**Activité math espace : programmer  Beebot**

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Colle des animaux sur la grille et programme Beebot pour rencontrer chacun d'eux.

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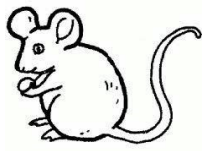
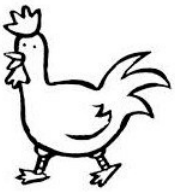
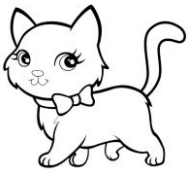
|  | | |  |  |

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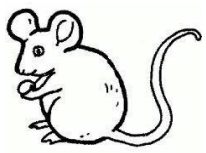
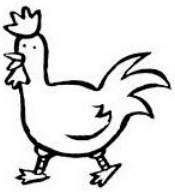
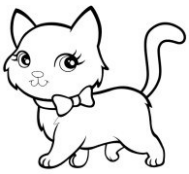
|  | | |  |  |

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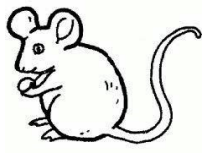
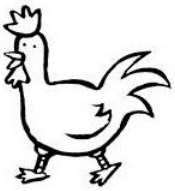
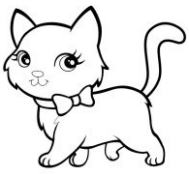
|  | | |  |  |

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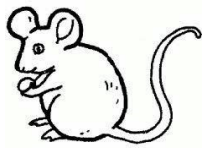
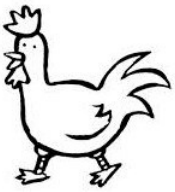
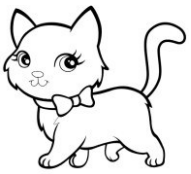
|  | | |  |  |