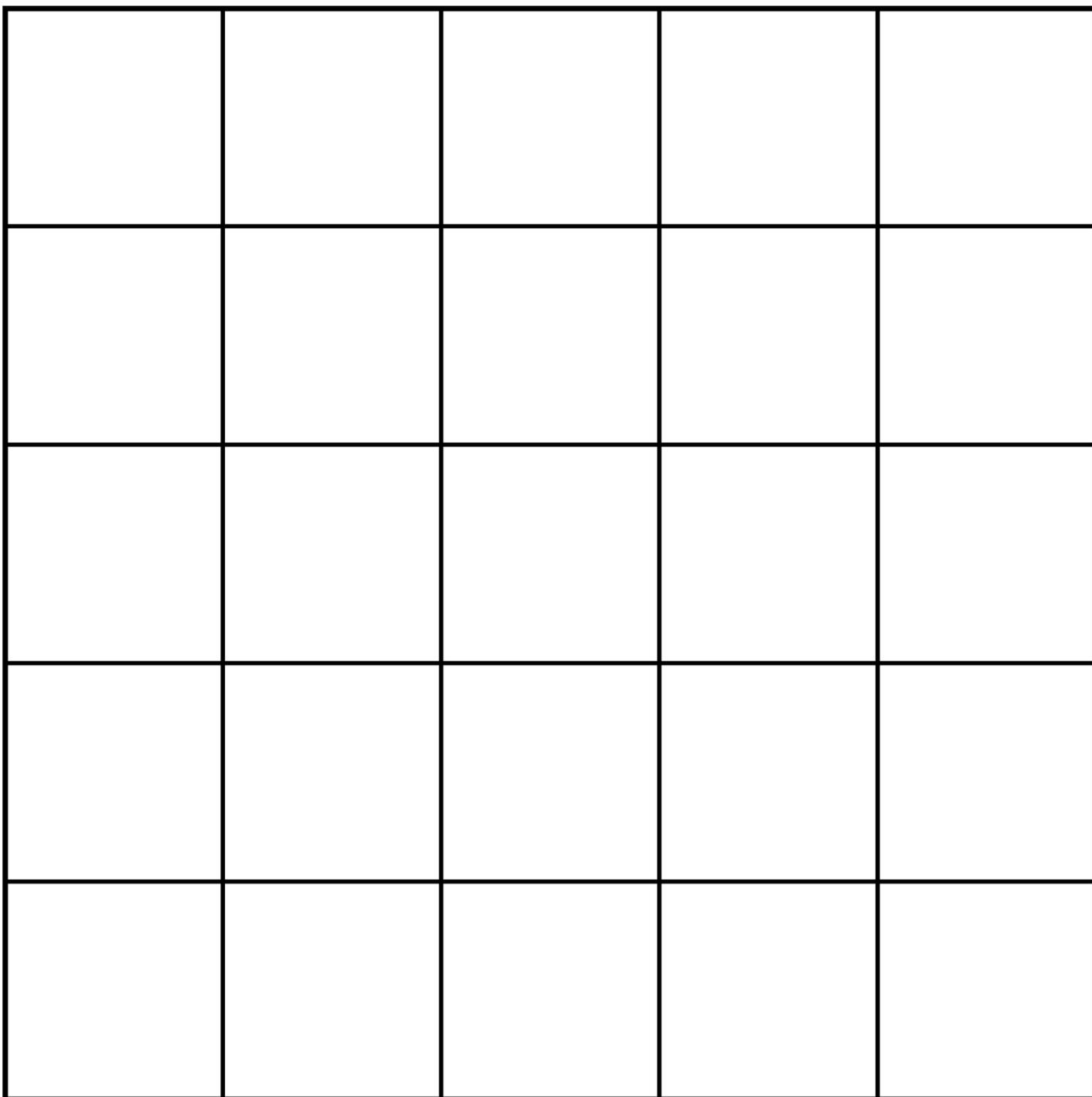
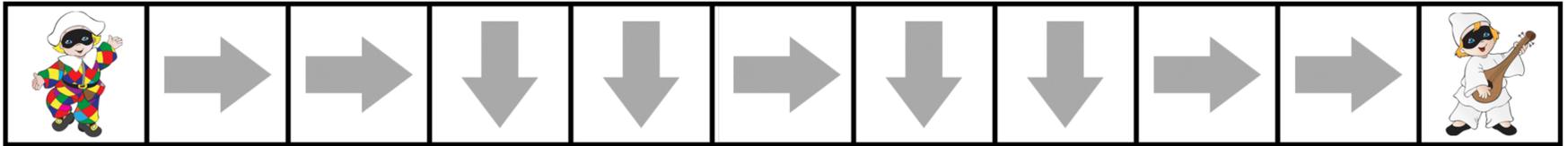


