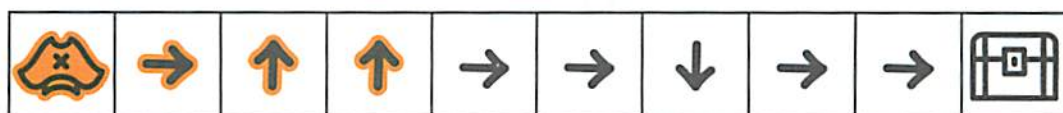
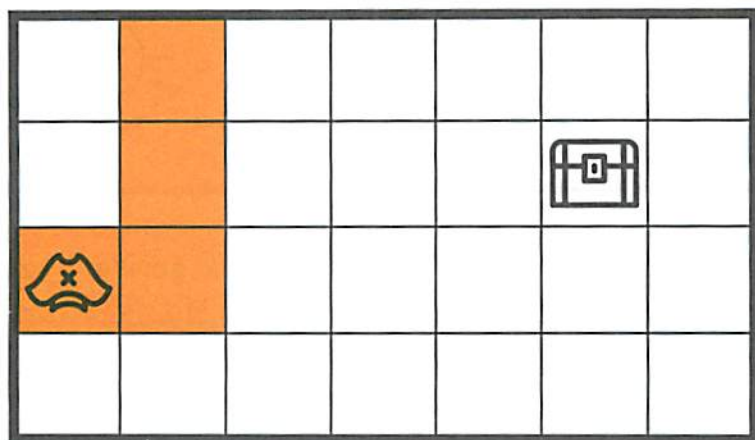


53 Se déplacer sur un quadrillage

✓ Je sais coder et décoder un déplacement sur un quadrillage.

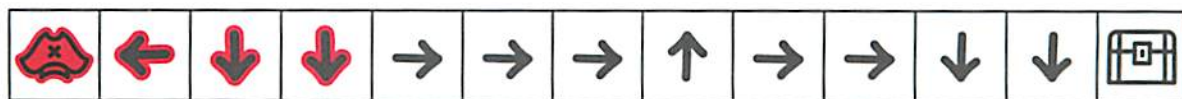
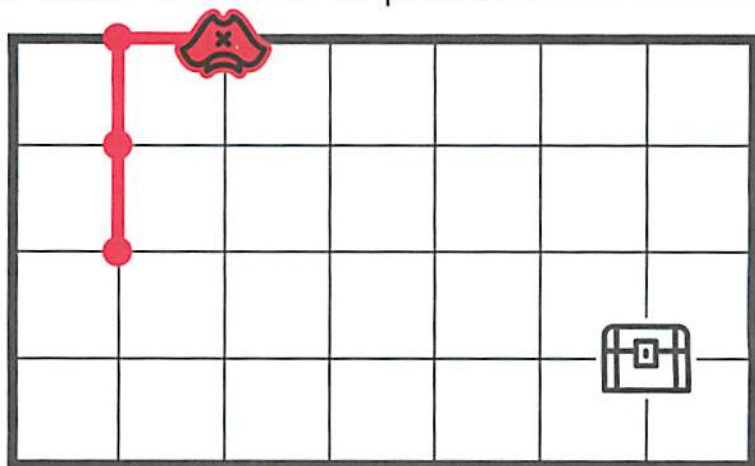
Termine de colorier le chemin du pirate.

1

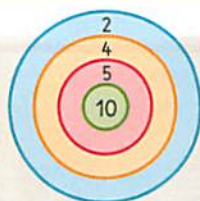
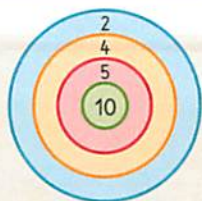


Termine de tracer le chemin du pirate.

2



Trouve deux solutions pour obtenir 14 points avec trois flèches.

