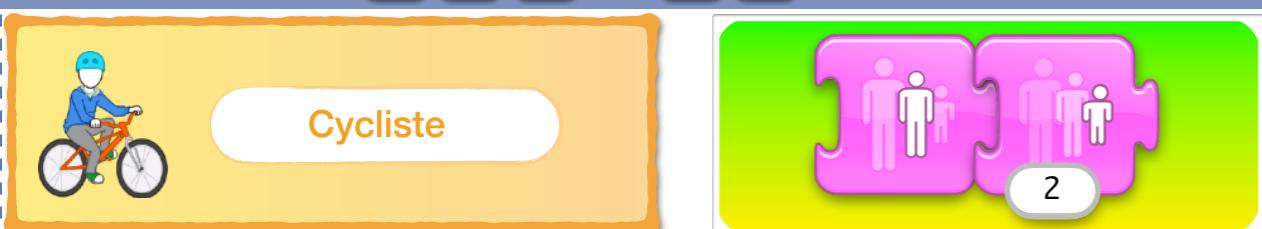


Le spectacle avec 2 danseurs.

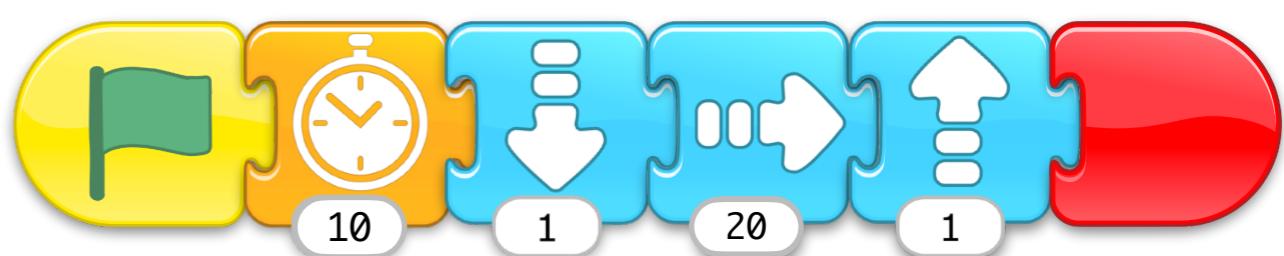
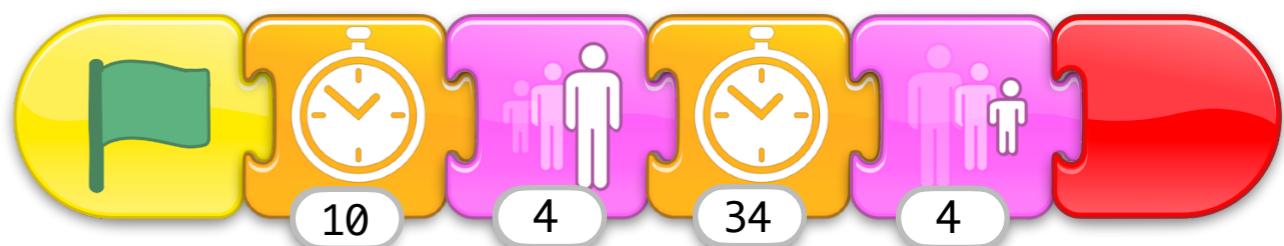
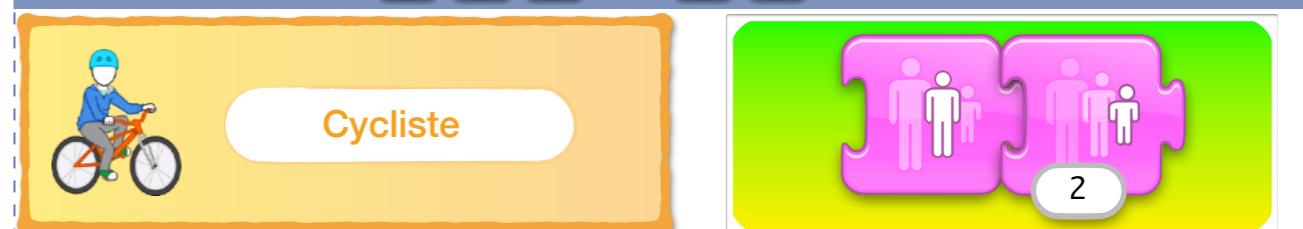




Promenade à vélo.

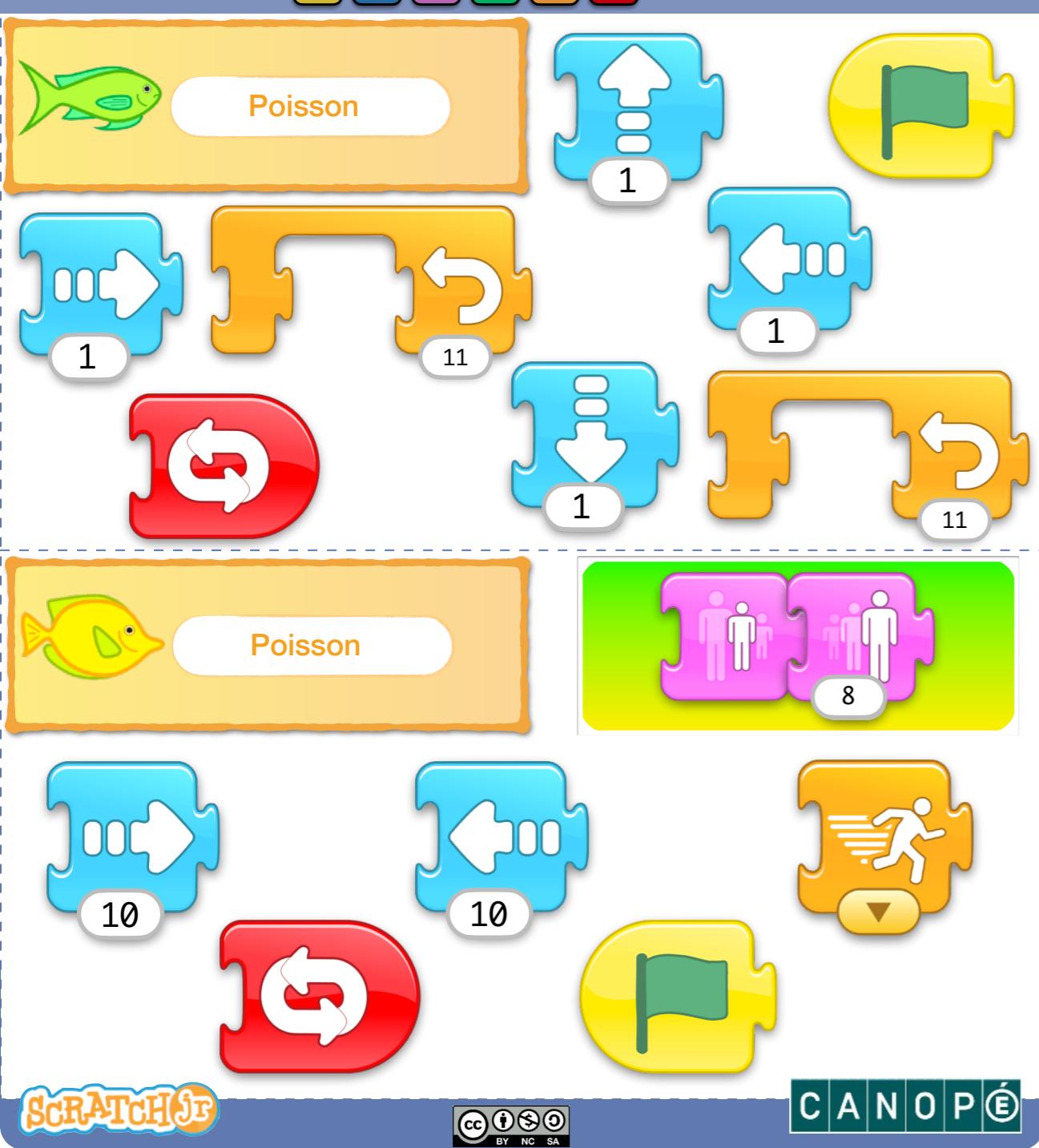
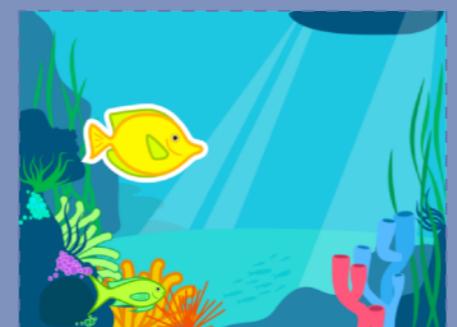


Promenade à vélo.