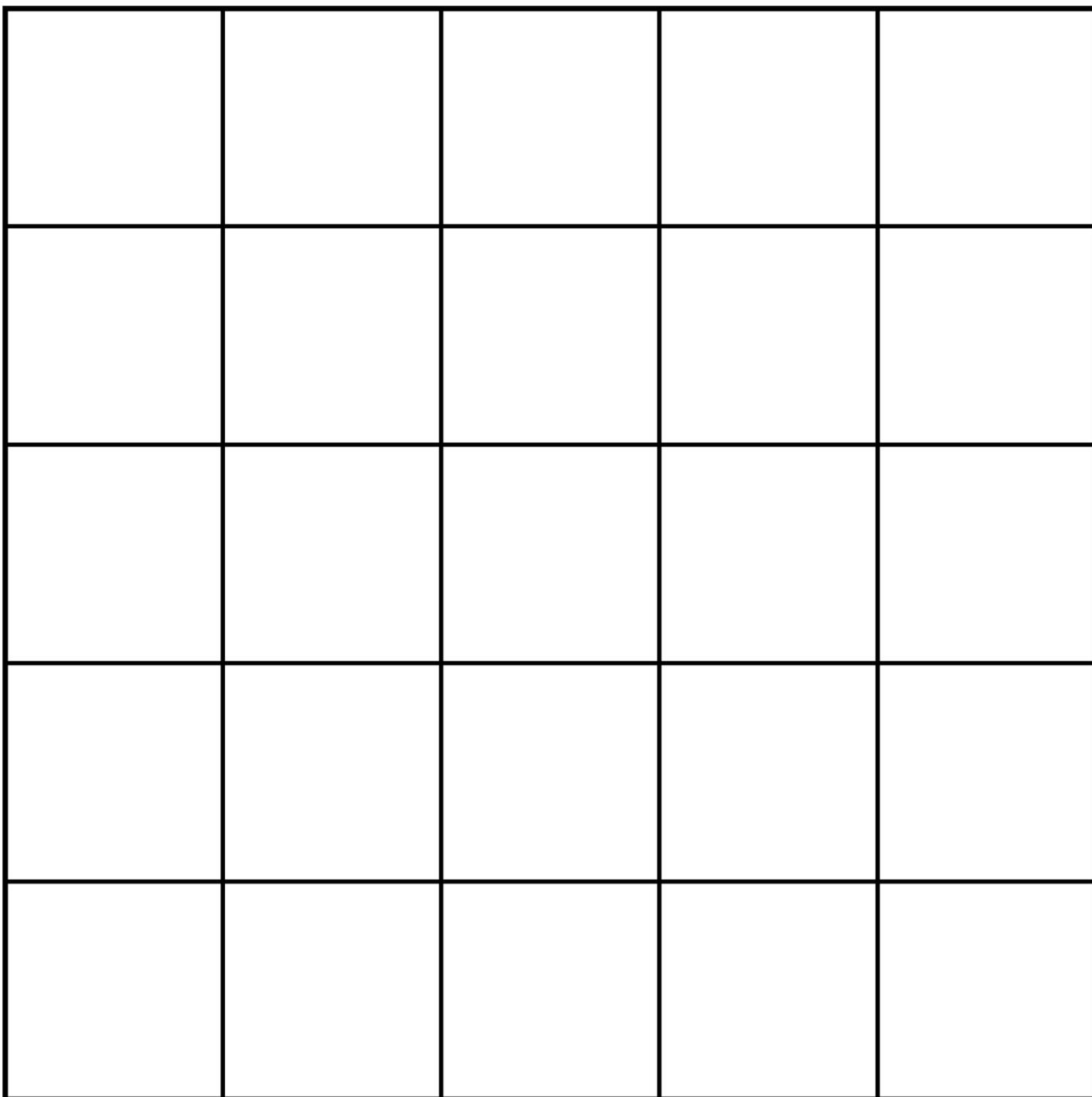
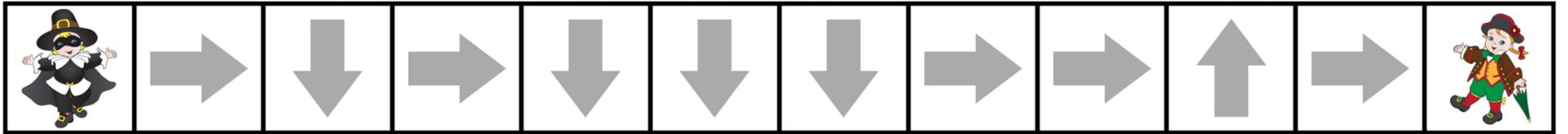
CODING - CARNEVALE

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE ARLECCHINO PER RAGGIUNGERE PULCINELLA.



