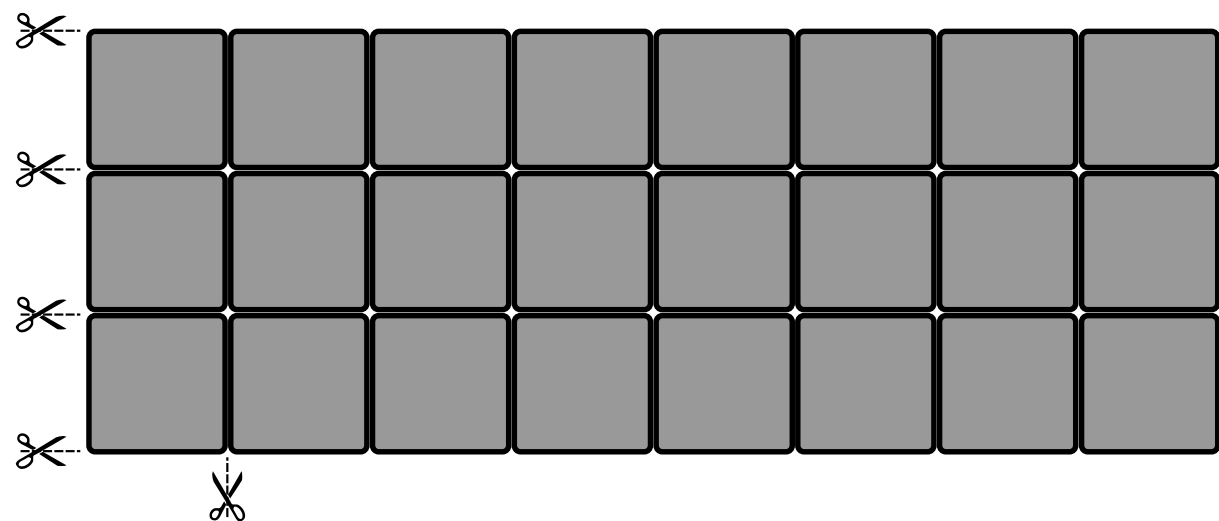
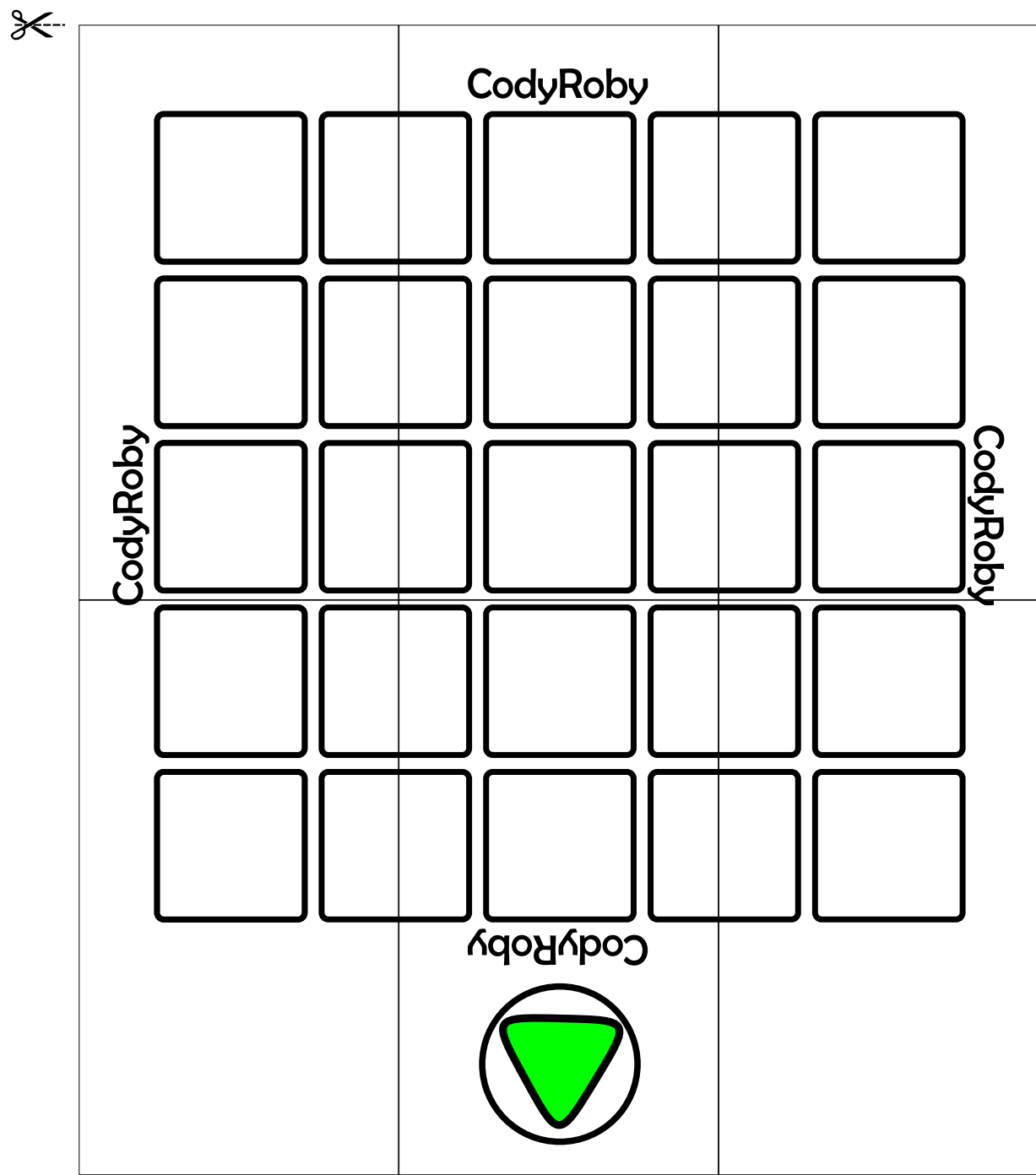