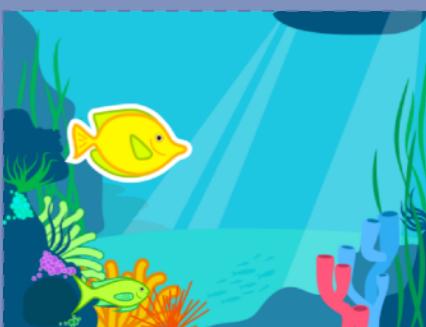




Déplacements de 2 poissons dans l'aquarium.

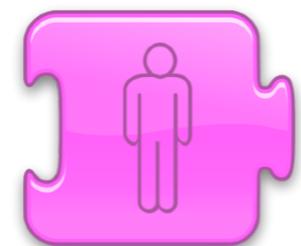


Déplacements de 2 poissons dans l'aquarium.

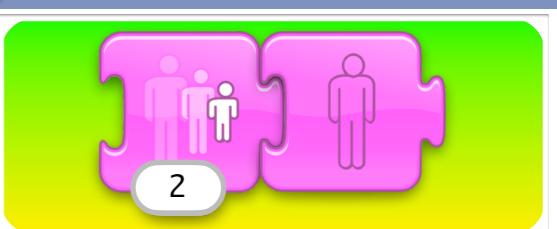
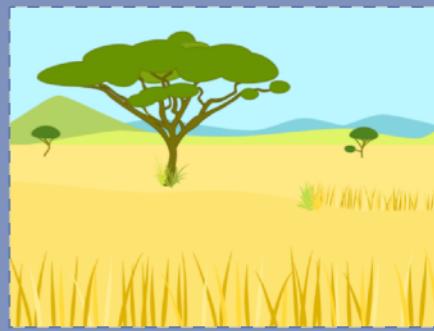




Le soleil se couche.

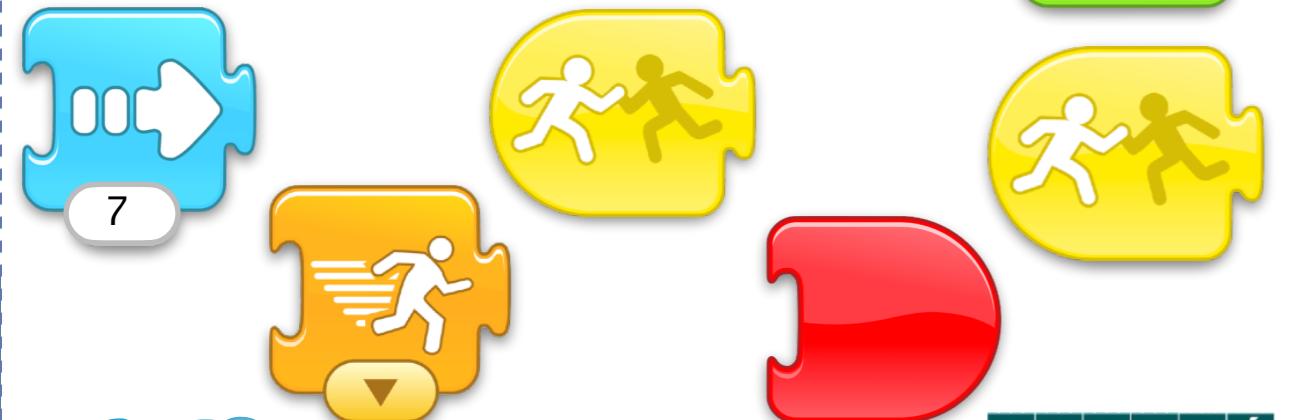
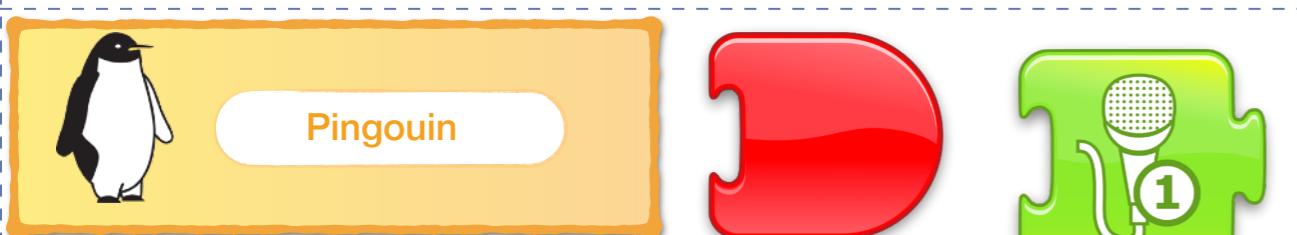
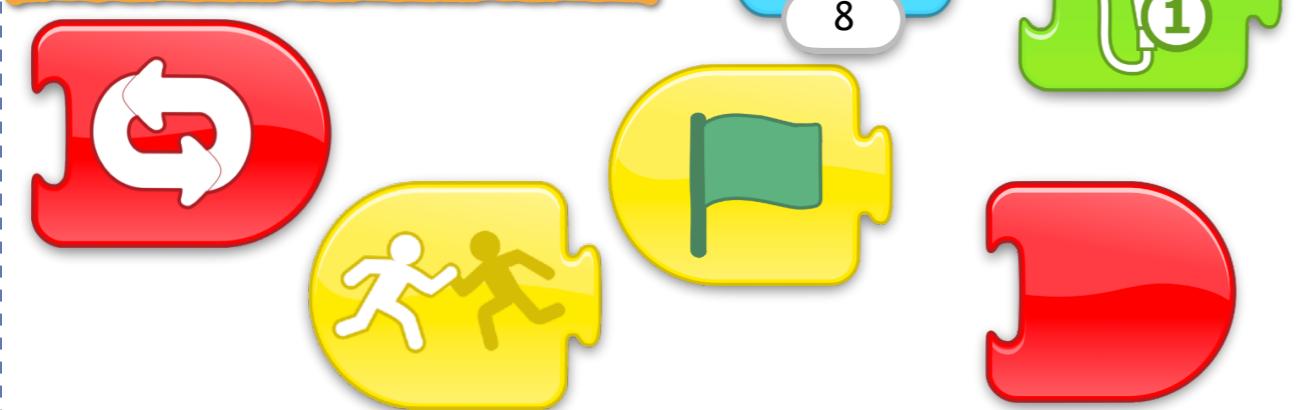


Le soleil se couche.