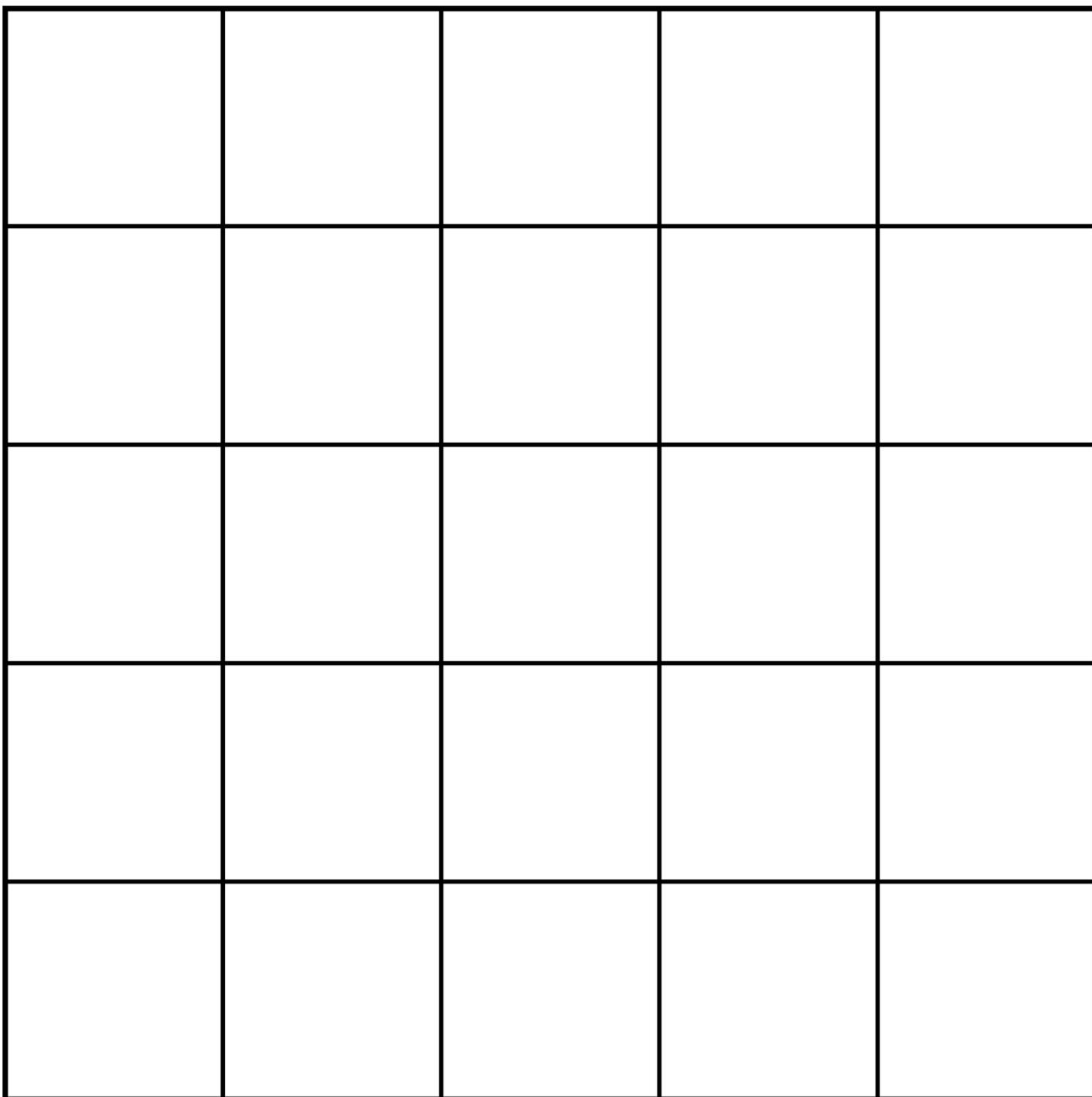
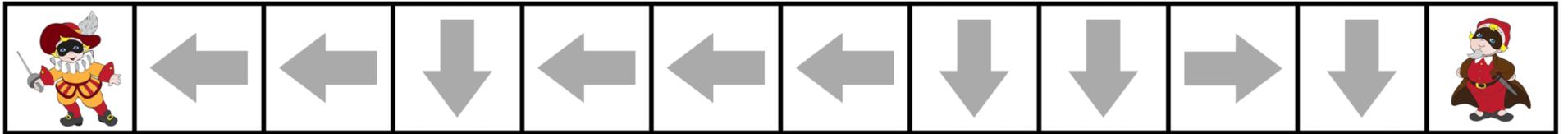
CODING - CARNEVALE

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE BALANZONE PER RAGGIUNGERE GIANDUJA.



