

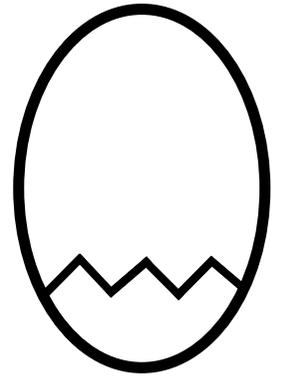
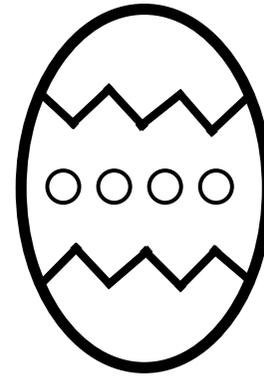
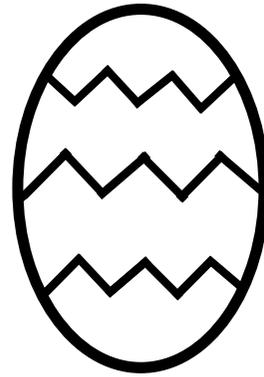
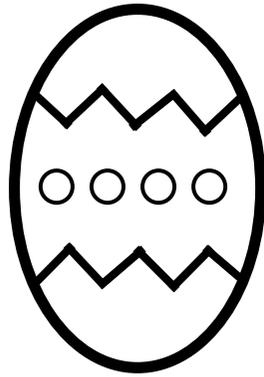
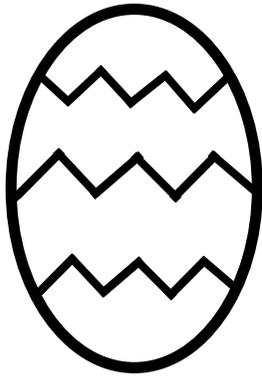
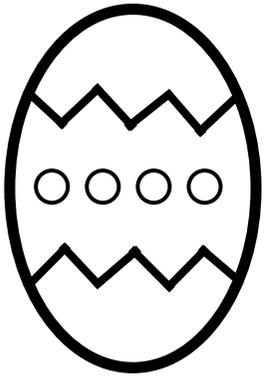


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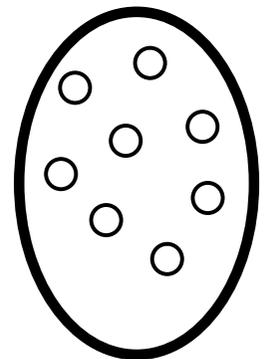
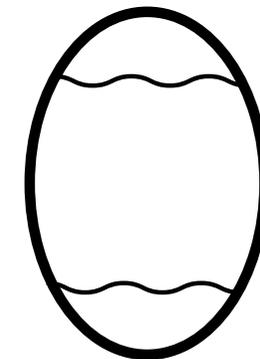
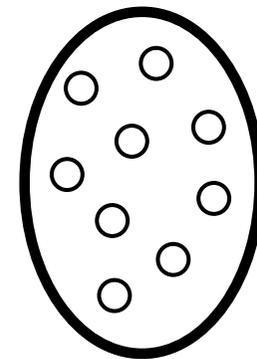
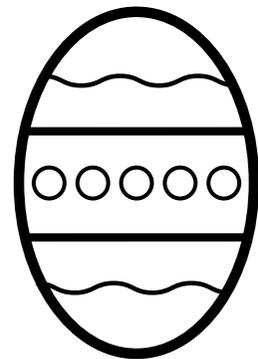
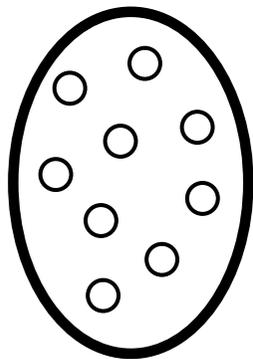
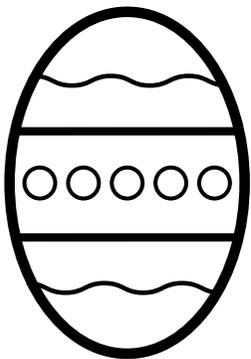
Ciências da Computação | Atividades Offline

Educação Pré-Escolar

Completa o padrão.



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.....

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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

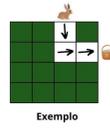
1 - preto

2 - rosa

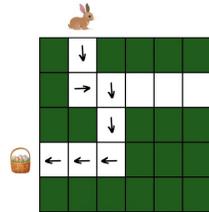
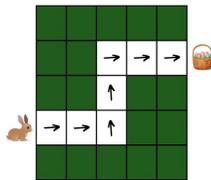
Soluções

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

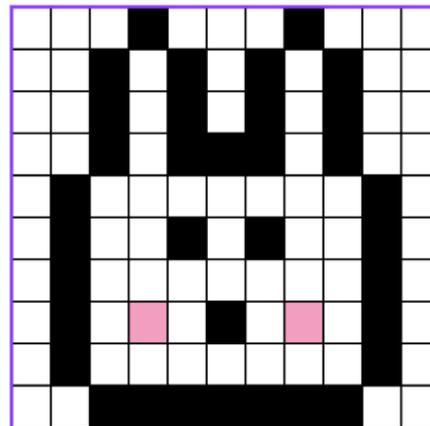
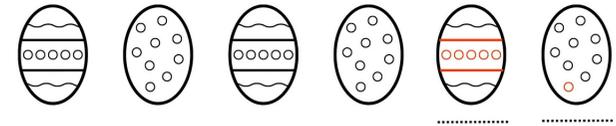
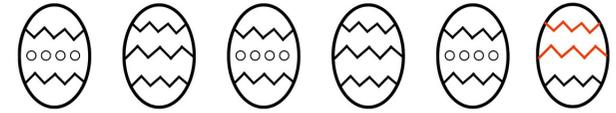


Exemplo



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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.



Ciências
da Computação