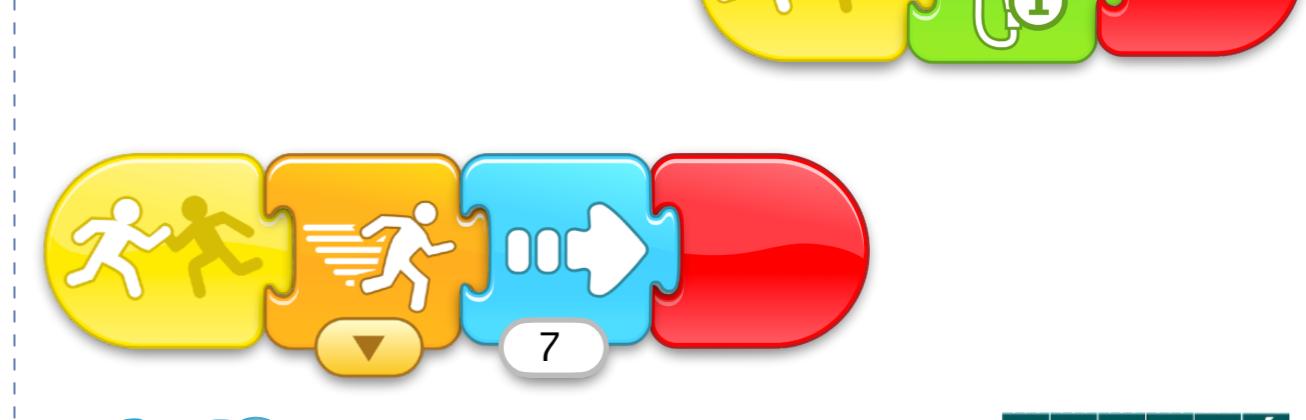
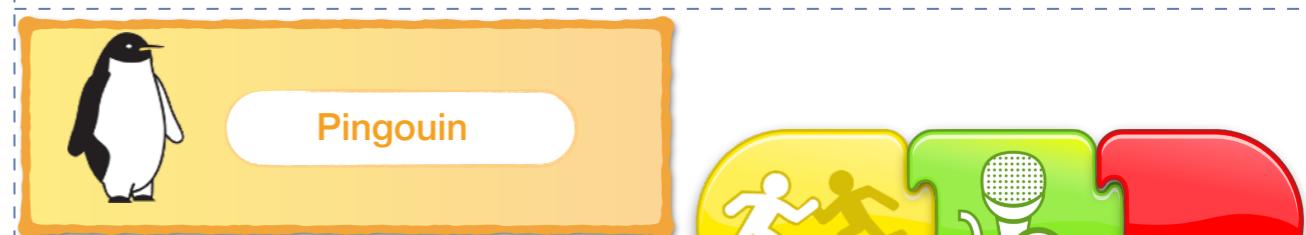
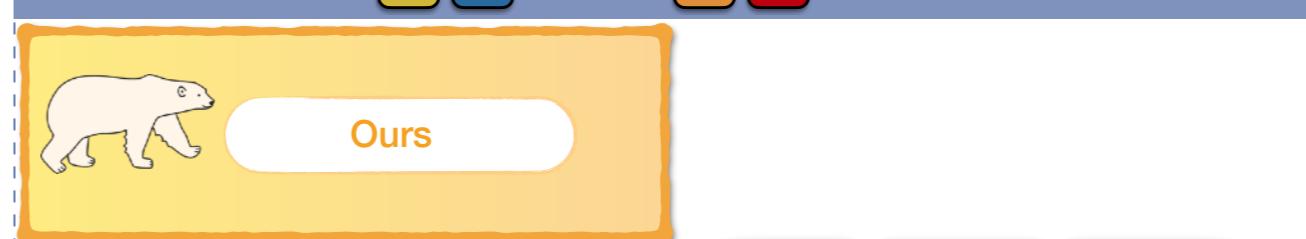


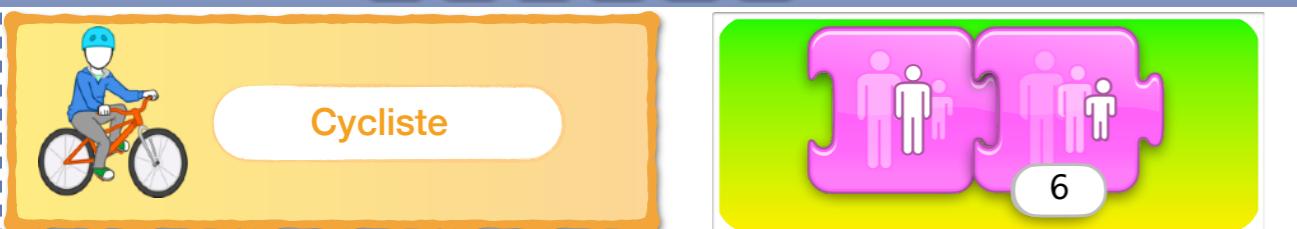


Le pingouin s'enfuit dès que l'ours le touche.



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



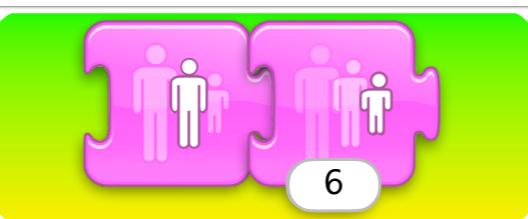


Cycliste

6



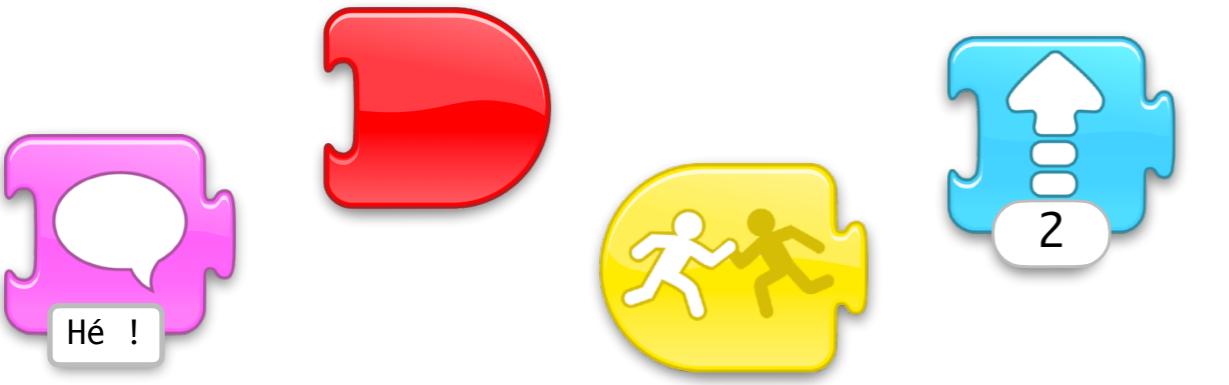
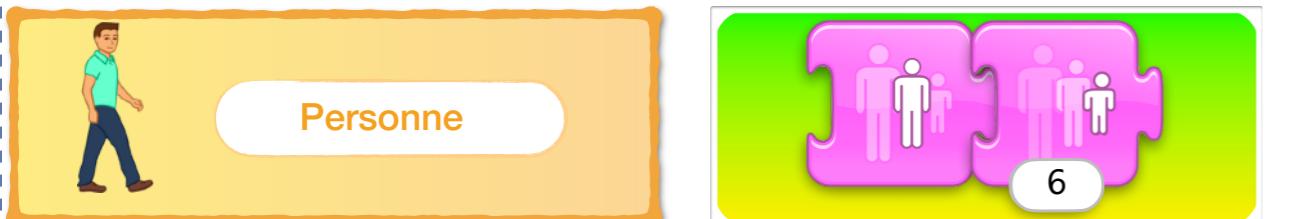
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6



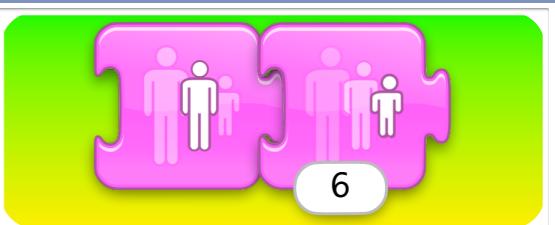
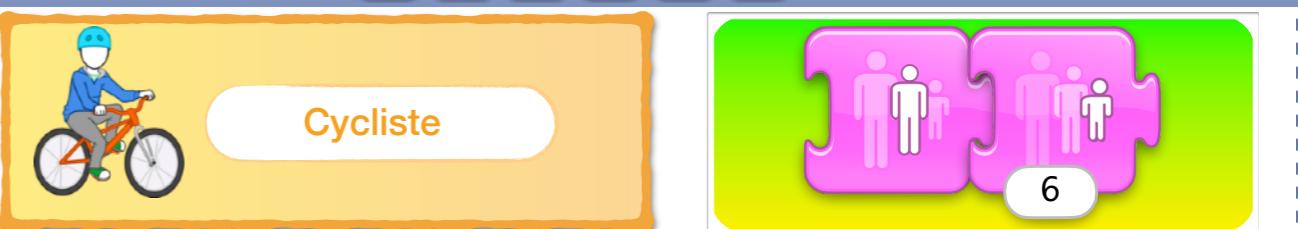
Personne



2



Hé !