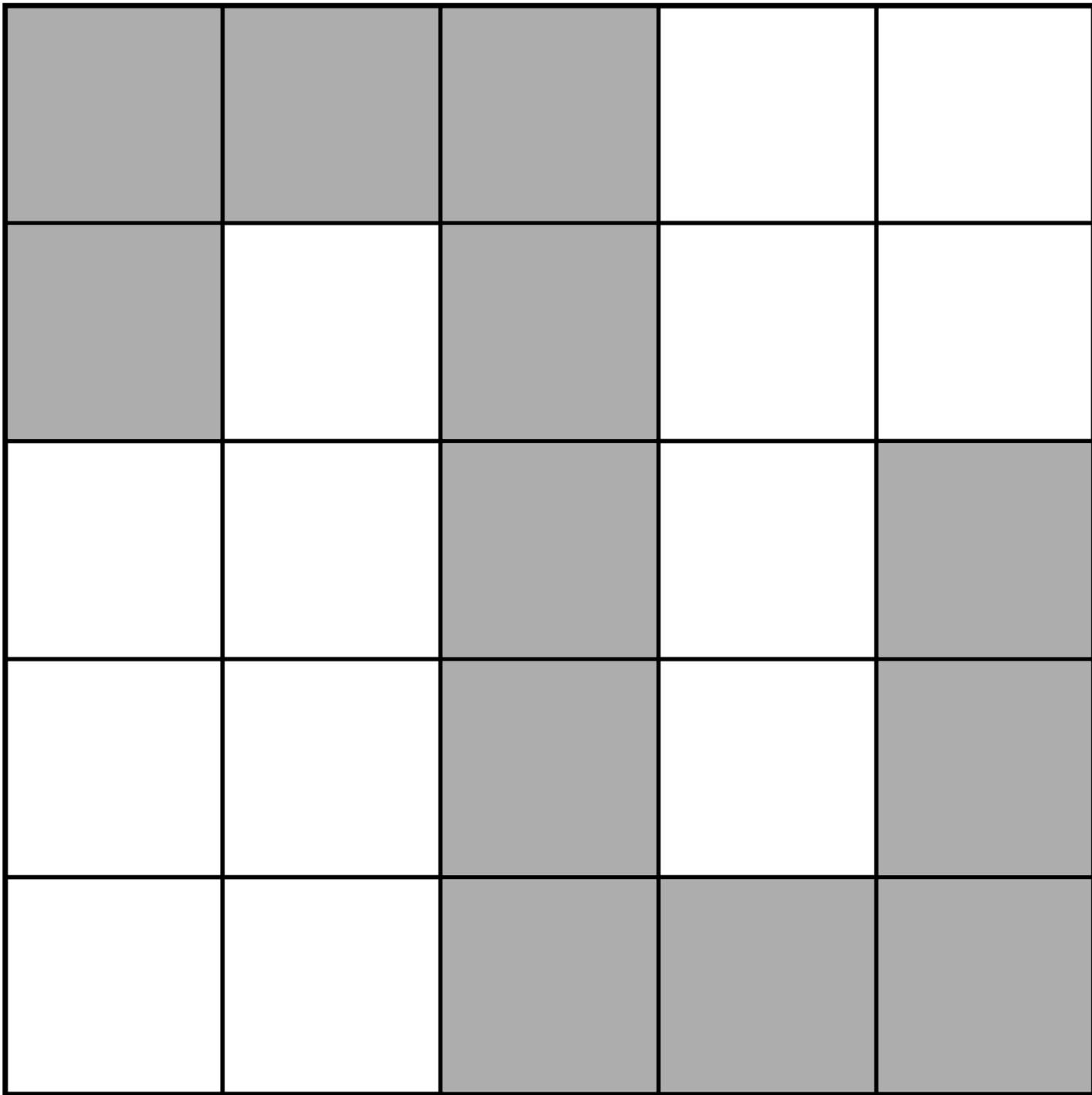
CODING - CARNEVALE

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE CAPITAN SPAVENTA PER RAGGIUNGERE PANTALONE.



CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE ARLECCHINO COMPIE PER RAGGIUNGERE COLOMBINA.