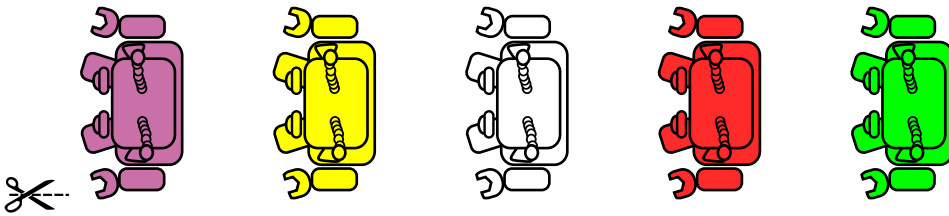
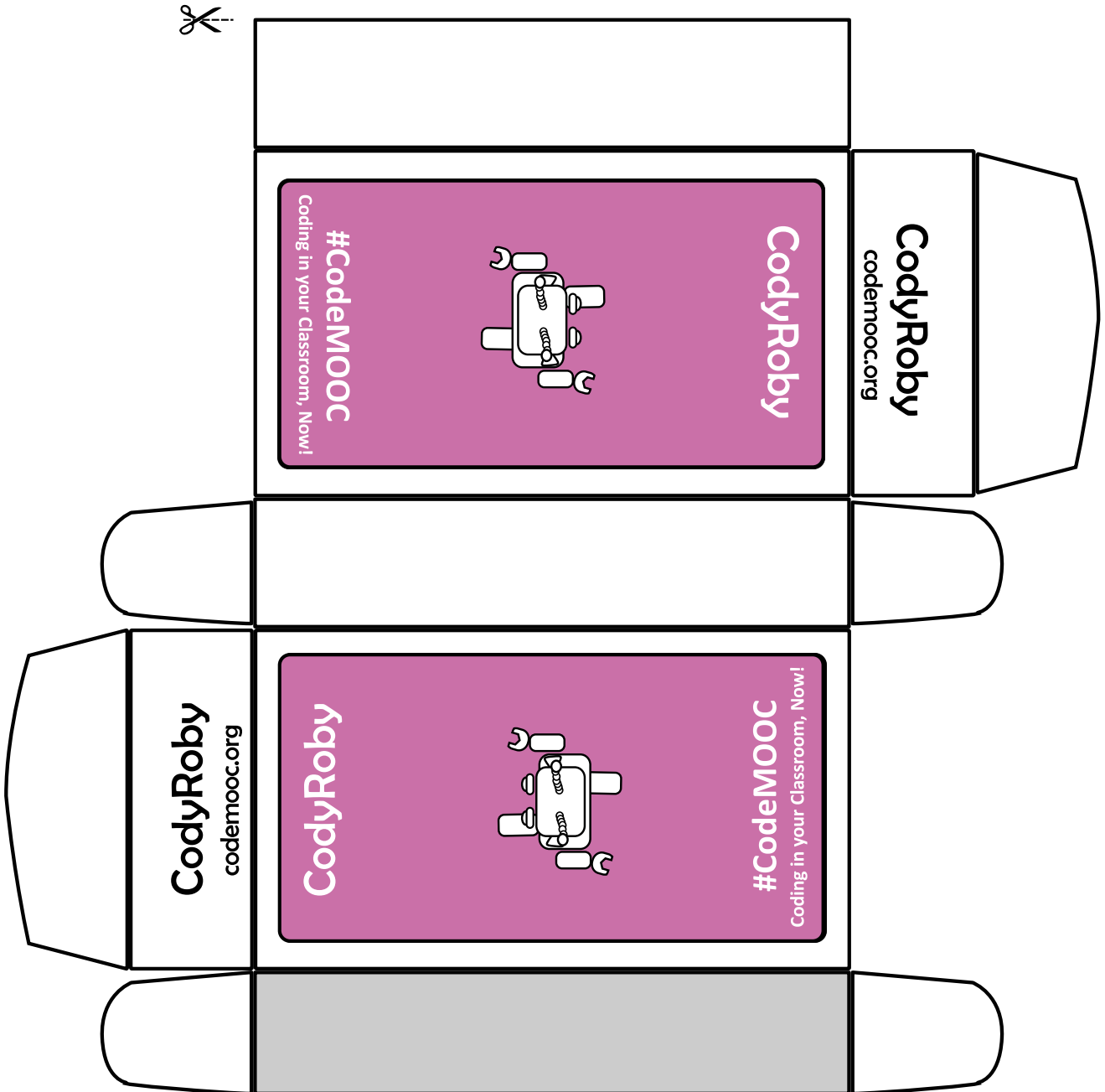
Scacchiera