6



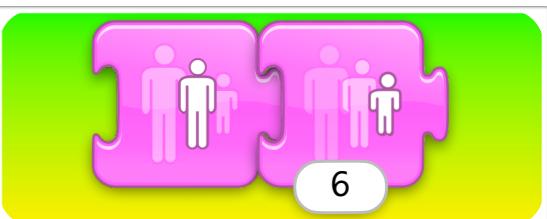
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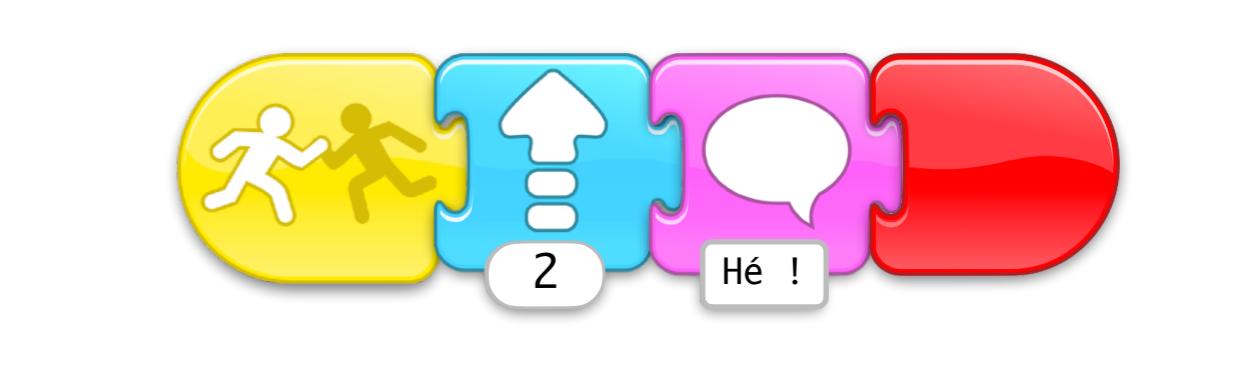
pop



Personne



6



2

Hé !



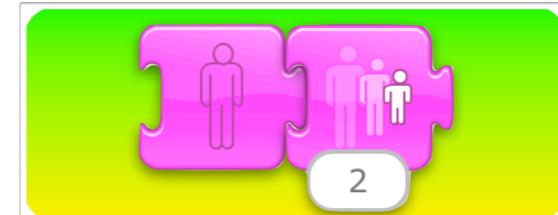
## MISSION 1



Scratch apparaît,  
s'approche et nous salue.



Chat



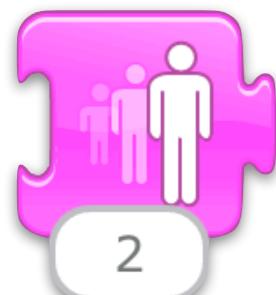
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4



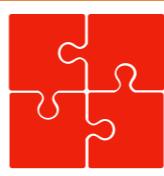
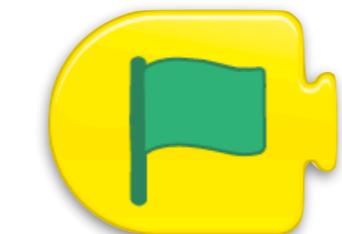
Bonjour



2



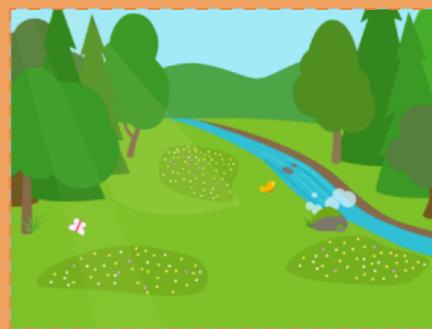
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## MISSION 1



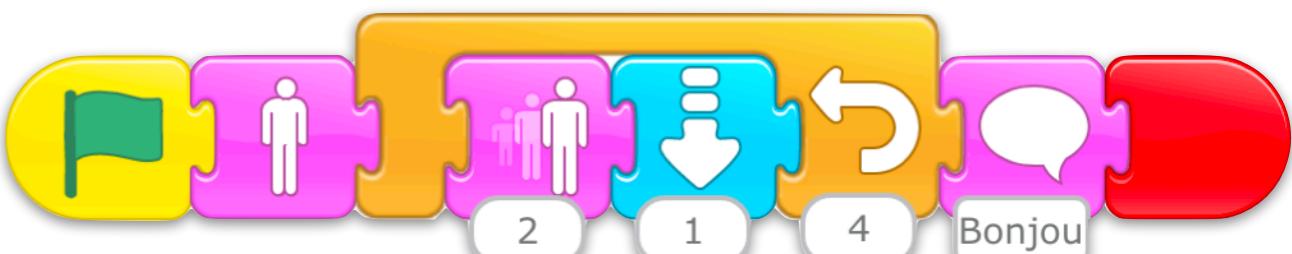
Scratch apparaît,  
s'approche et nous salue.



Chat



2



2

1

4

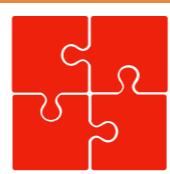
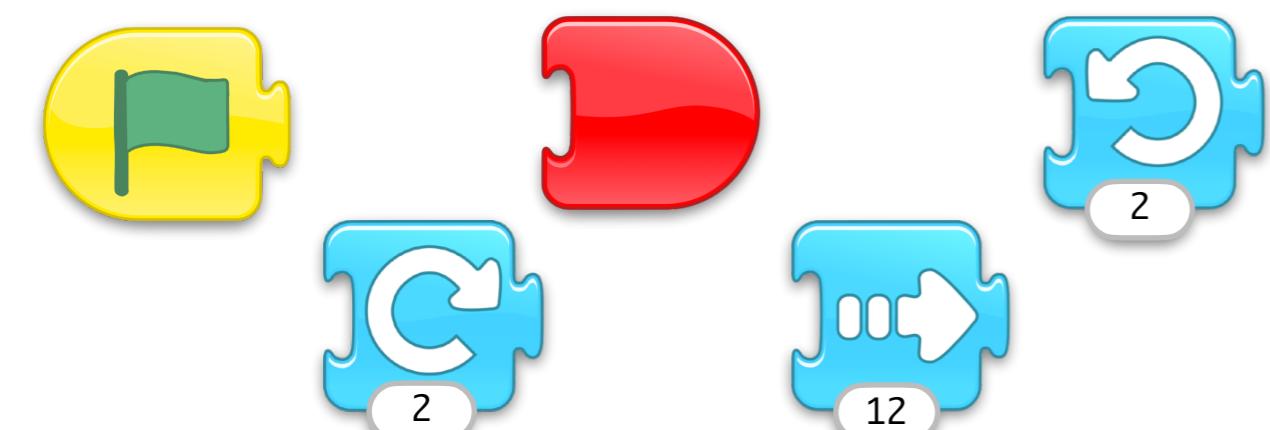
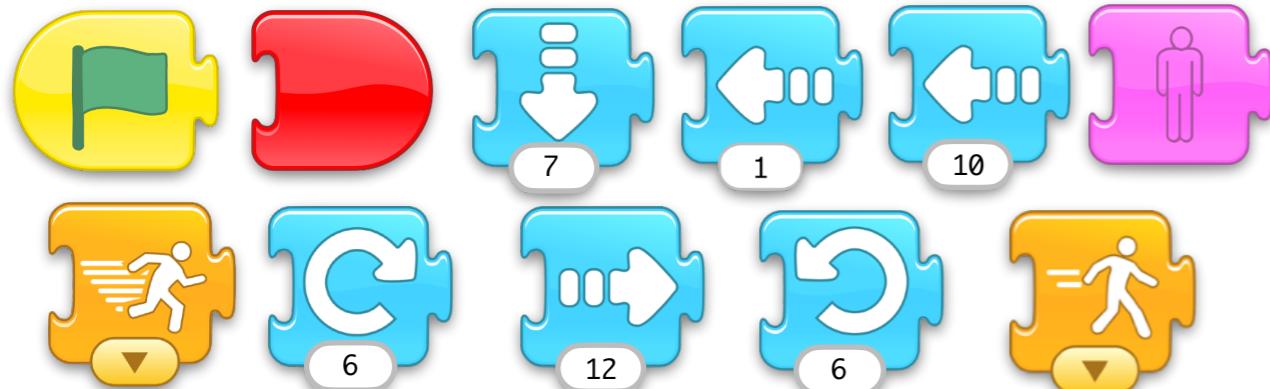
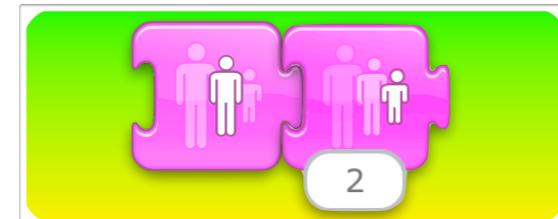
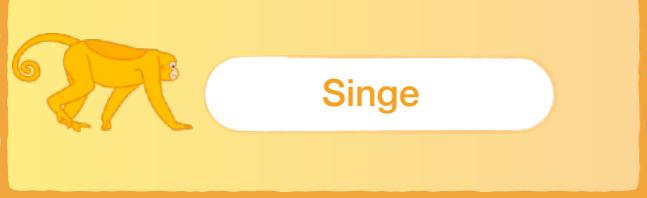
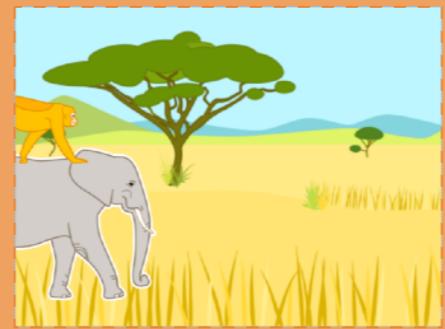
Bonjour