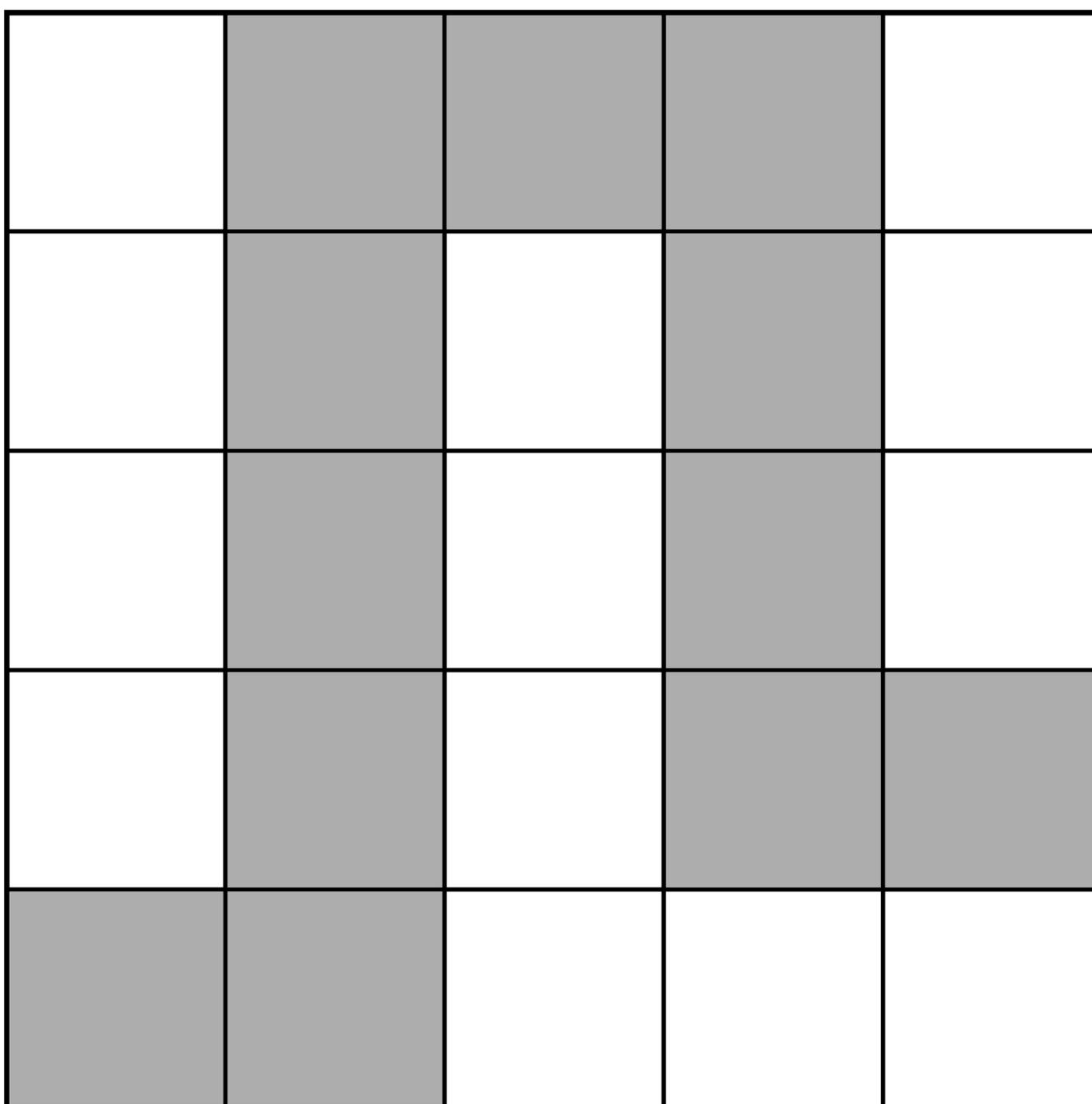


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE BALANZONE COMPIE PER RAGGIUNGERE BRIGHELLA.