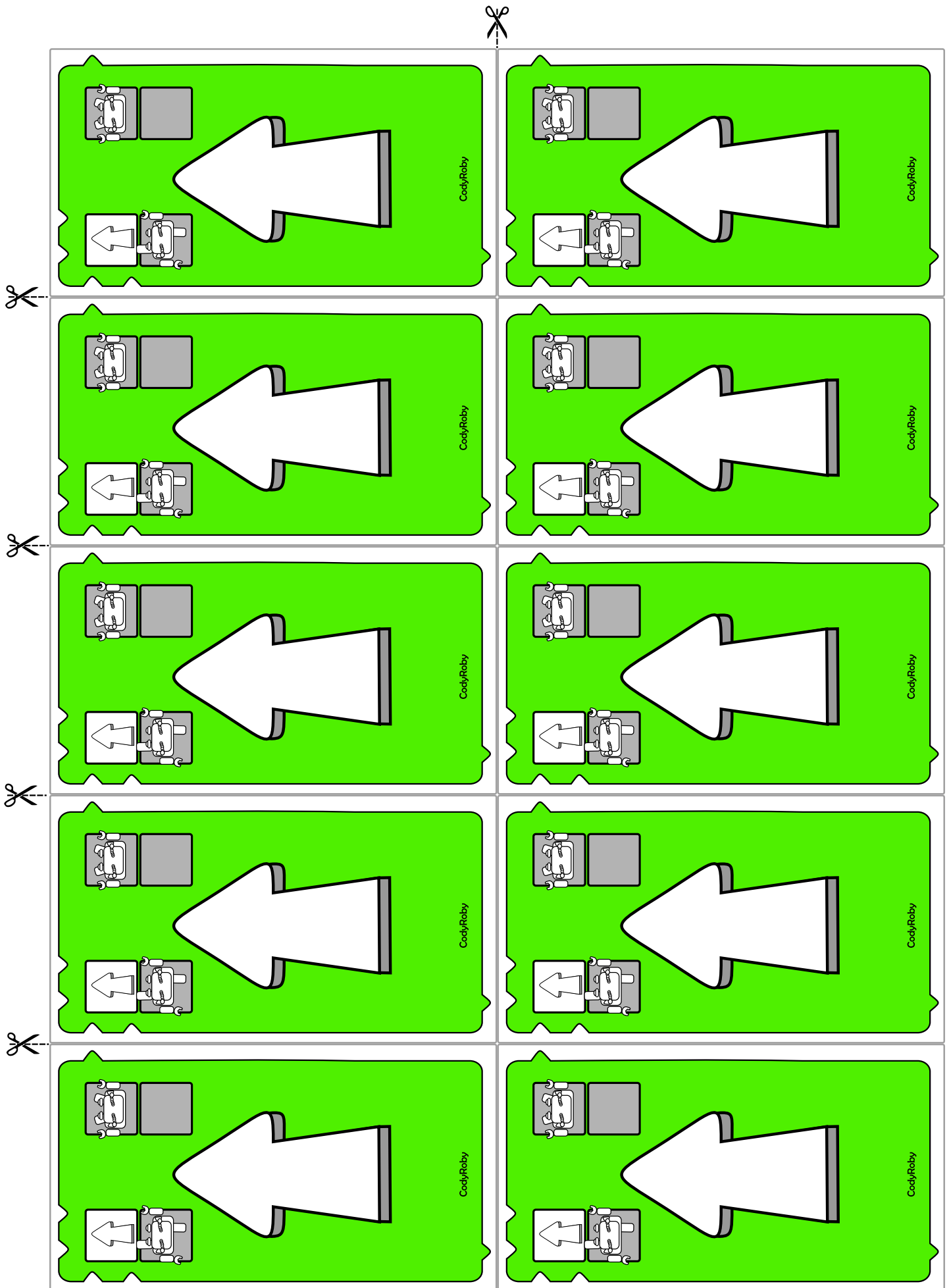
This work by Alessandro Bogliolo is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>).
Permissions beyond the scope of this license may be available at <http://codemooc.org/codyroby/>.

VIDEO TUTORIAL

<http://codemooc.org/codyroby/>

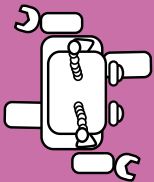


Carte Vai Avanti



This work by Alessandro Bogliolo is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>).
Permissions beyond the scope of this license may be available at <http://codemooc.org/codyrobby/>.

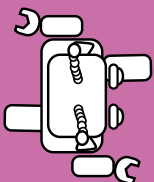
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

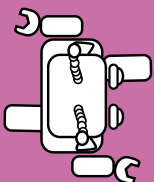
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

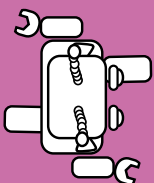
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

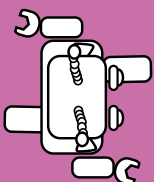
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

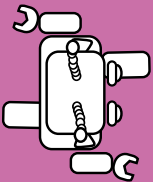
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

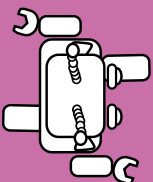
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

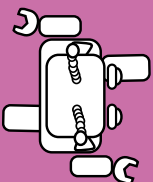
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

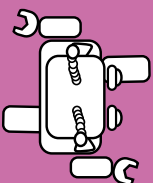
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

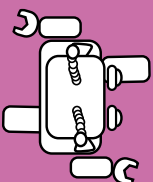
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

