

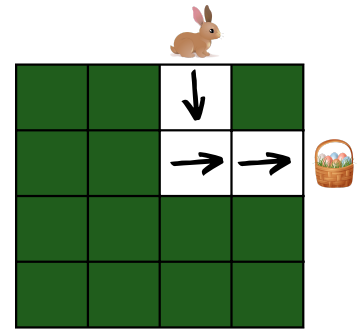


Secretaria Regional
de Educação, Ciência e Tecnologia
Direção Regional de Educação

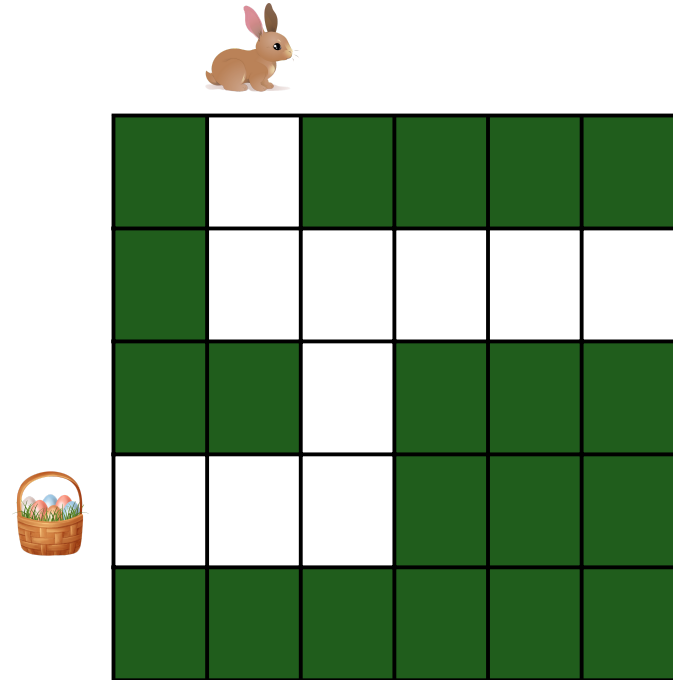
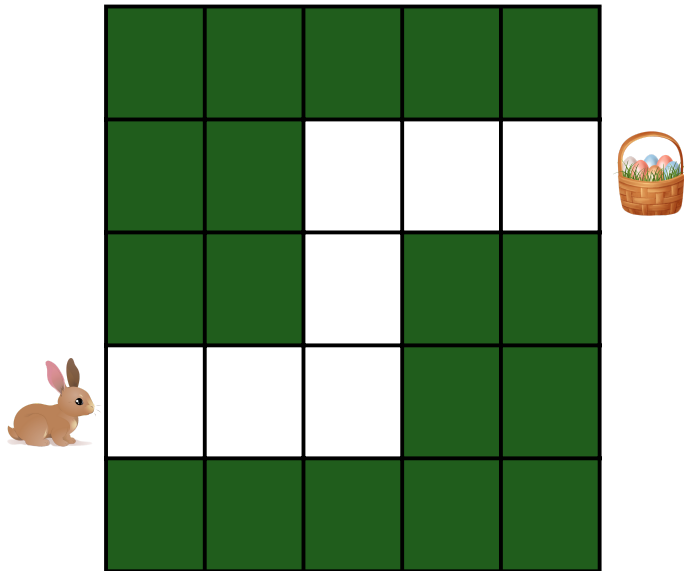
Ciências da Computação | Atividades Offline

Educação Pré-Escolar

Usa as setas e ajuda o coelho a chegar ao cesto.

