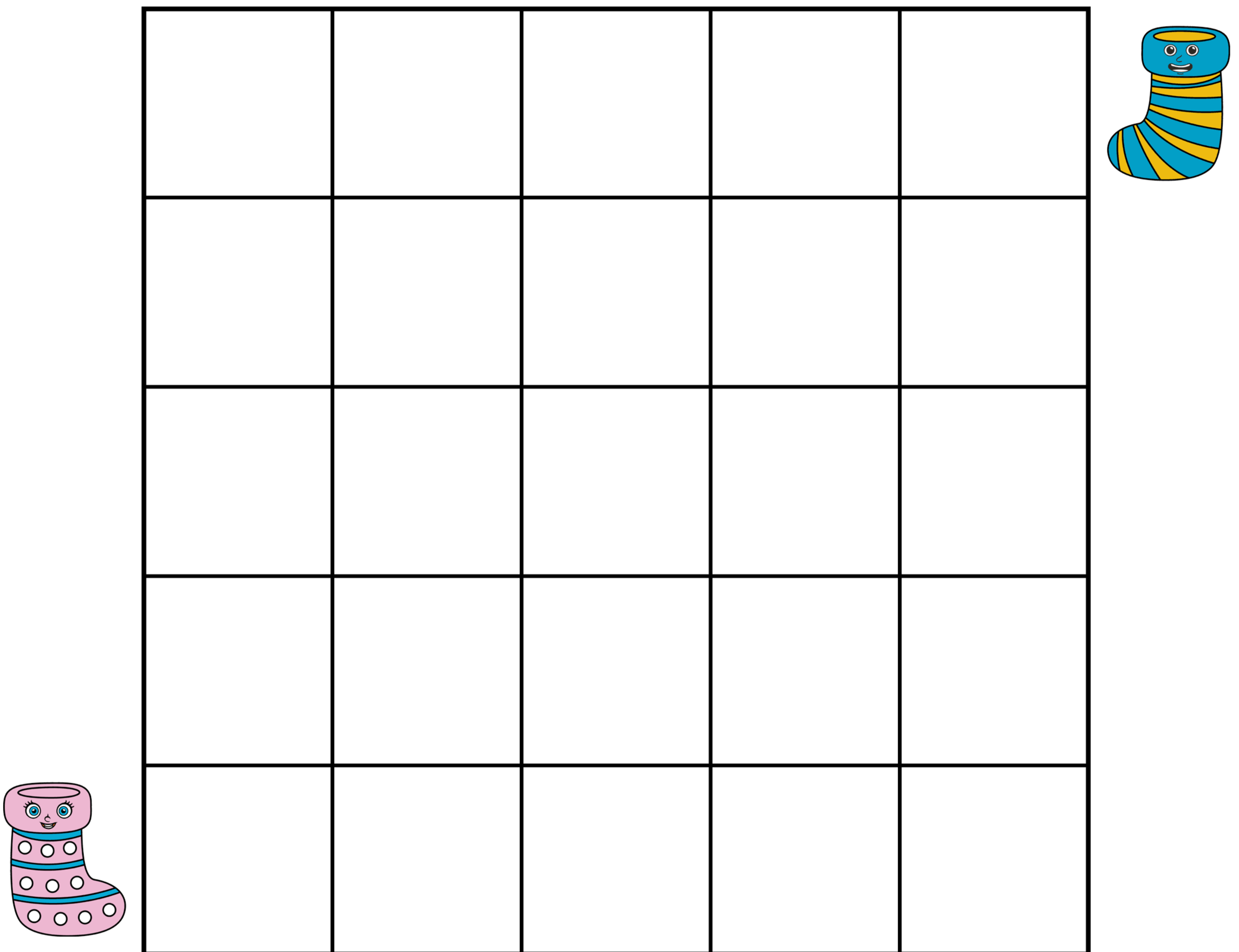
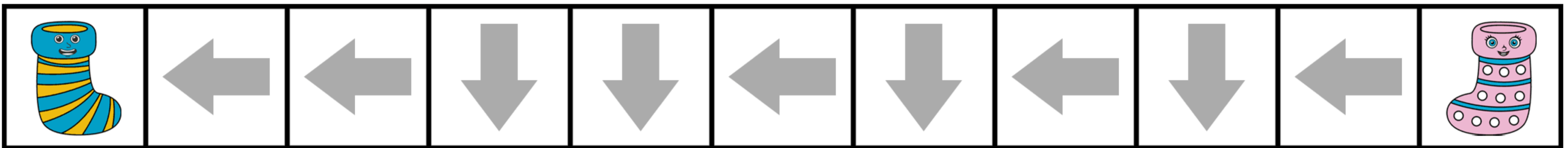