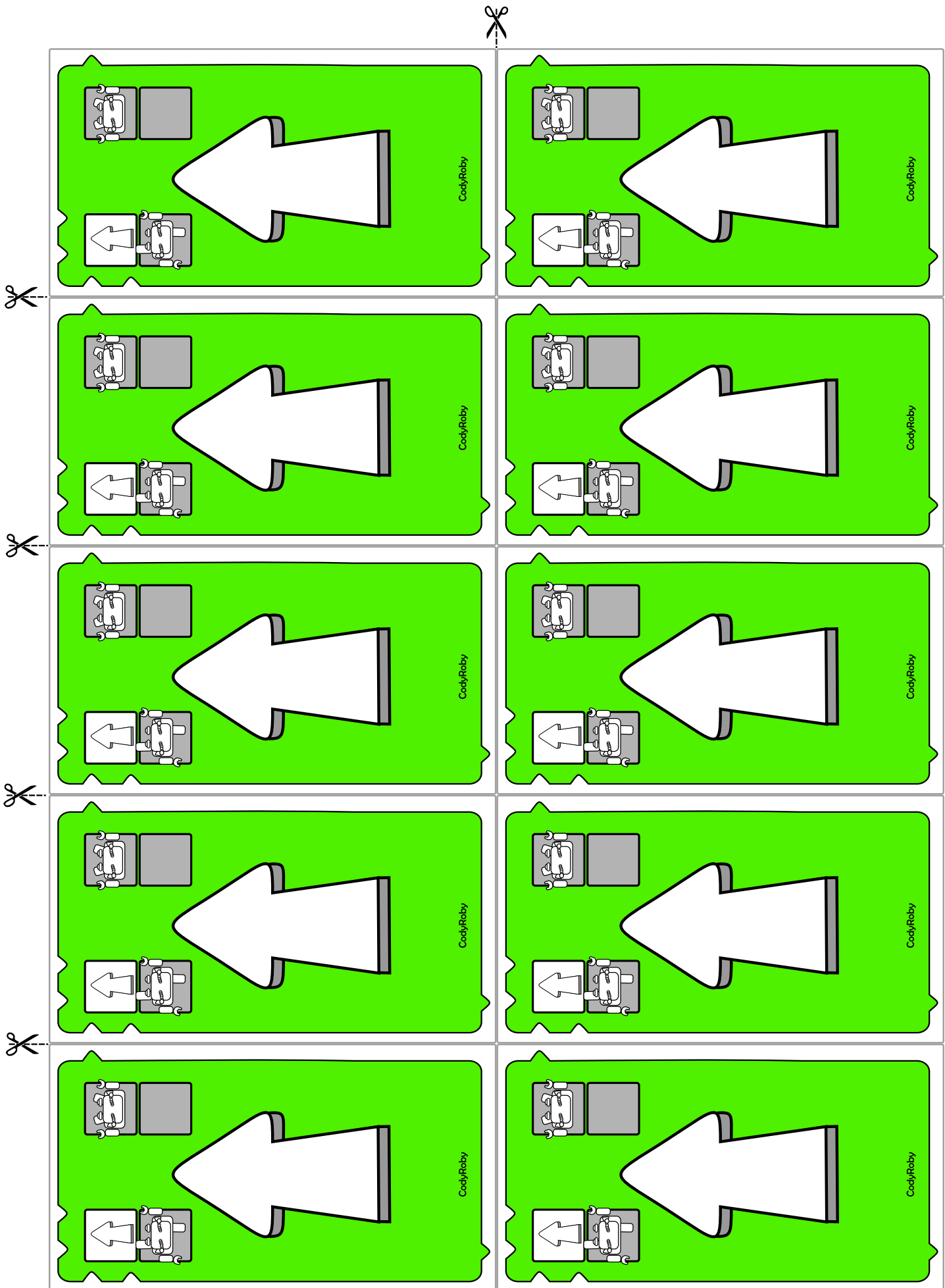
CodyRoby



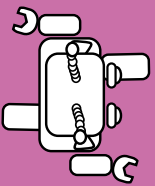
#CodeMOOC

Coding in your Classroom, Now!

Carte Vai Avanti



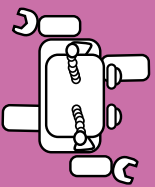
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

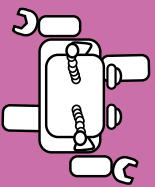
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

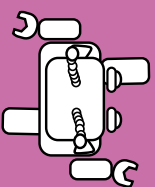
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

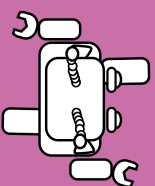
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

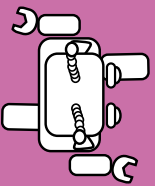
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

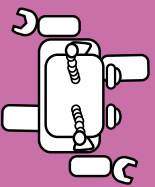
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

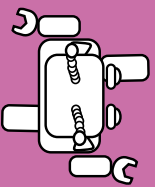
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

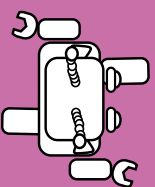
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

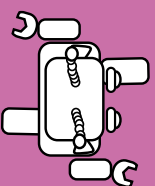
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