## MISSION 2



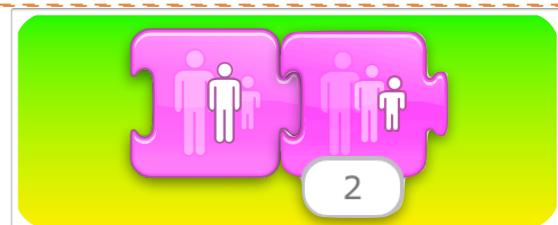
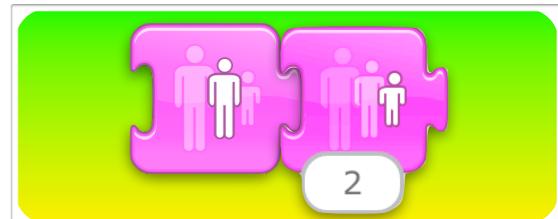
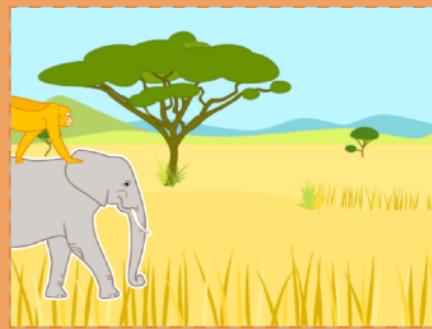
Le singe se promène sur l'éléphant qui se cabre. Le singe chute et s'en va.



## MISSION 2



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





## MISSION 3



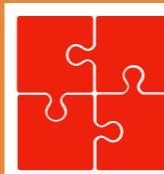
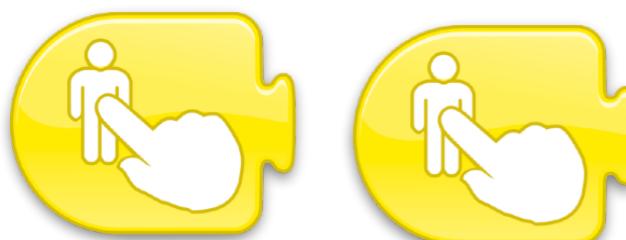
Quand on touche un rond, il saute 2 fois pendant que sa couleur est écrite et annoncée en anglais.



9 colors.



Ronds



## MISSION 3



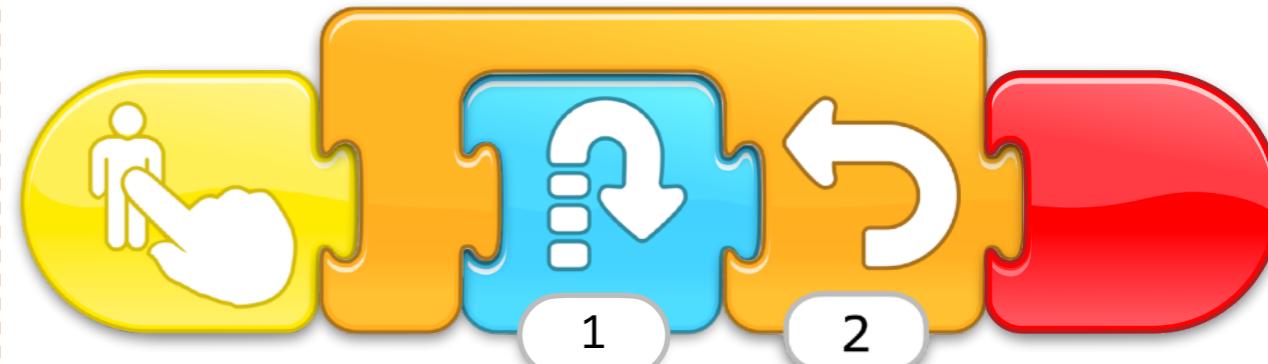
Quand on touche un rond, il saute 2 fois pendant que sa couleur est écrite et annoncée en anglais.



9 colors.



Ronds

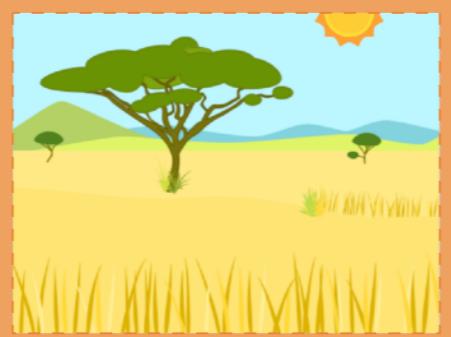




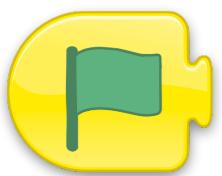
## MISSION 4



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



Soleil



7



Pleine Lune



## MISSION 4



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



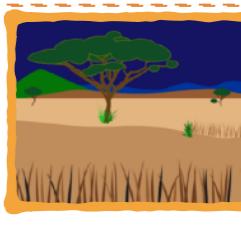
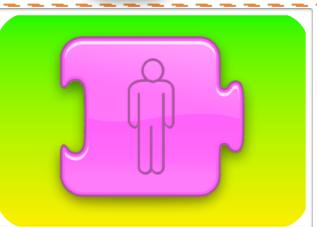
Soleil