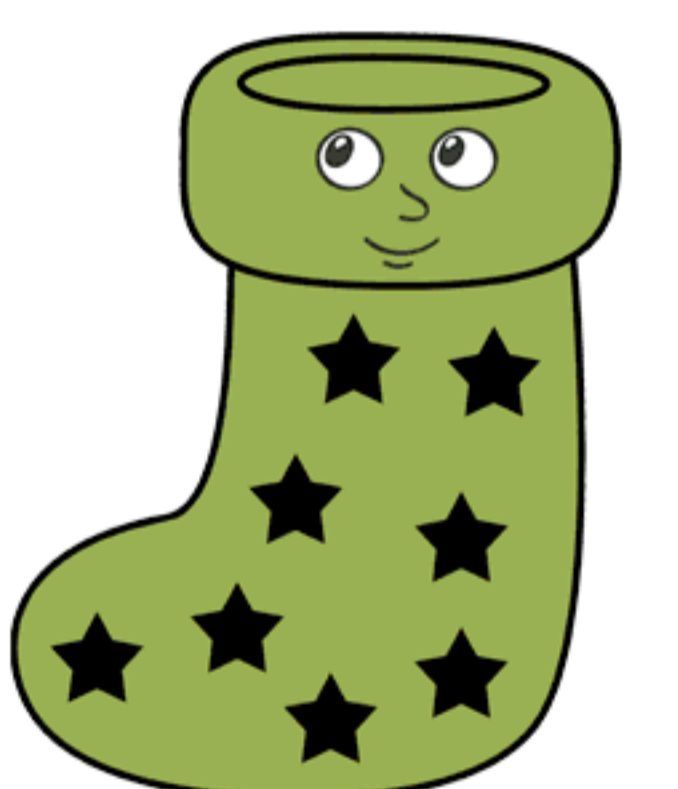
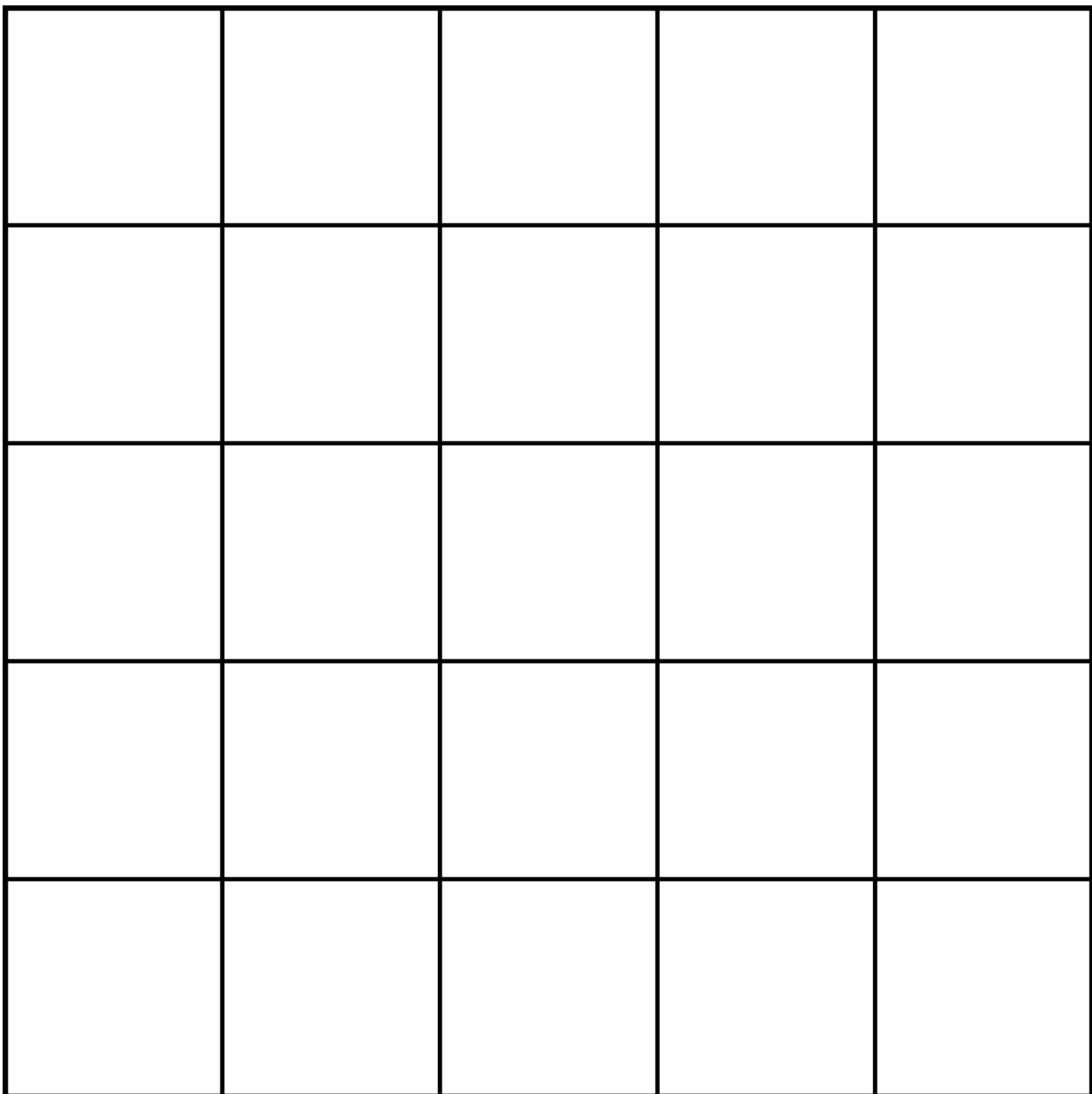
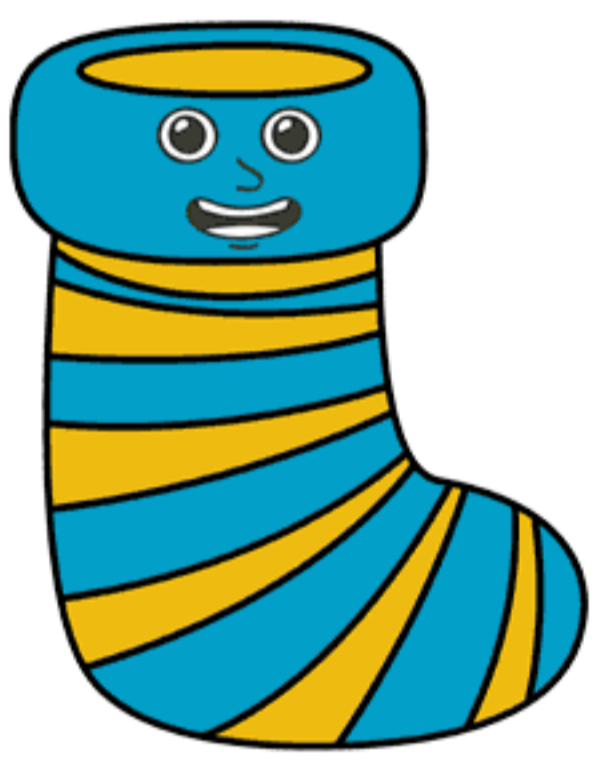
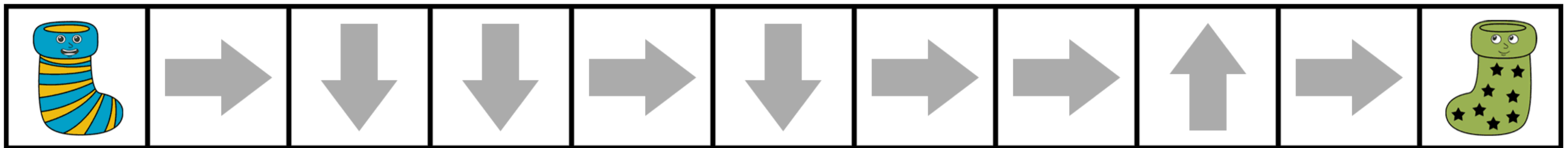
CODING

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE PINO IL CALZINO PER RAGGIUNGERE LA SUA AMICA LELLA.