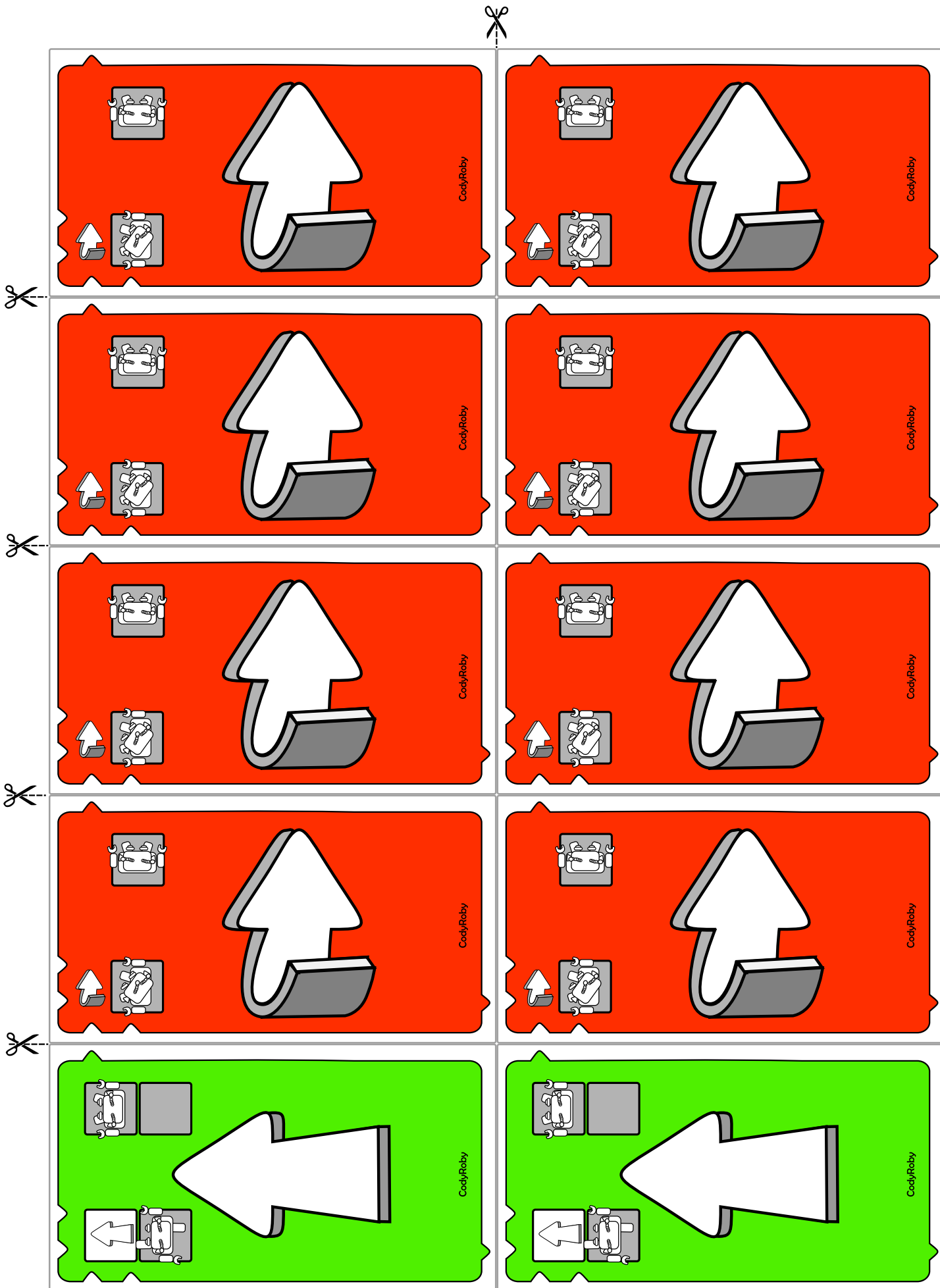
CodyRoby



#CodeMOOC

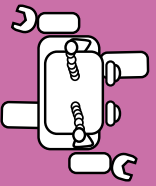
Coding in your Classroom, Now!

Carte Girati a Destra



This work by Alessandro Bogliolo is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>). Permissions beyond the scope of this license may be available at <http://codemoo.org/codyroby/>.

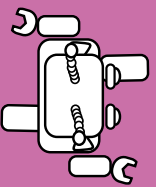
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

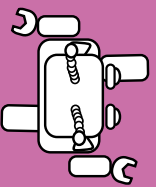
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

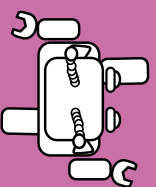
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

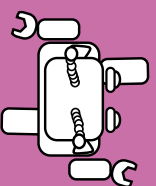
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

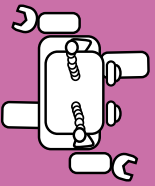
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

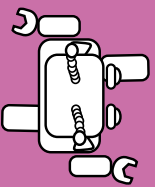
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

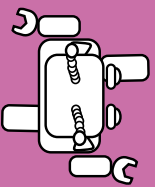
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

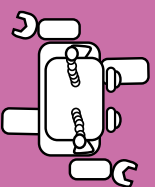
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

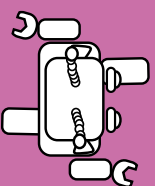
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