7



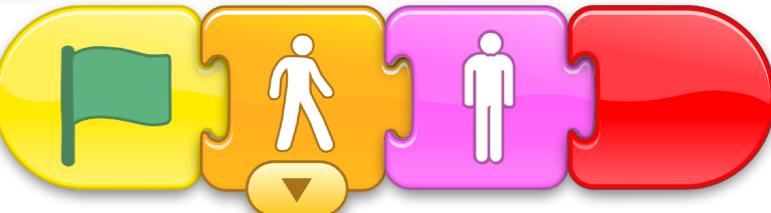
15



Pleine Lune



6





## MISSION 5



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



Dragon

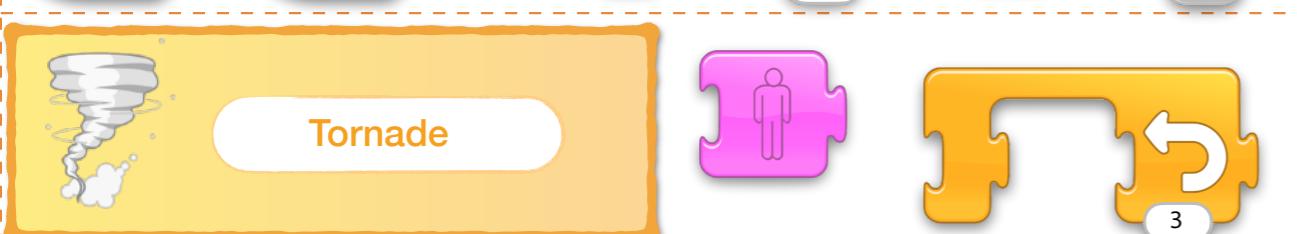


6

8

8

Greuh



Tornade



3



2

10

2



16

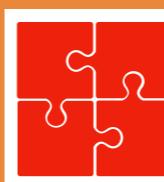
Château



1



1



## MISSION 5



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



Dragon

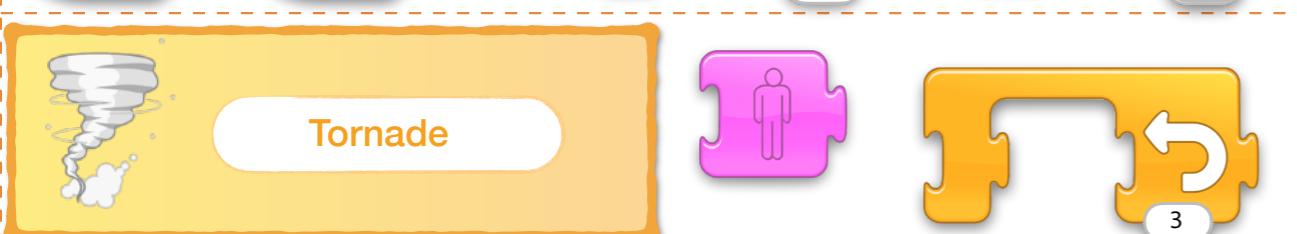


8

8

8

Greuh



Tornade



3



10

2

2



1



1



## MISSION 6



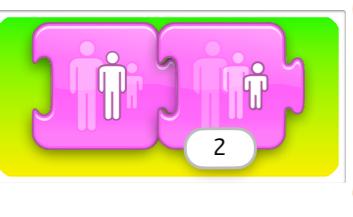
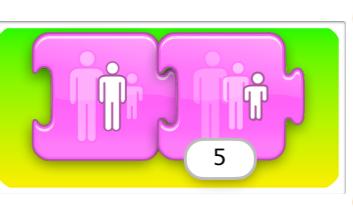
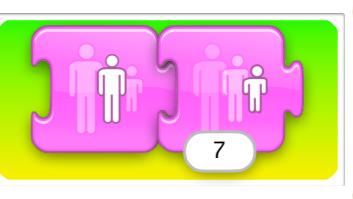
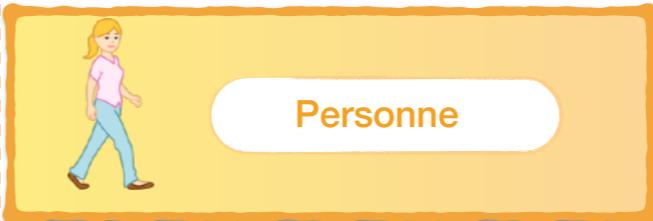
La jeune fille traverse la ville et arrive dans le parc. Elle s'exclame, tire et marque le but.



## MISSION 6



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





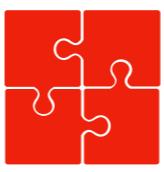
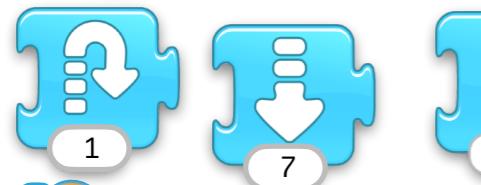
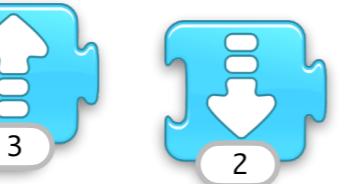
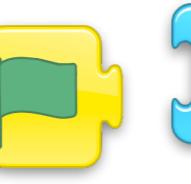
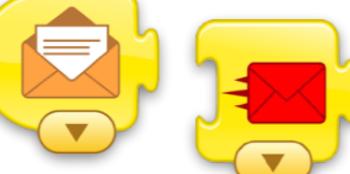
# MISSION 1



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



Personne



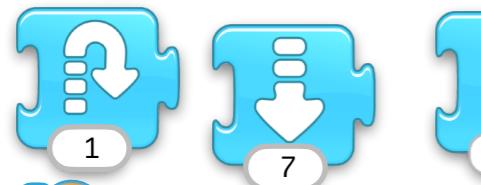
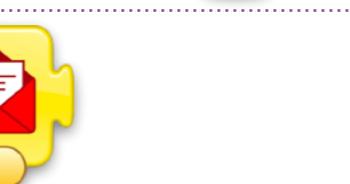
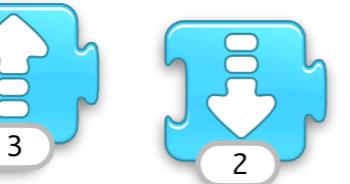
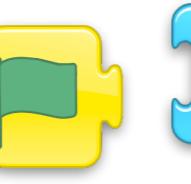
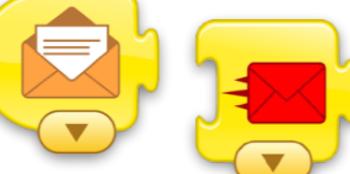
# MISSION 1



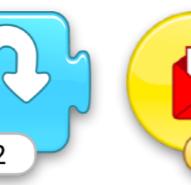
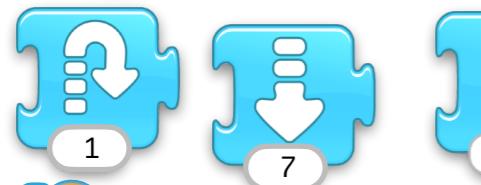
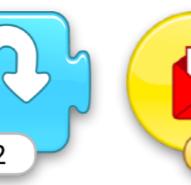
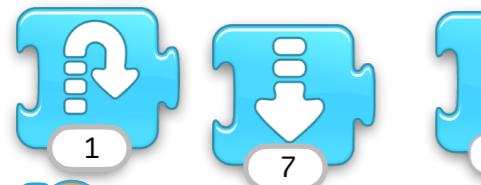
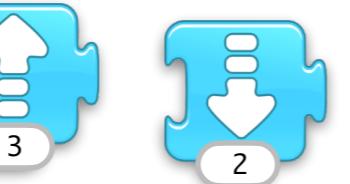
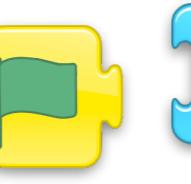
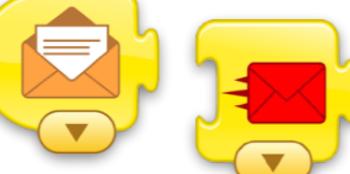
Le joueur dribble, s'arrête, tire, et marque le panier. Le ballon rebondit deux fois.



Personne



Personne

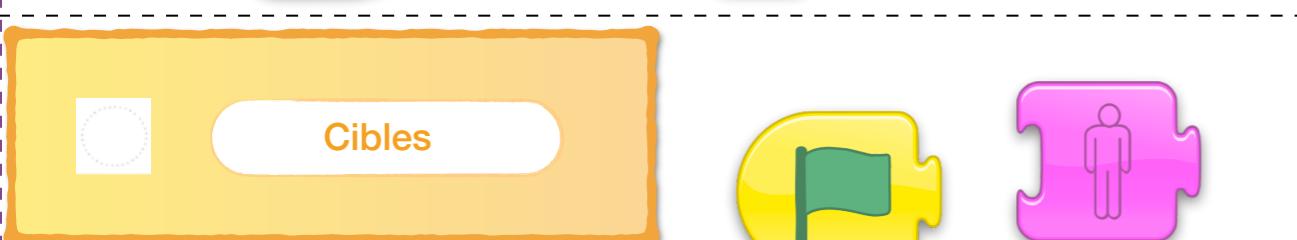
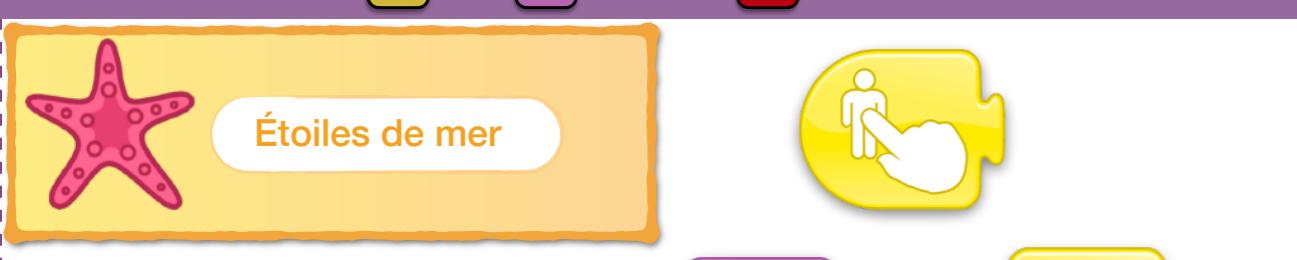