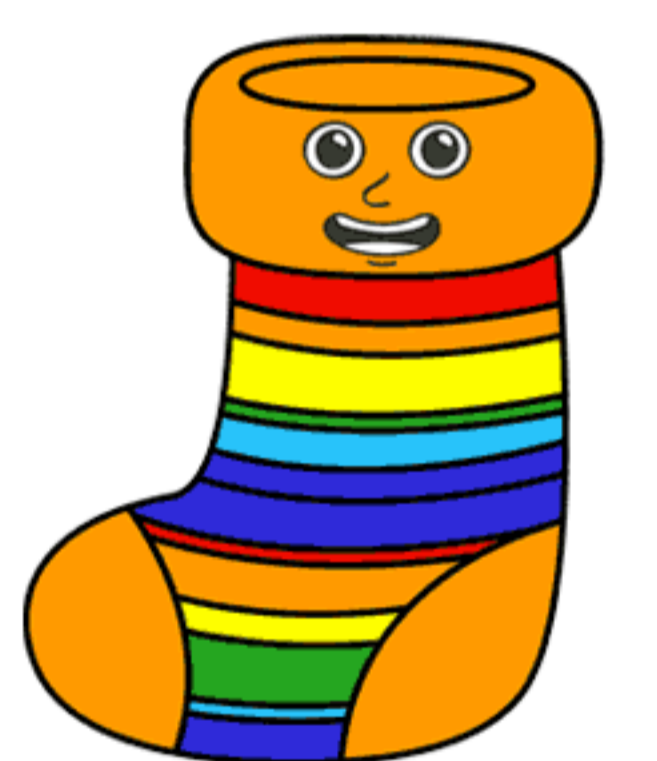
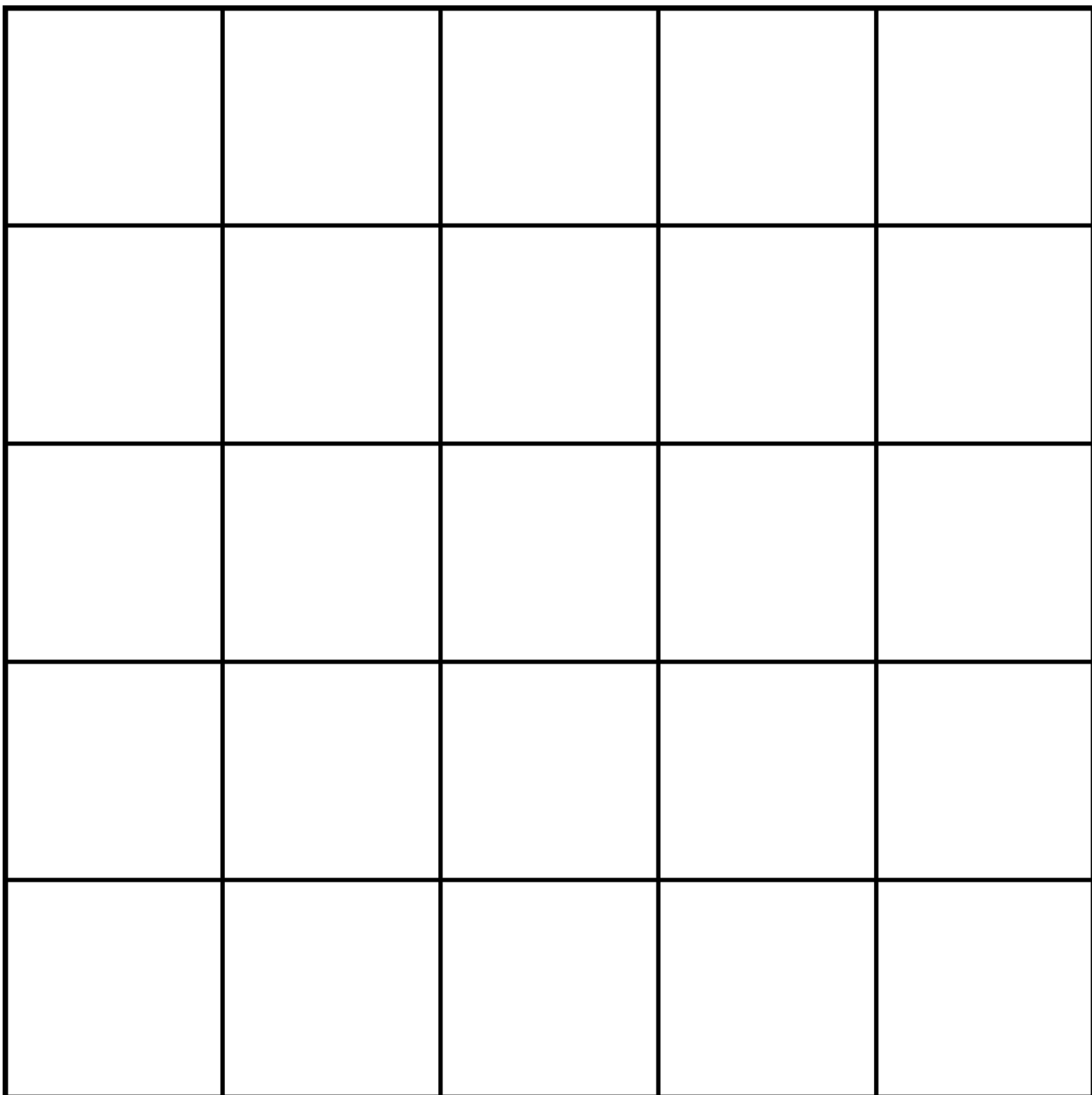
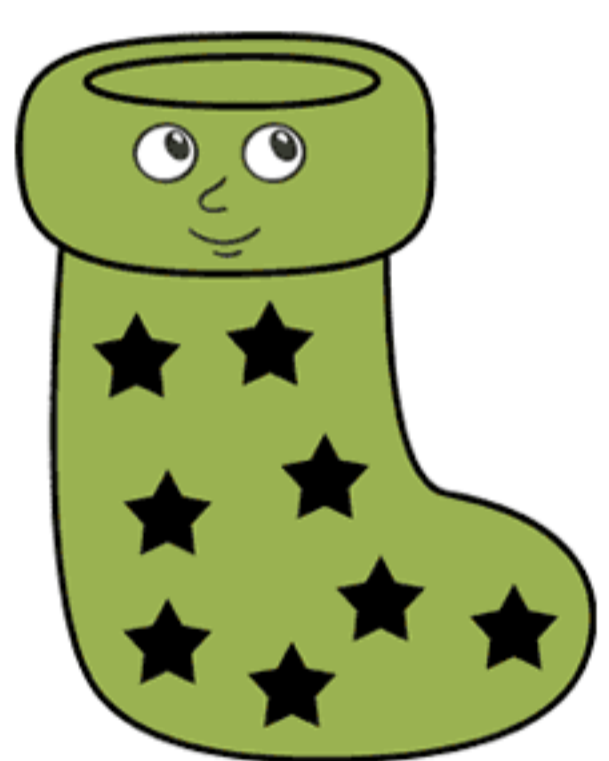
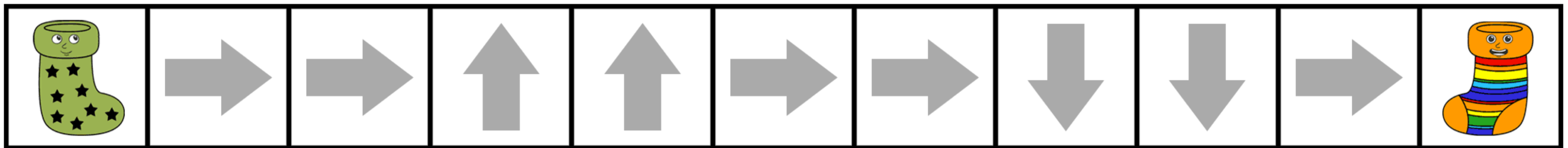
CODING