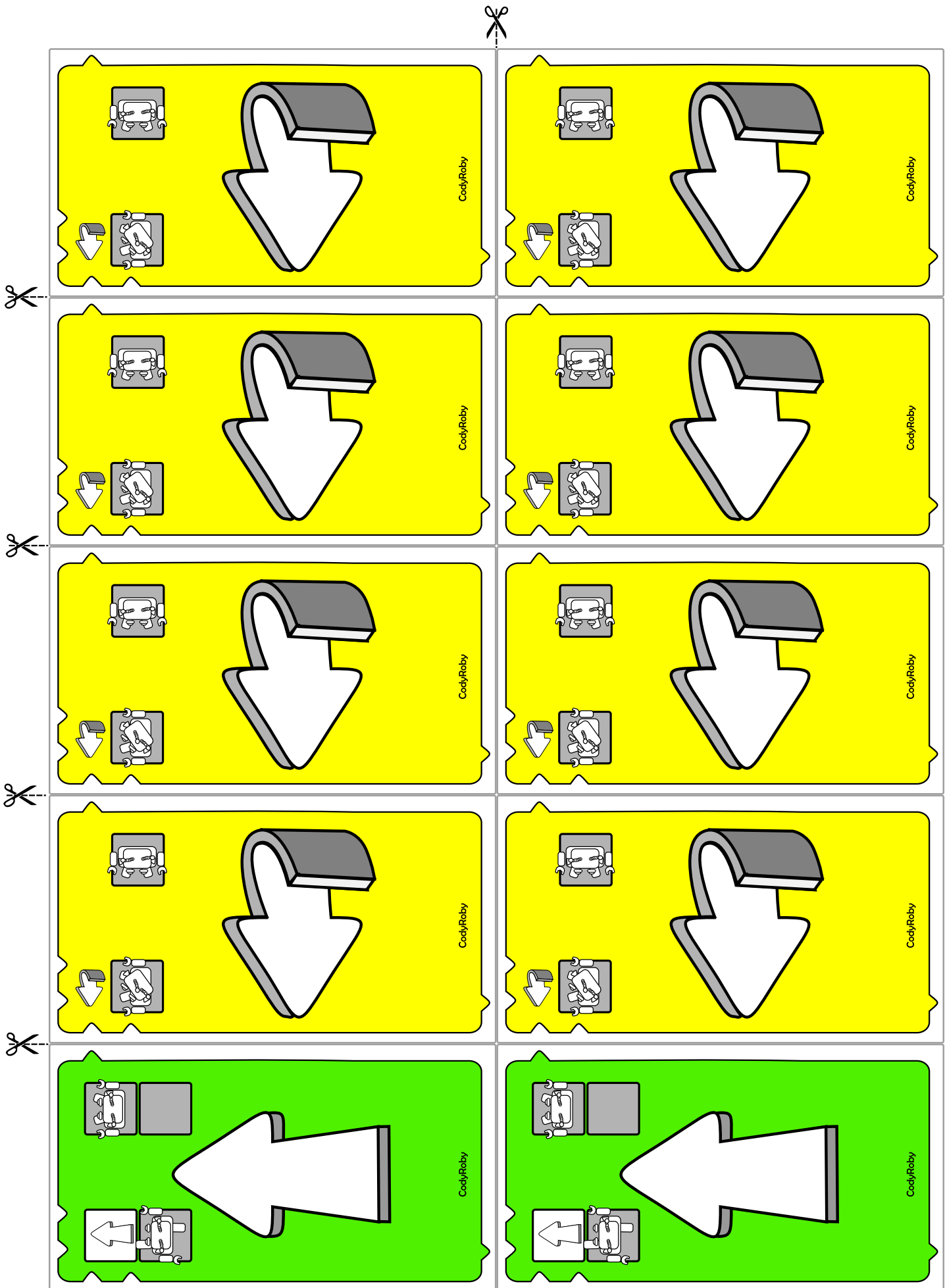
CodyRoby



#CodeMOOC

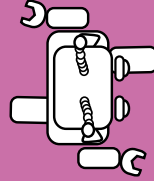
Coding in your Classroom, Now!

Carte Girati a Sinistra



This work by Alessandro Bogliolo is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>).
Permissions beyond the scope of this license may be available at <http://codemoo.org/codyroby/>.

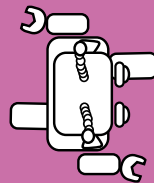
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

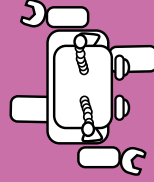
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

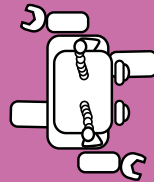
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

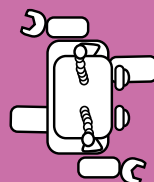
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

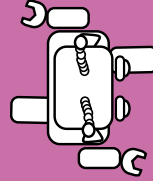
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

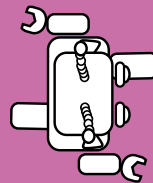
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

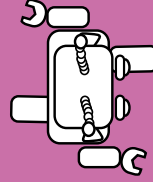
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

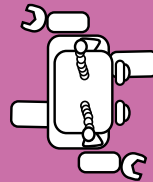
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

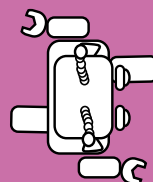
CodyRoby



#CodeMOOC

Coding in your Classroom, Now!