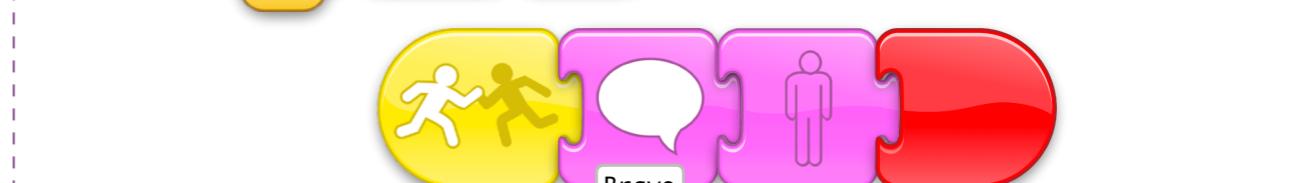
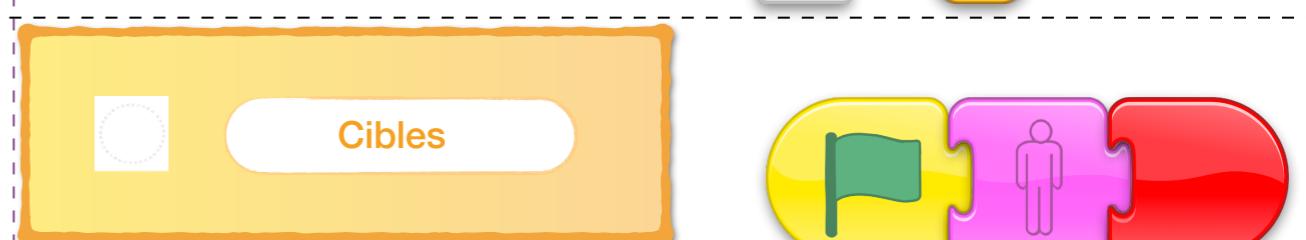
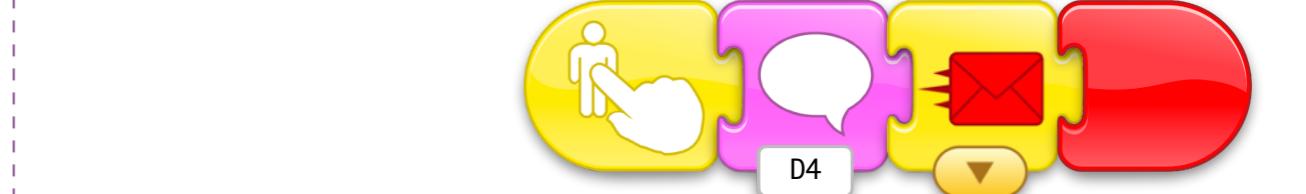
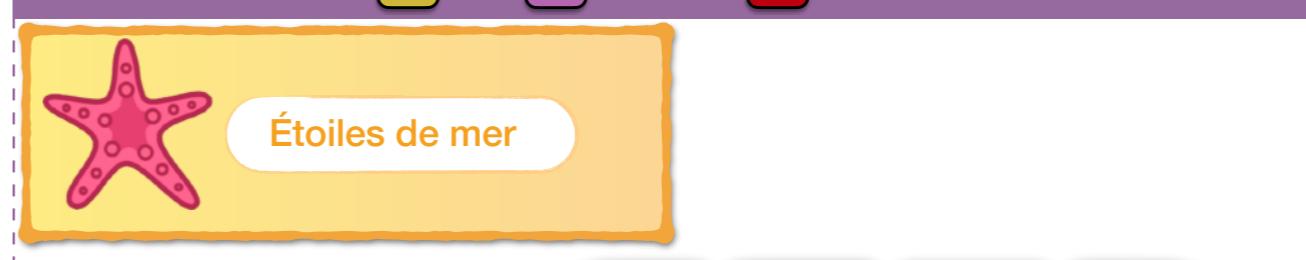
## MISSION 3

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



## MISSION 3

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







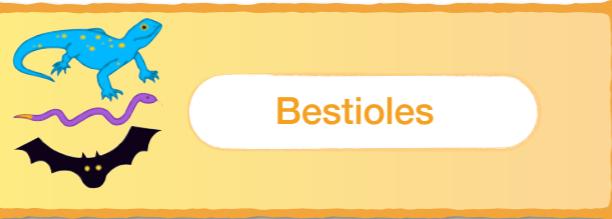
## MISSION 5



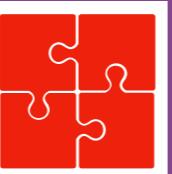
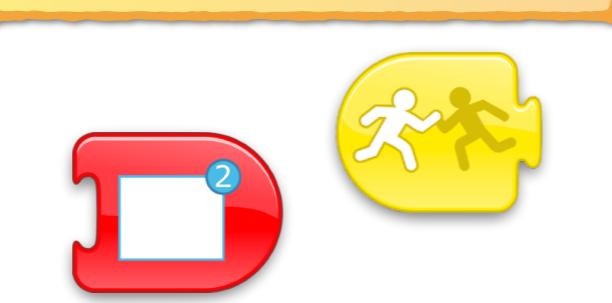
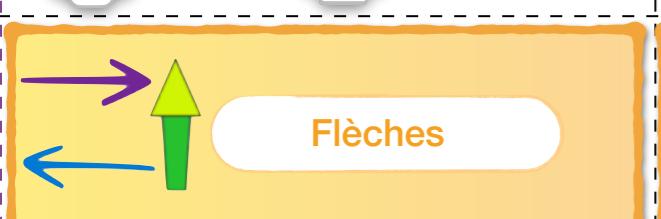
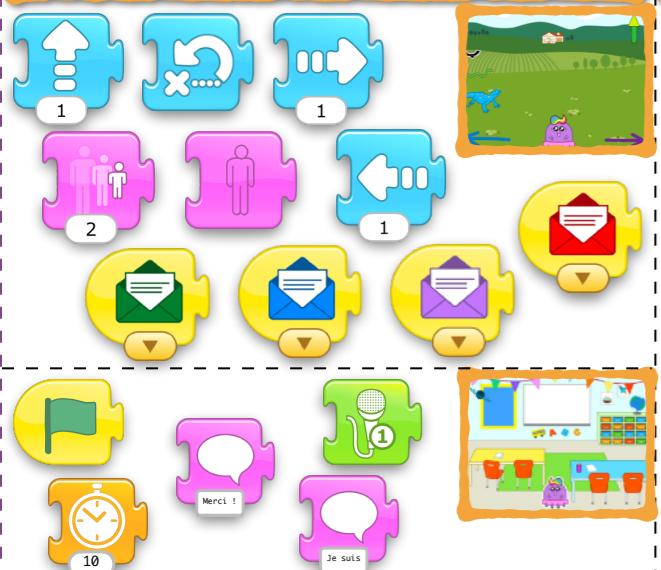
Tac obéit aux ordres des flèches colorées (messages bleu, violet, vert) quand on les touche. Il doit aller à l'école sans se faire toucher par les bestioles qui se promènent à différentes vitesses. Sinon (message rouge) il recommence au départ.