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE PINO IL CALZINO PER RAGGIUNGERE IL SUO AMICO ARTURO.



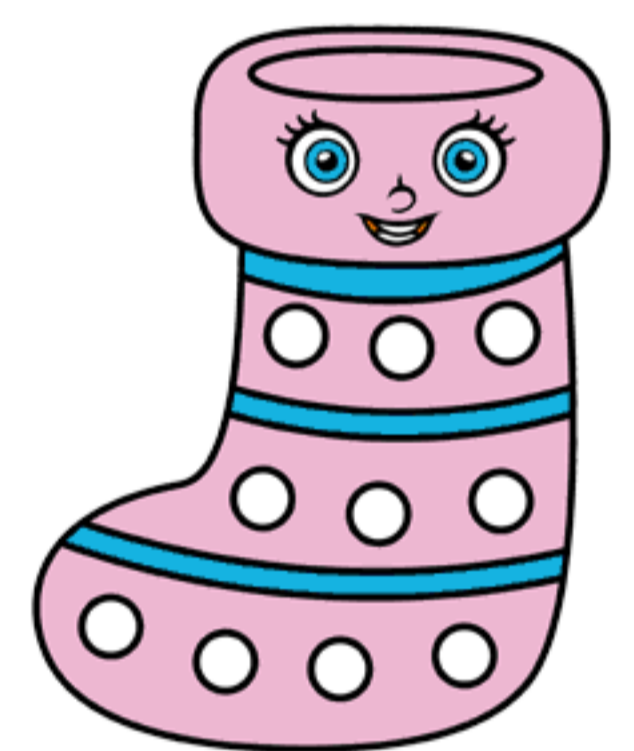
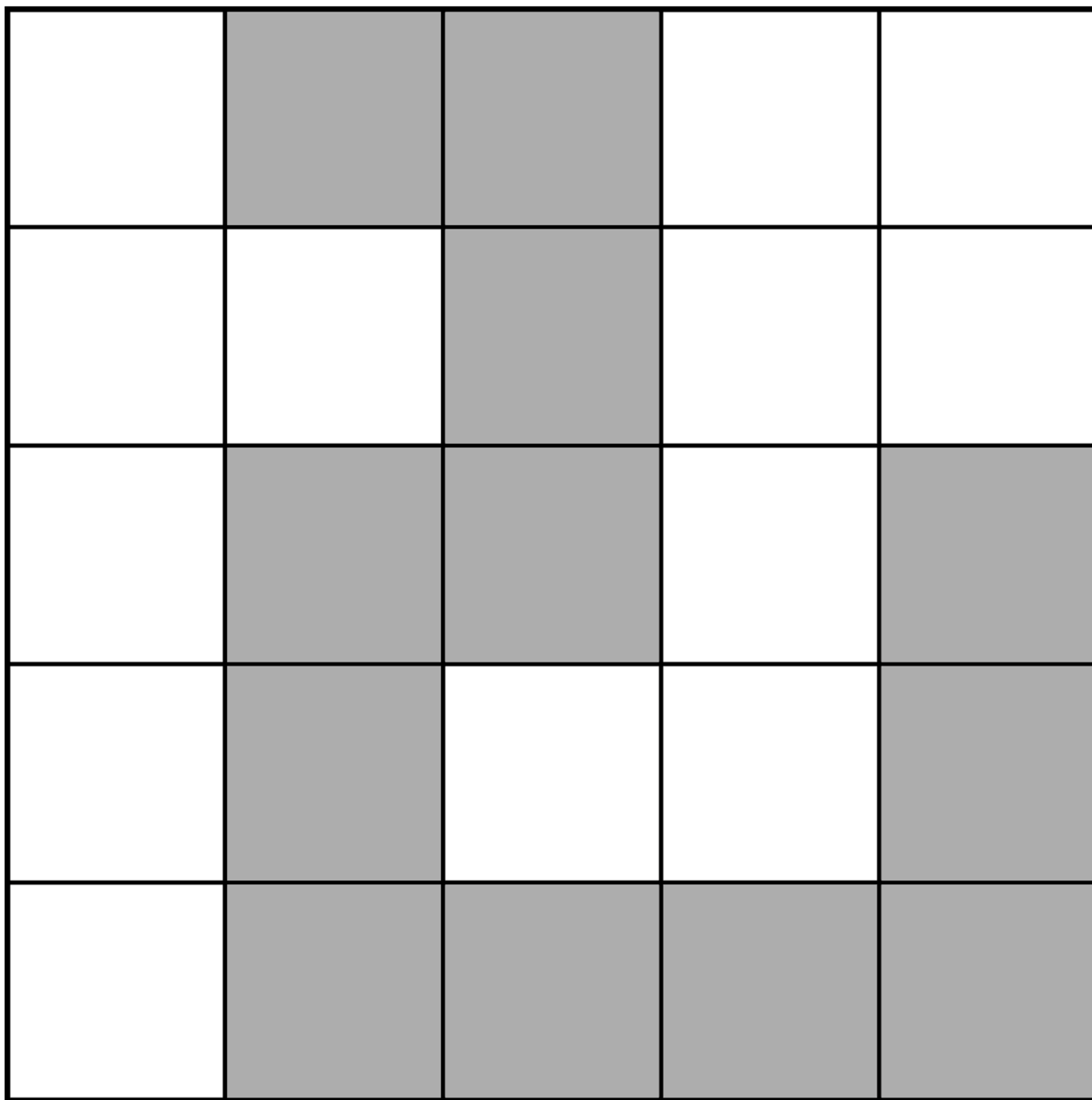
CODING

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE ARTURO IL CALZINO PER RAGGIUNGERE IL SUO AMICO GIGI.