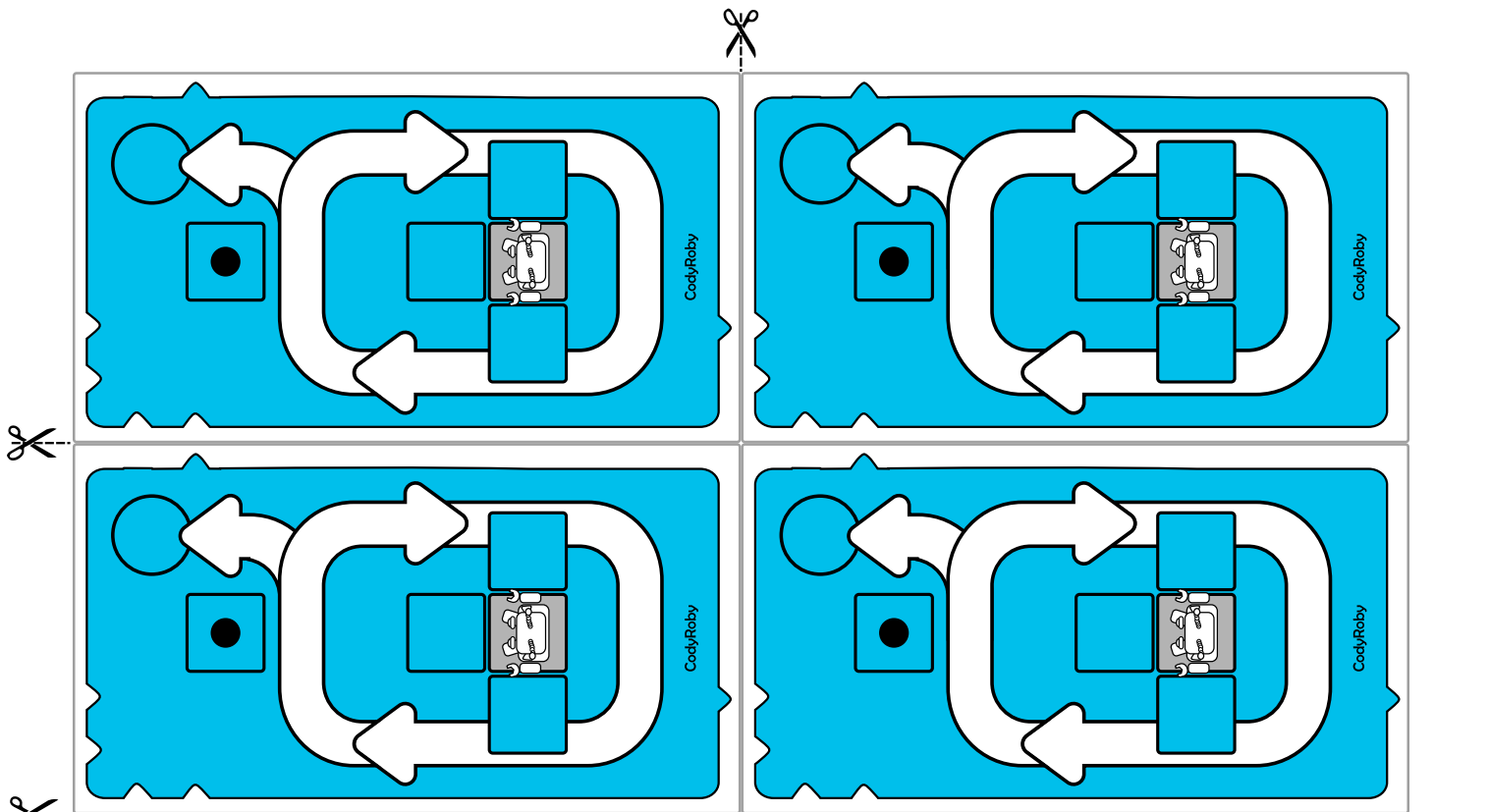
CodyRoby



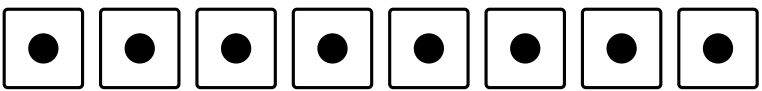
#CodeMOOC

Coding in your Classroom, Now!