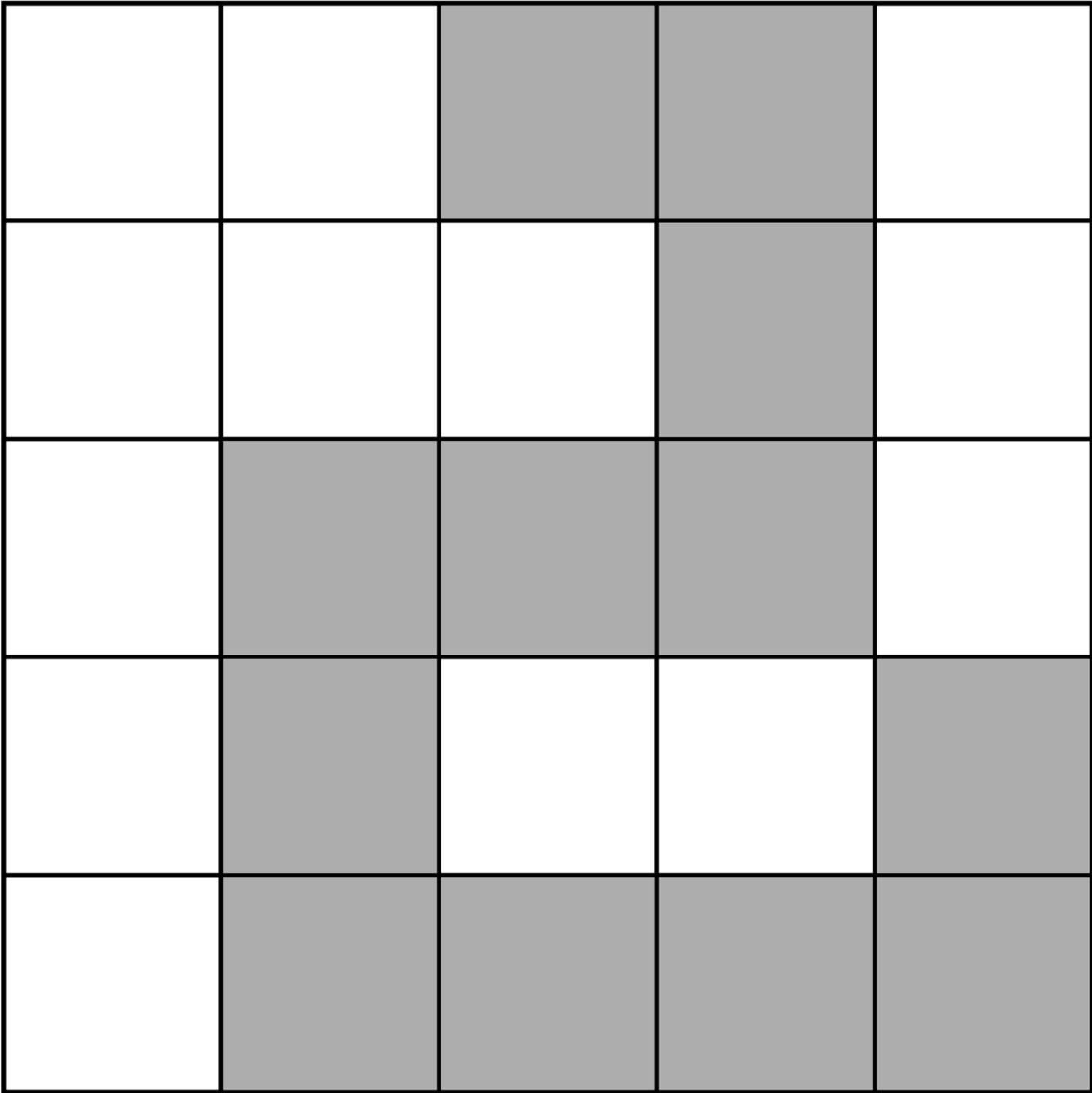


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE GIANDUJA COMPIE PER RAGGIUNGERE PANTALONE.

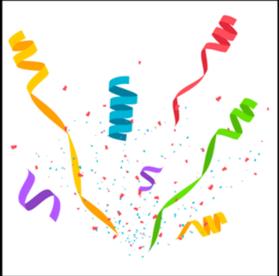
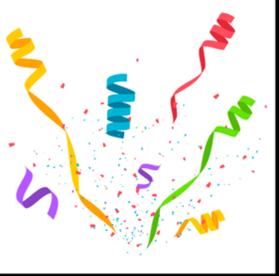
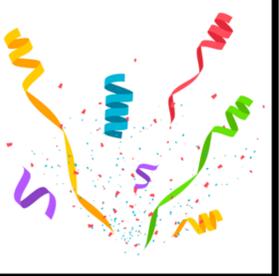
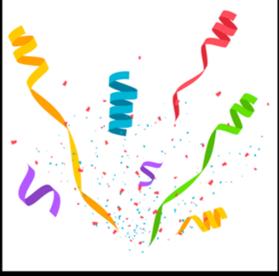
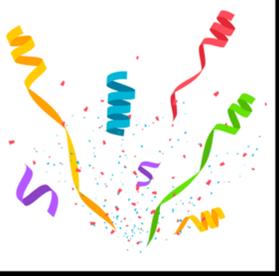
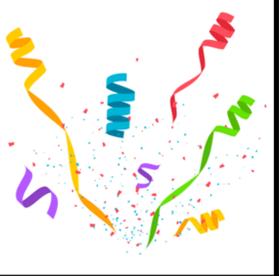
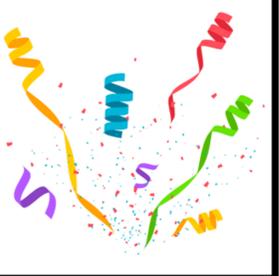
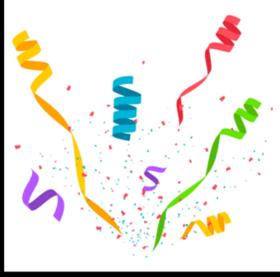
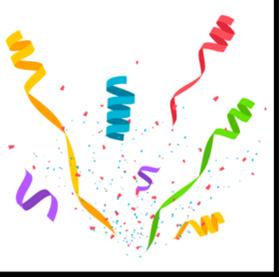


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- COLORA IL PERCORSO CHE COLOMBINA DEVE FARE PER RAGGIUNGERE PULCINELLA EVITANDO I CORIANDOLI.