CODING

■ OSSERVA IL PERCORSO CHE GIGI IL CALZINO COMPIE PER RAGGIUNGERE LA SUA AMICA LELLA.

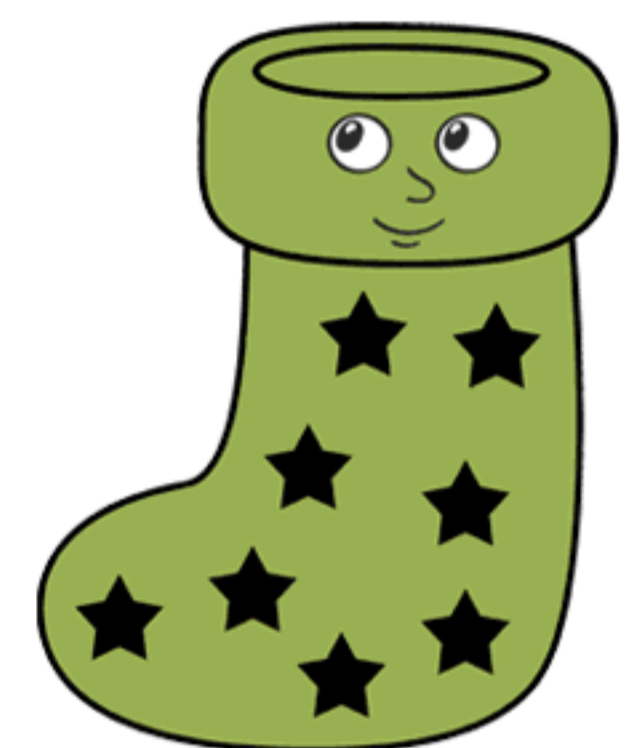
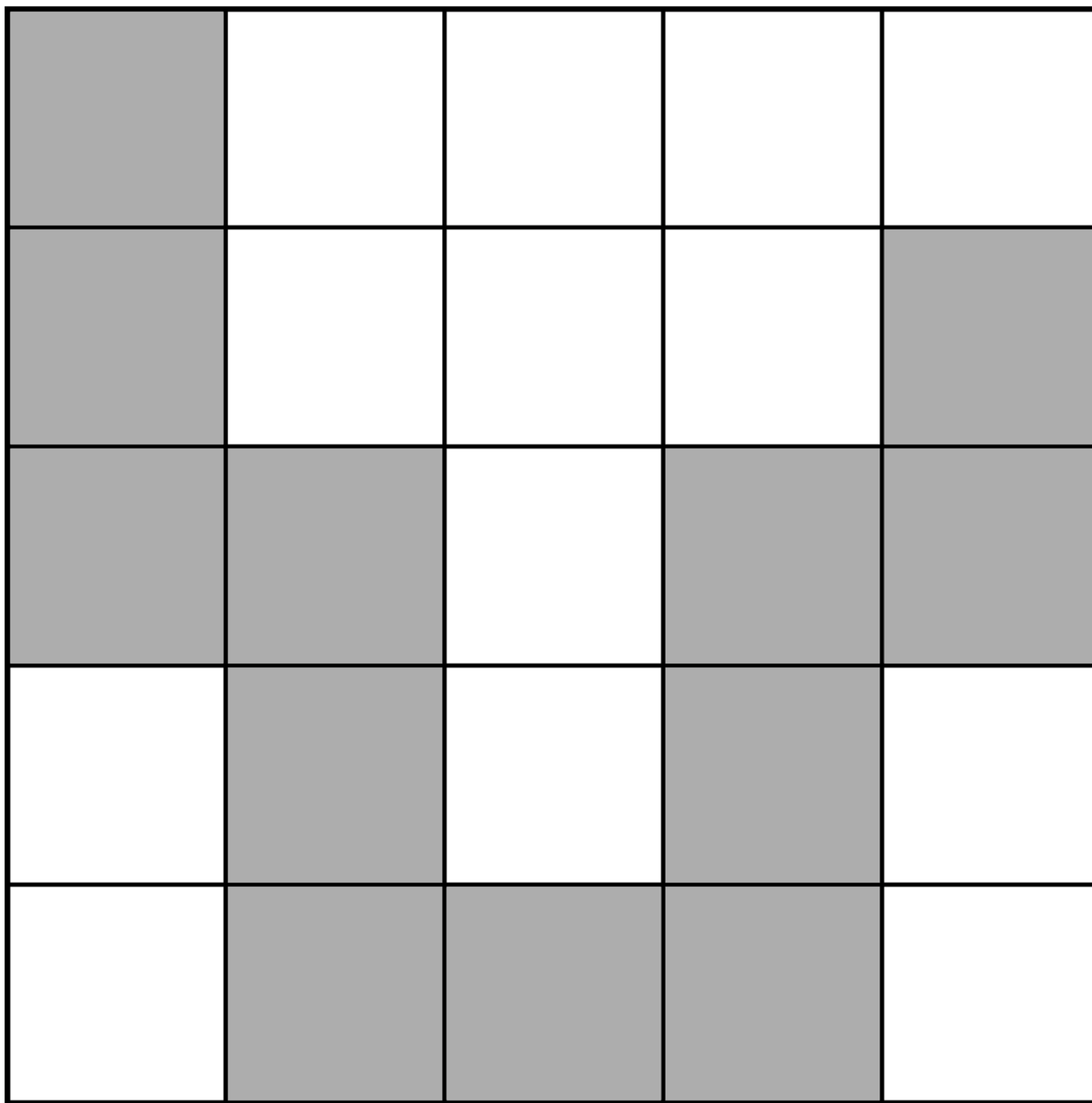
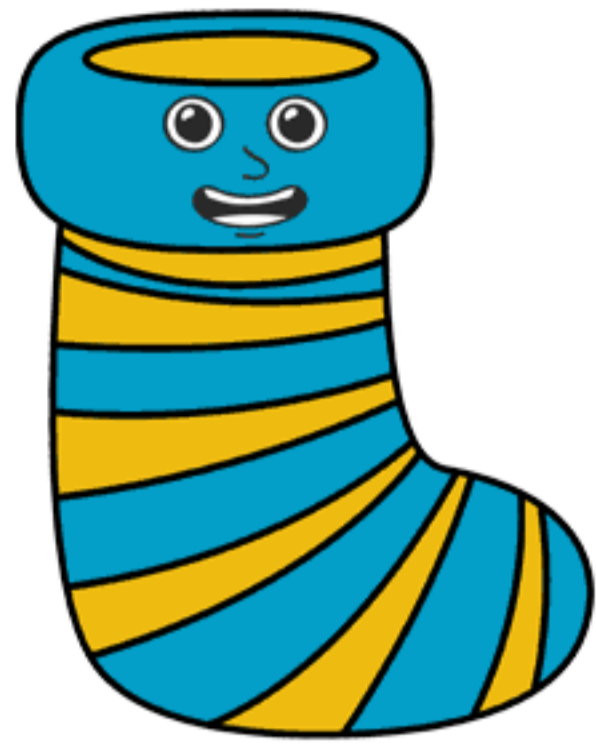