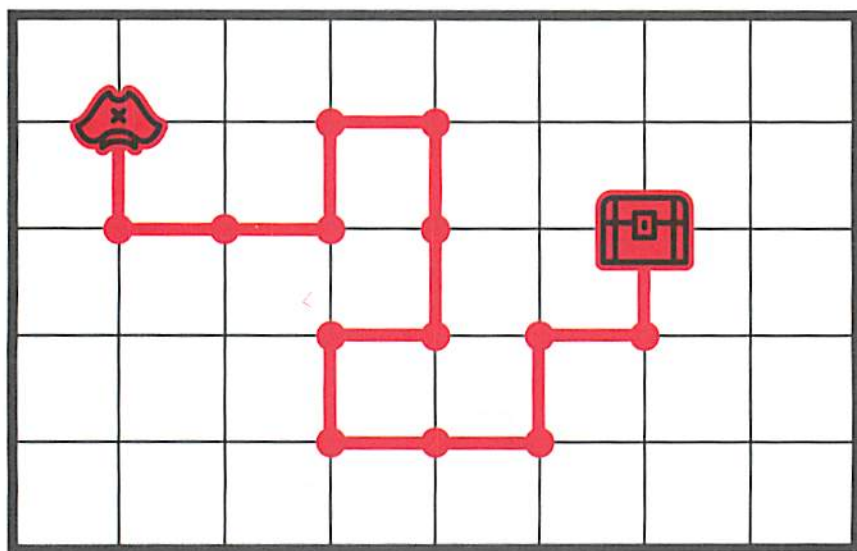


..... + + = 14

..... + + = 14

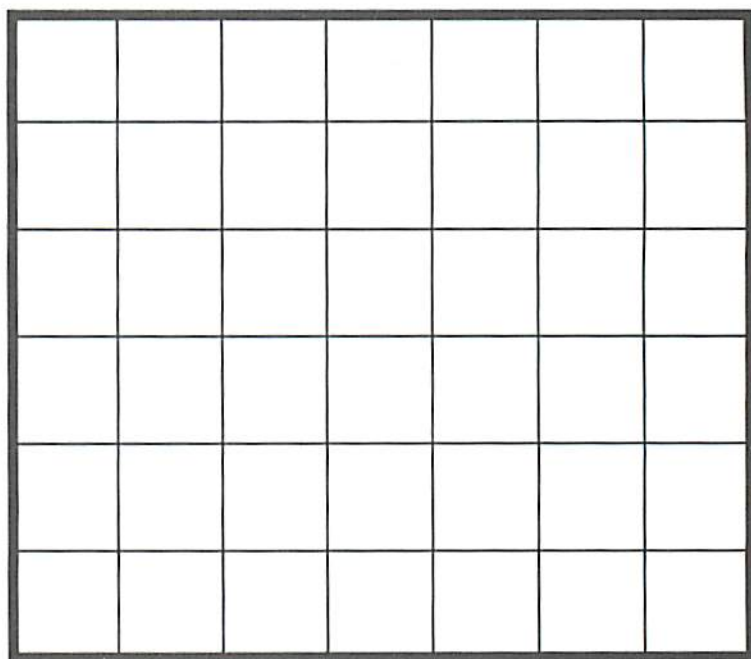
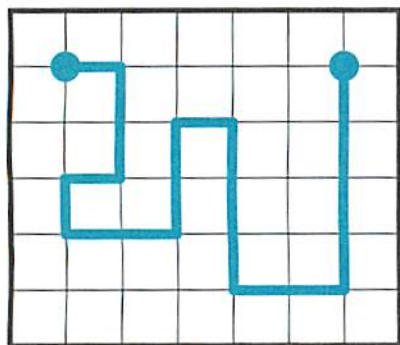
Code le trajet du pirate.

3



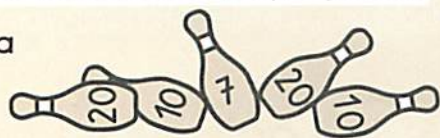
Reproduis le déplacement du pirate sur un quadrillage plus grand.

4



Calcule le score de chaque joueur.

Lola



$$\dots + \dots + \dots + \dots + \dots = \dots$$

Sami



$$\dots + \dots + \dots + \dots + \dots = \dots$$