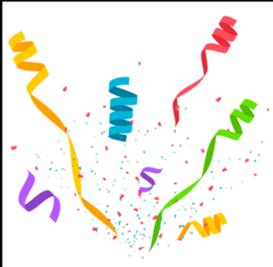
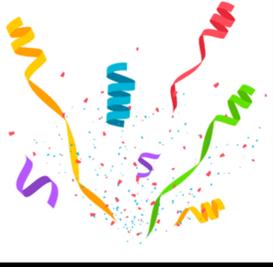
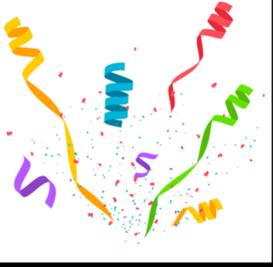
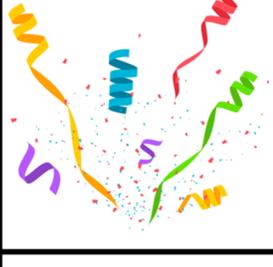
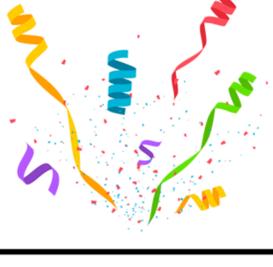
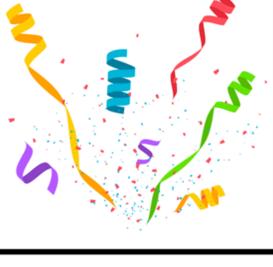
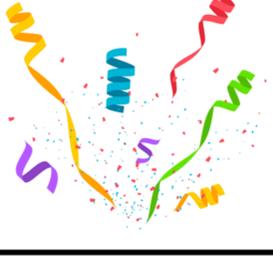
- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- COLORA IL PERCORSO CHE BRIGHELLA DEVE FARE PER RAGGIUNGERE ARLECCHINO EVITANDO I CORIANDOLI.



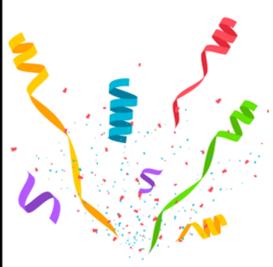
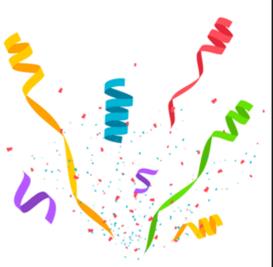
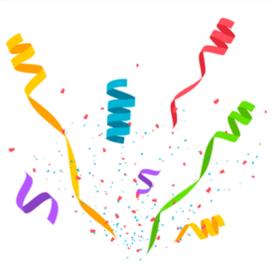
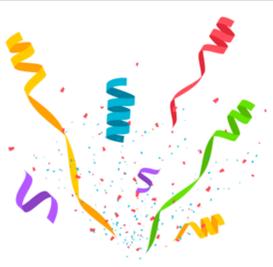
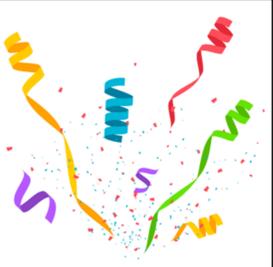
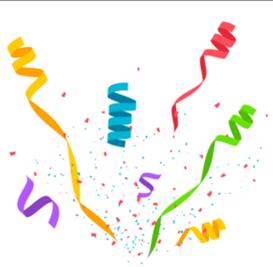


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- COLORA IL PERCORSO CHE CAPITAN SPAVENTA DEVE FARE PER RAGGIUNGERE GIANDUJA EVITANDO I CORIANDOLI.