▲ ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

■ OSSERVA IL PERCORSO CHE PINO IL CALZINO COMPIE PER RAGGIUNGERE IL SUO AMICO ARTURO.

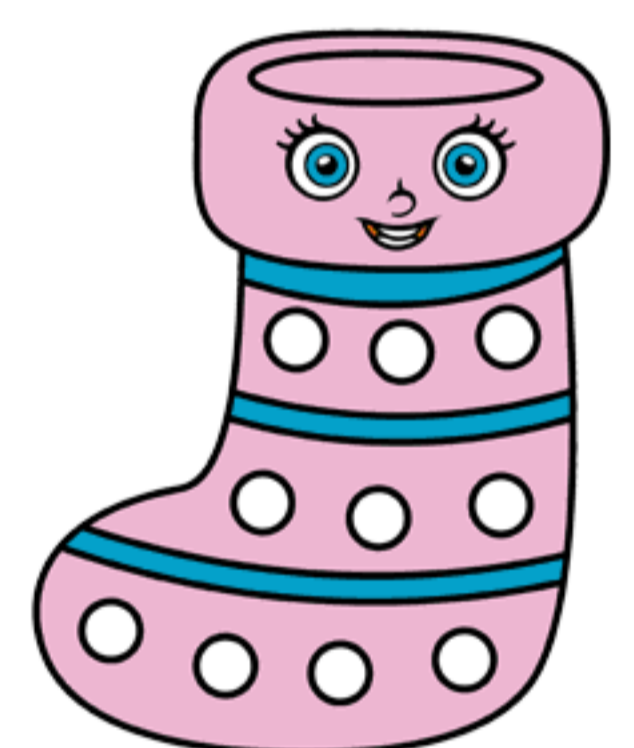
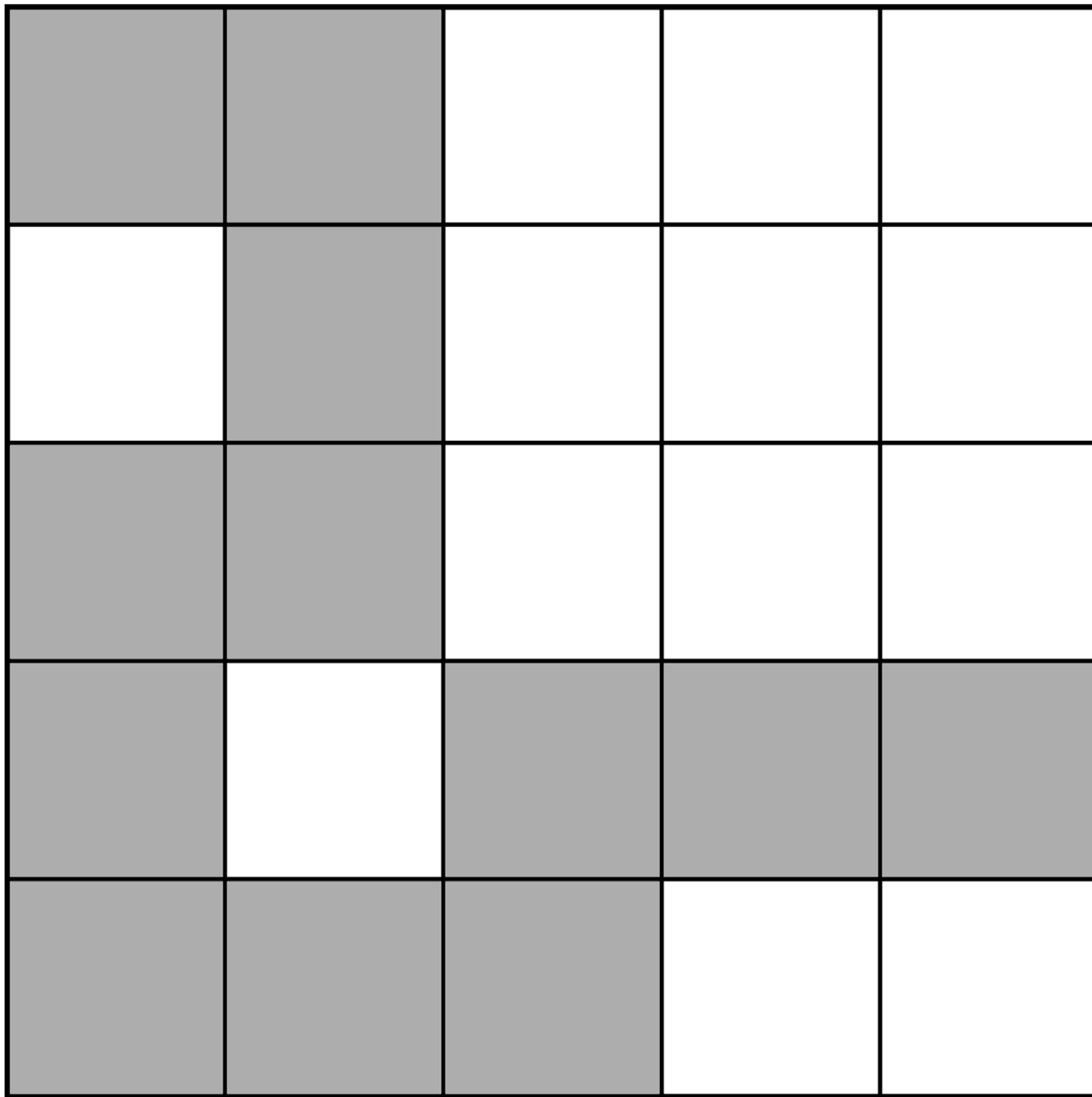


▲ ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

■ OSSERVA IL PERCORSO CHE PINO IL CALZINO COMPIE PER RAGGIUNGERE LA SUA AMICA LELLA.