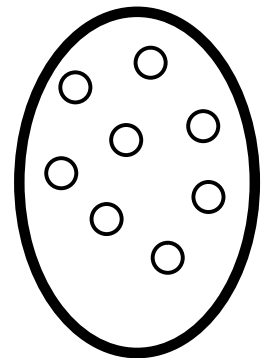
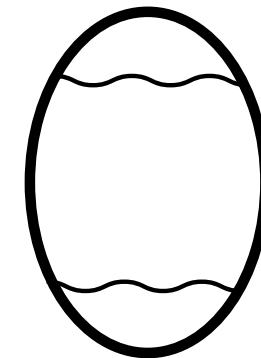
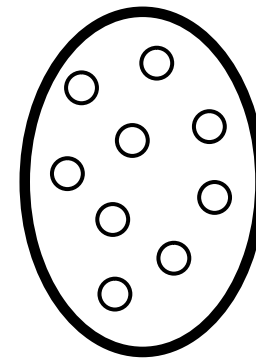
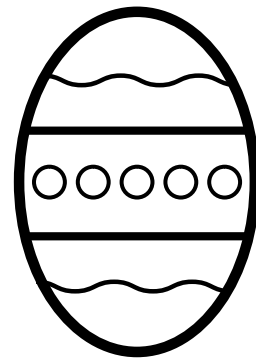
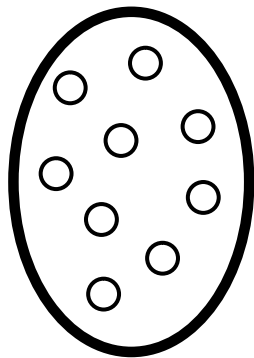
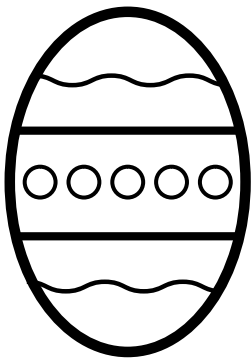
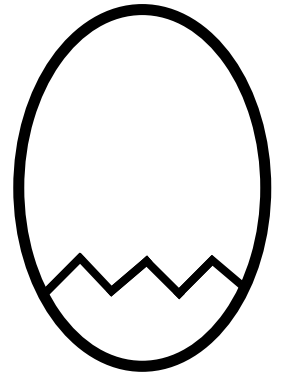
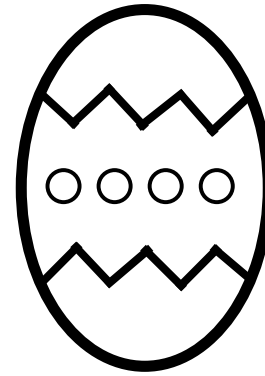
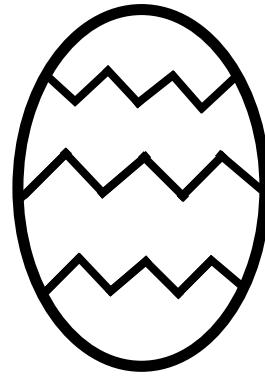
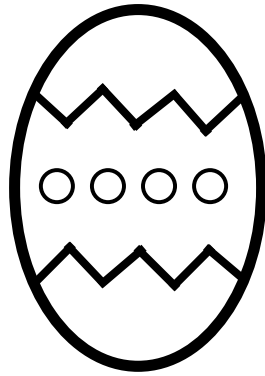
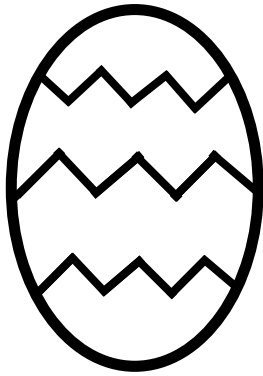
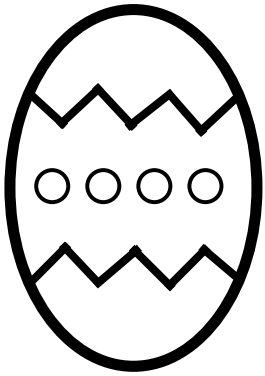


Exemplo



Algoritmo

Completa o padrão.



Padrões

0	0	0	1	0	0	0	1	0	0	0
0	0	1	0	1	0	1	0	1	0	0
0	0	1	0	1	0	1	0	1	0	0
0	0	1	0	1	1	1	0	1	0	0
0	1	0	0	0	0	0	0	0	1	0
0	1	0	0	1	0	1	0	0	1	0
0	1	0	0	0	0	0	0	0	1	0
0	1	0	2	0	1	0	2	0	1	0
0	1	0	0	0	0	0	0	0	1	0
0	0	1	1	1	1	1	1	1	0	0

Pinta as quadrículas de acordo com o seguinte código:

0 - branco

1 - preto

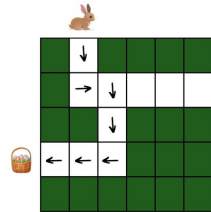
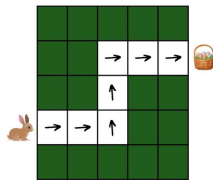
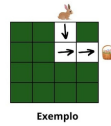
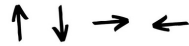
2 - rosa

Pixel Art

Soluções

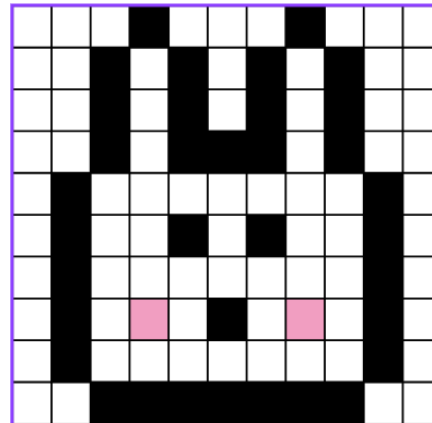
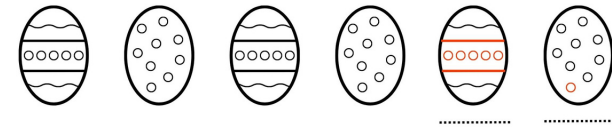
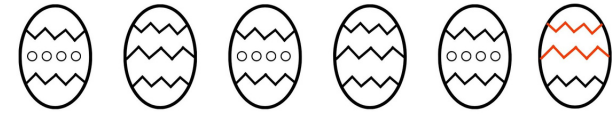
Ciências da Computação | Educação Pré-Escolar

Usa as setas e ajuda o coelho a chegar ao cesto.



Ciências da Computação | Educação Pré-Escolar

Completa o padrão.



Notas:

- O conjunto de atividades são sugestões para as crianças da Educação Pré-Escolar (grupo dos mais crescidos) e que podem servir de base para a criação de outros exercícios dentro do contexto dos conceitos das Ciências da Computação.
- Em caso de dúvida na realização das atividades e até na verificação de algum erro, não hesite em contactar-nos.