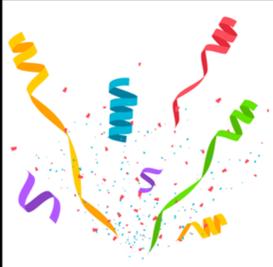
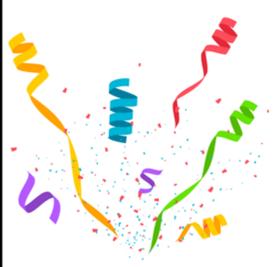
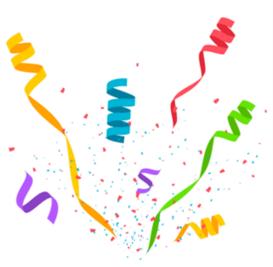
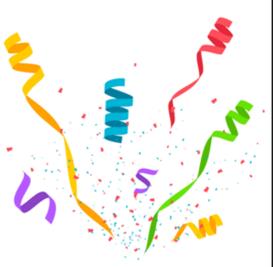
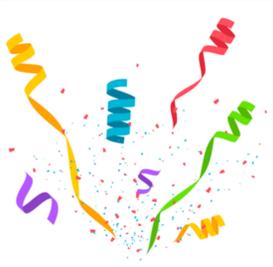
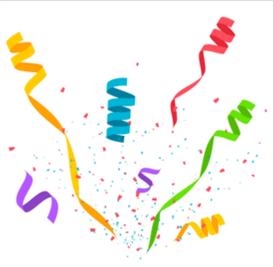
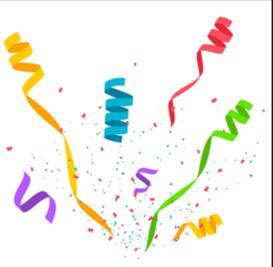
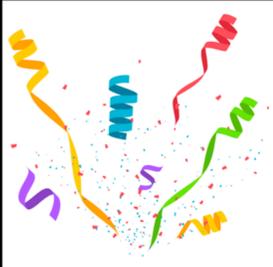
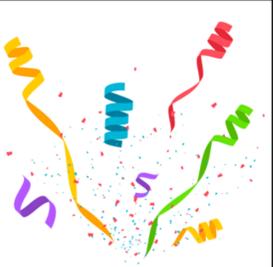


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- AIUTA PANTALONE A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE BALANZONE EVITANDO I CORIANDOLI.



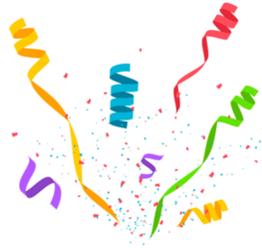
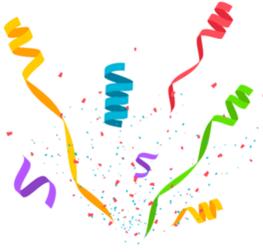
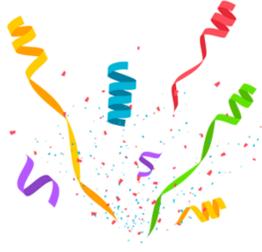
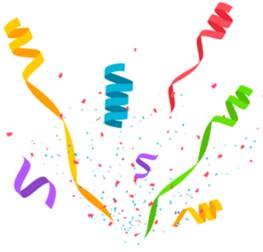
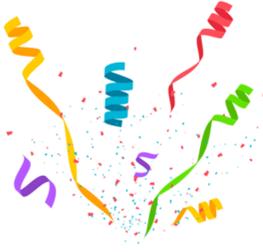
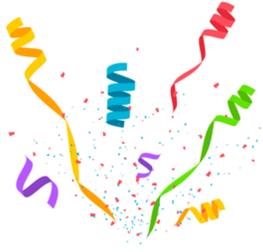
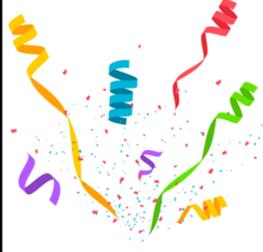
- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- AIUTA PULCINELLA A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE ARLECCHINO EVITANDO I CORIANDOLI.



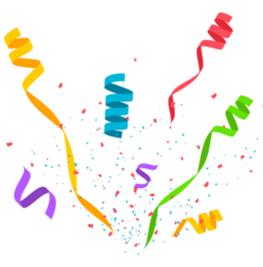
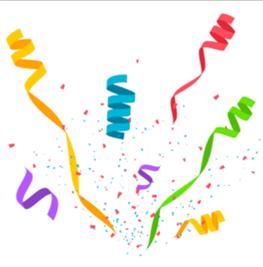
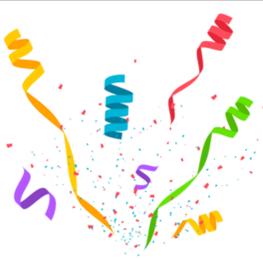


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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CODING - CARNEVALE

- AIUTA COLOMBINA A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE BRIGHELLA EVITANDO I CORIANDOLI.



- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

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