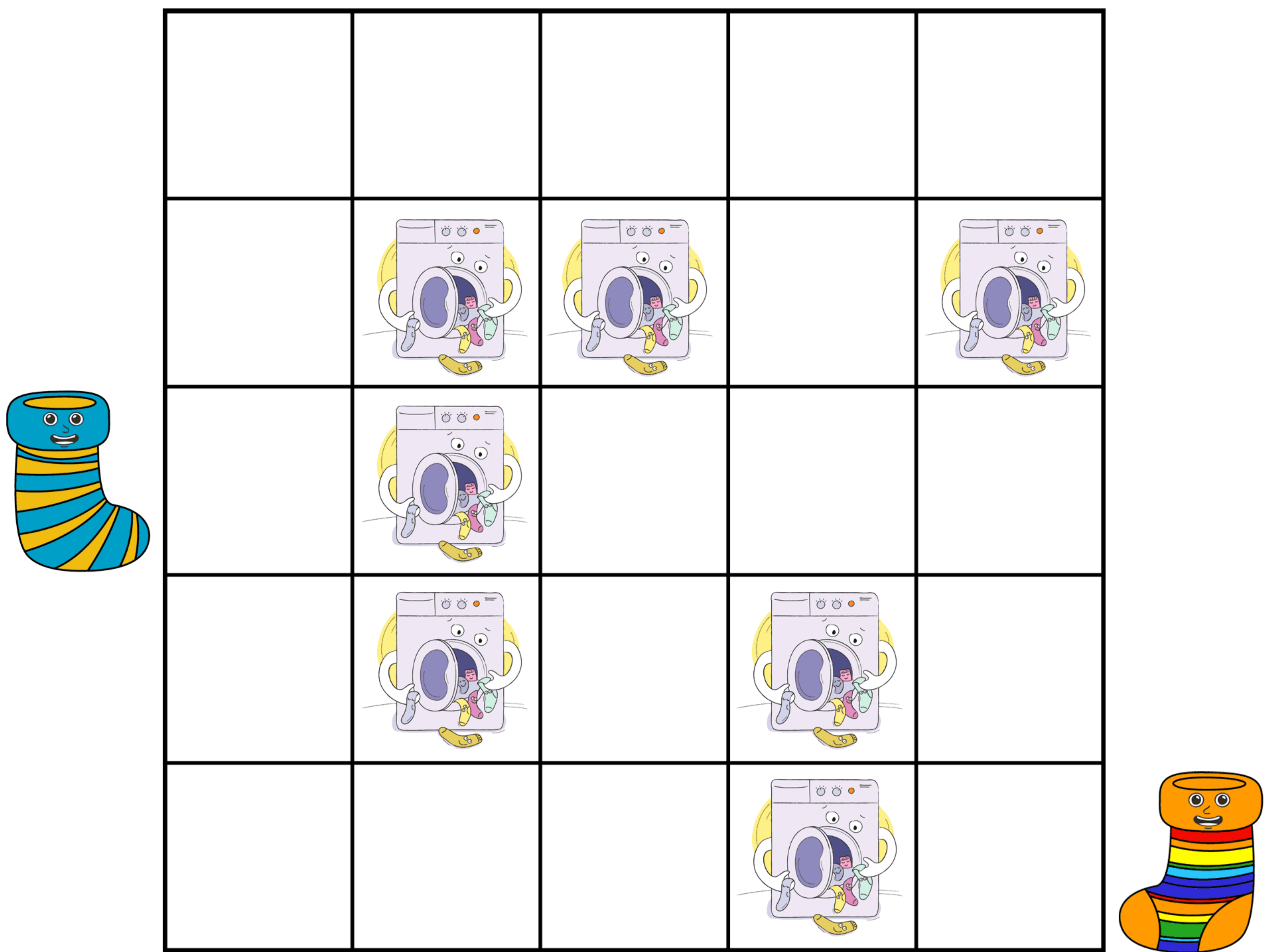


▲ ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

- AIUTA PINO IL CALZINO A TROVARE UN PERCORSO PER RAGGIUNGERE IL SUO AMICO GIGI EVITANDO LE LAVATRICI.



- ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

- AIUTA ARTURO IL CALZINO A TROVARE UN PERCORSO PER RAGGIUNGERE LA SUA AMICA LELLA EVITANDO LE LAVATRICI.