Carte Speciali



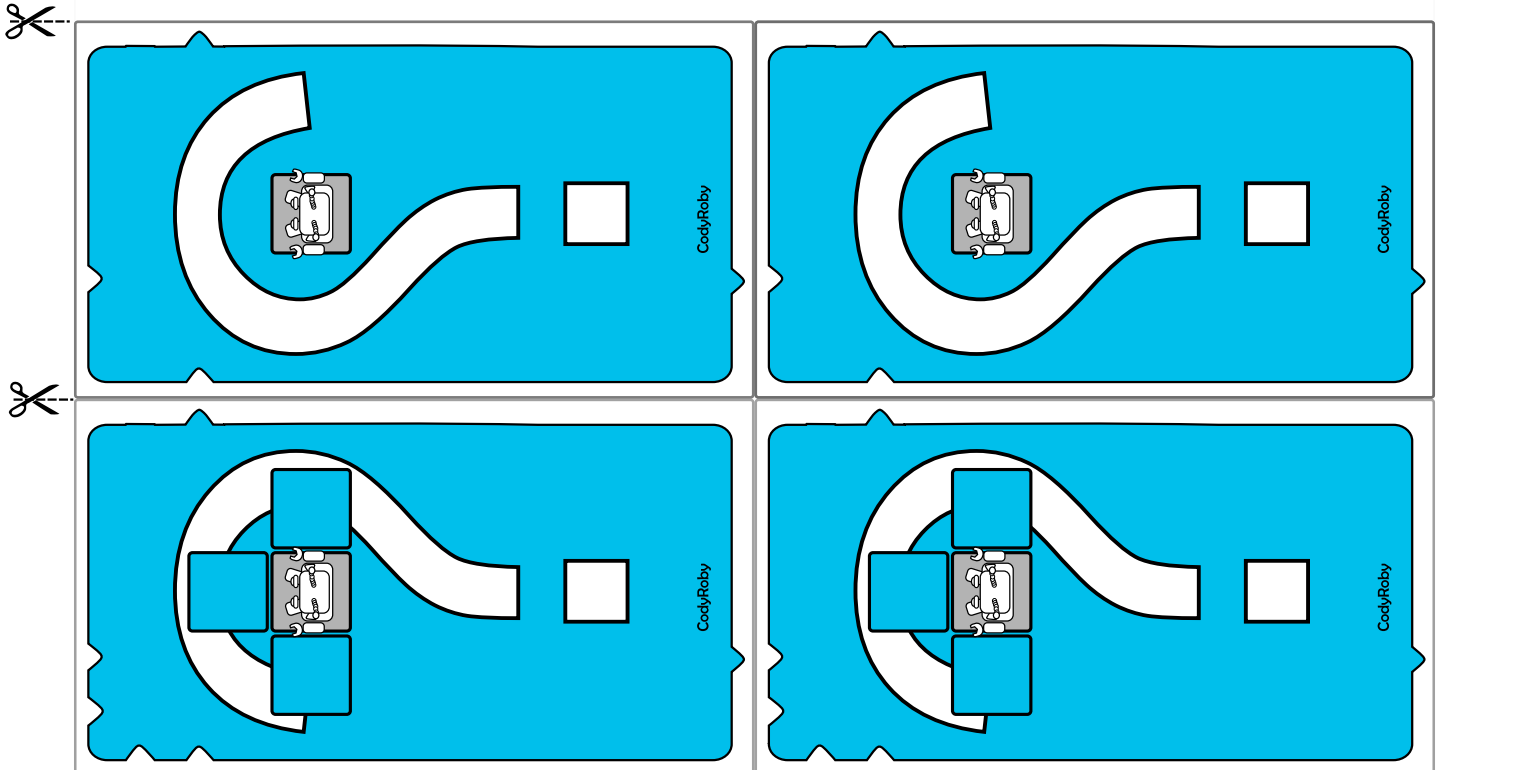
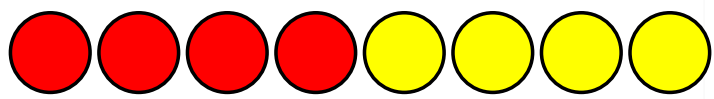
Unità di conteggio da appoggiare sopra alla carta per indicare le ripetizioni desiderate.



Sensori da inserire davanti, a sinistra o a destra di Roby per ripetere il ciclo finchè c'è strada davanti, a sinistra, o a destra.



Target da inserire nella scacchiera e sulla carta per indicare la condizione di terminazione.



This work by Alessandro Bogliolo is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License (<http://creativecommons.org/licenses/by-sa/4.0/>).
 Permissions beyond the scope of this license may be available at <http://codemoooc.org/codyroby/>.

CodyRoby

Blocco di ripetizione, che può essere usato per ripetere istruzioni un numero prefissato di volte (indicate dalle unità poste sulla carta), finchè c'è strada (rivelata dal sensore), o finchè non si raggiunge un target (posto sulla scacchiera e sulla carta).

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco di ripetizione, che può essere usato per ripetere istruzioni un numero prefissato di volte (indicate dalle unità poste sulla carta), finchè c'è strada (rivelata dal sensore), o finchè non si raggiunge un target (posto sulla scacchiera e sulla carta).

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco altrimenti, da utilizzare insieme ad un blocco condizionale, tra le istruzioni da eseguire quando la condizione è verificata e quelle da eseguire quando non lo è.

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco condizionale. Inserire il simbolo del sensore davanti, a sinistra o a destra di Roby per verificare se c'è strada davanti, a sinistra o a destra.

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco di ripetizione, che può essere usato per ripetere istruzioni un numero prefissato di volte (indicate dalle unità poste sulla carta), finchè c'è strada (rivelata dal sensore), o finchè non si raggiunge un target (posto sulla scacchiera e sulla carta).

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco di ripetizione, che può essere usato per ripetere istruzioni un numero prefissato di volte (indicate dalle unità poste sulla carta), finchè c'è strada (rivelata dal sensore), o finchè non si raggiunge un target (posto sulla scacchiera e sulla carta).

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco altrimenti, da utilizzare insieme ad un blocco condizionale, tra le istruzioni da eseguire quando la condizione è verificata e quelle da eseguire quando non lo è.

#CodeMOOC

Coding in your Classroom, Now!

CodyRoby

Blocco condizionale. Inserire il simbolo del sensore davanti, a sinistra o a destra di Roby per verificare se c'è strada davanti, a sinistra o a destra.

#CodeMOOC

Coding in your Classroom, Now!