Tac



Bestioles



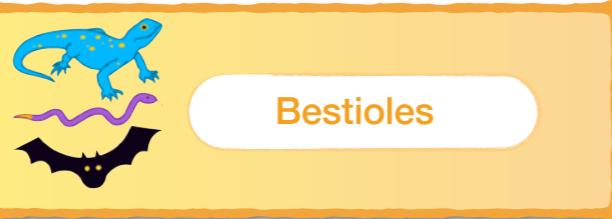
## MISSION 5



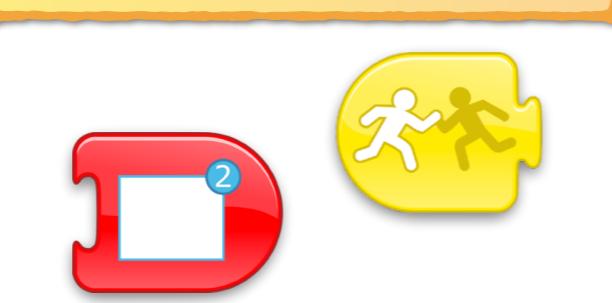
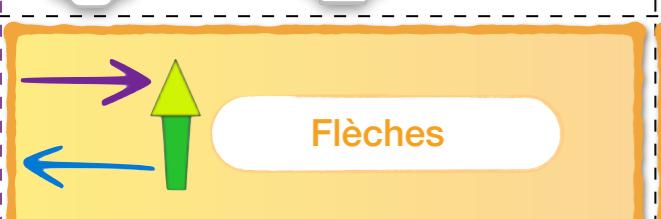
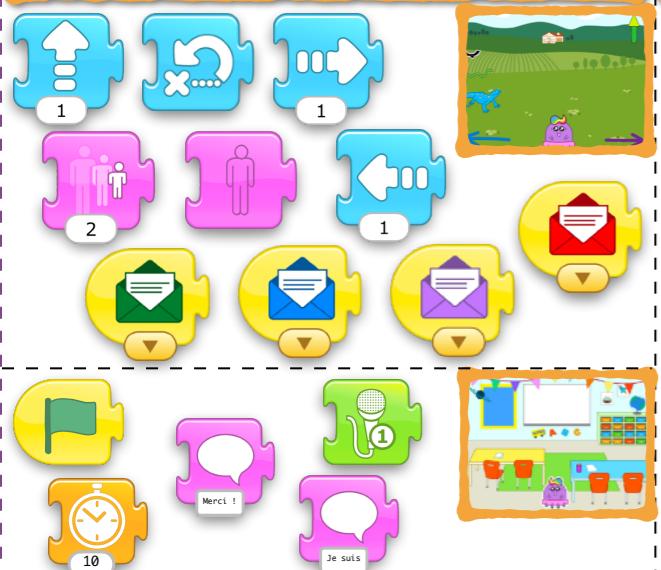
Tac obéit aux ordres des flèches colorées (messages bleu, violet, vert) quand on les touche. Il doit aller à l'école sans se faire toucher par les bestioles qui se promènent à différentes vitesses. Sinon (message rouge) il recommence au départ.



Tac



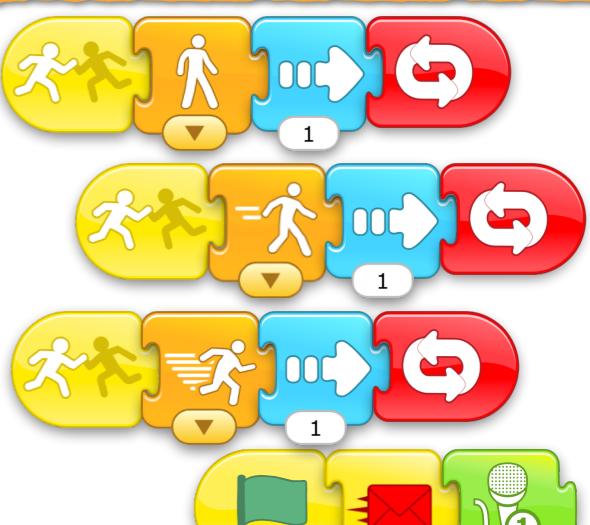
Bestioles



Tac



Bestioles

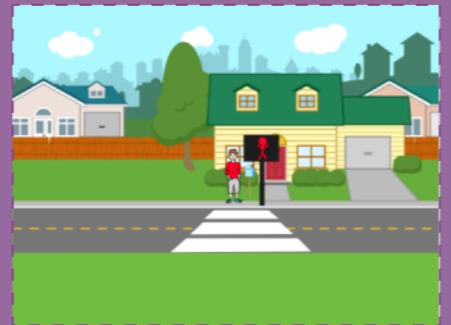




## MISSION 6



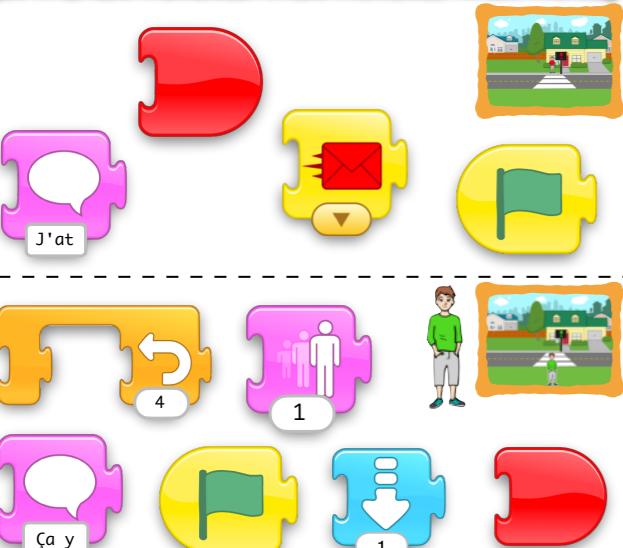
Le garçon explique, une voiture passe. Le feu passe au vert puis le garçon traverse la route.



Personnage



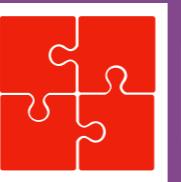
Voiture



Bonhomme vert



Bonhomme rouge



## MISSION 6



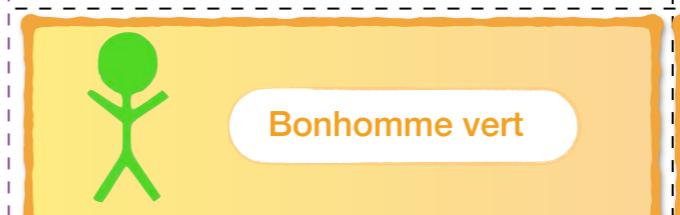
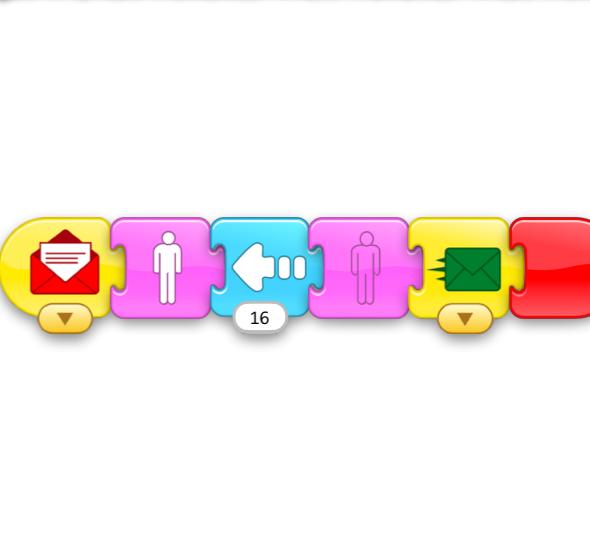
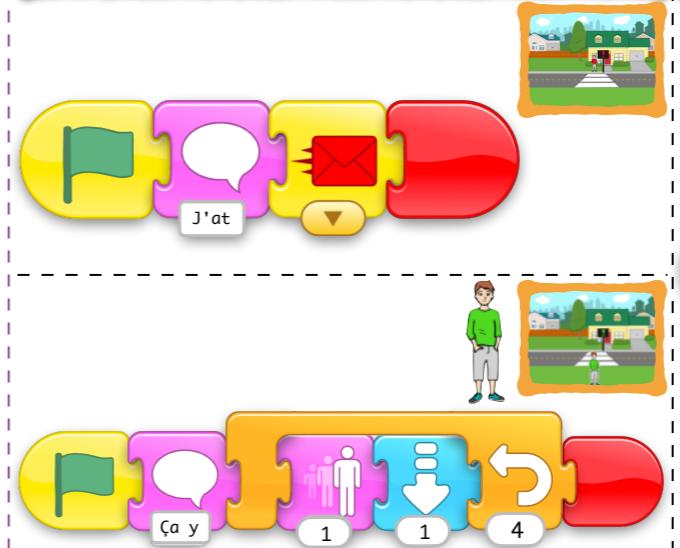
Le garçon explique, une voiture passe. Le feu passe au vert puis le garçon traverse la route.



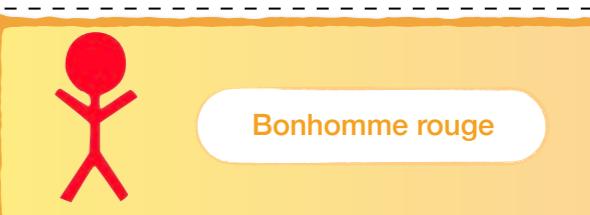
Personnage



Voiture



Bonhomme vert



Bonhomme rouge