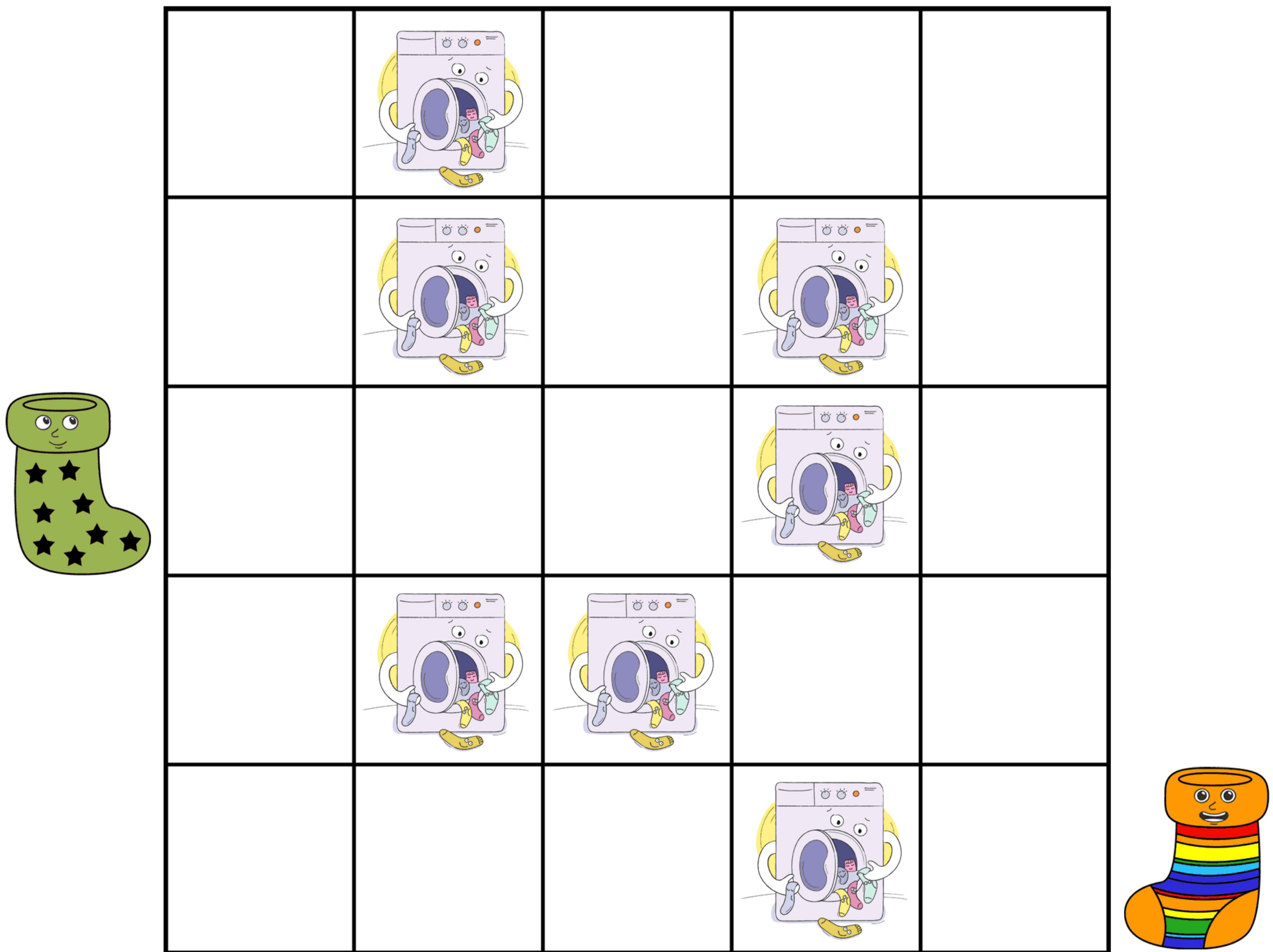
The maze is a 5x5 grid. Arturo the sock is at the bottom-left corner (row 5, column 1). Lella the sock is at the top-right corner (row 1, column 5). Obstacles (washing machines) are located at the following grid positions: (1,2), (1,4), (2,4), (3,2), (4,3), (4,4), and (4,5). All other cells are empty.

- ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

- AIUTA ARTURO IL CALZINO A TROVARE UN PERCORSO PER RAGGIUNGERE IL SUO AMICO GIGI EVITANDO LE LAVATRICI.



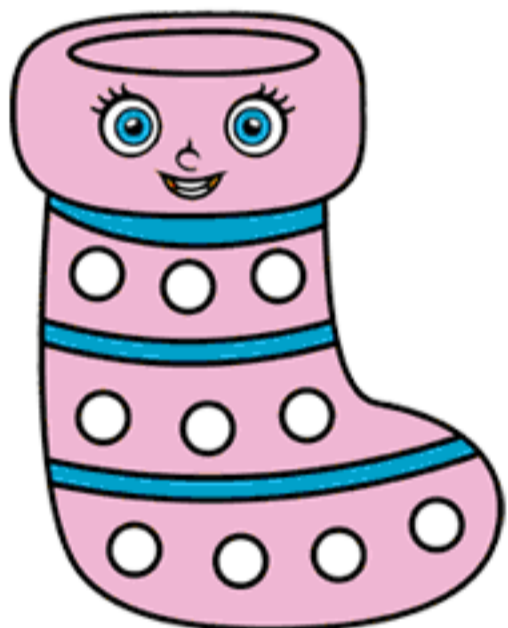
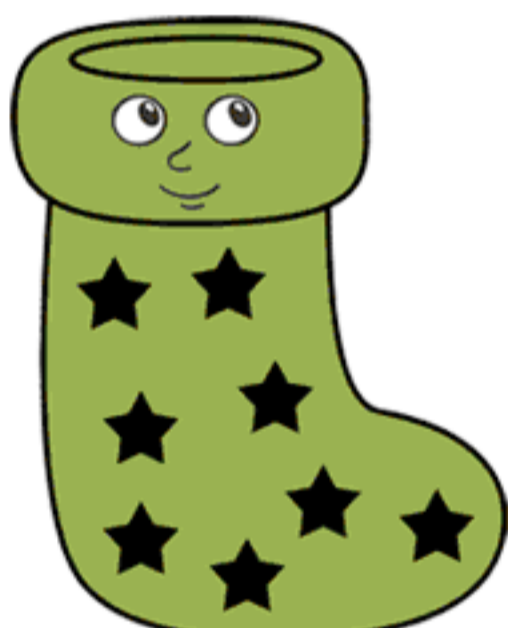


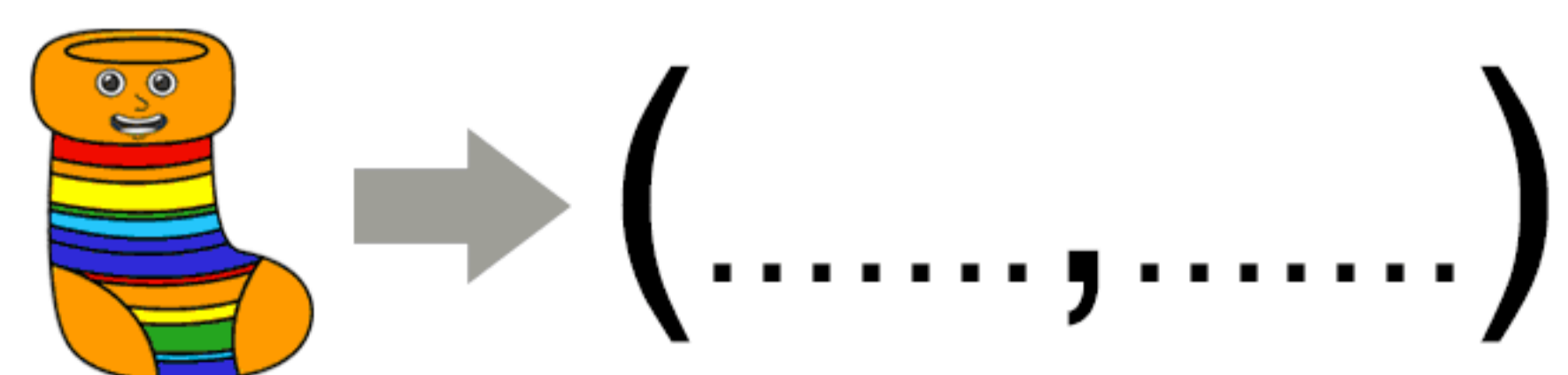
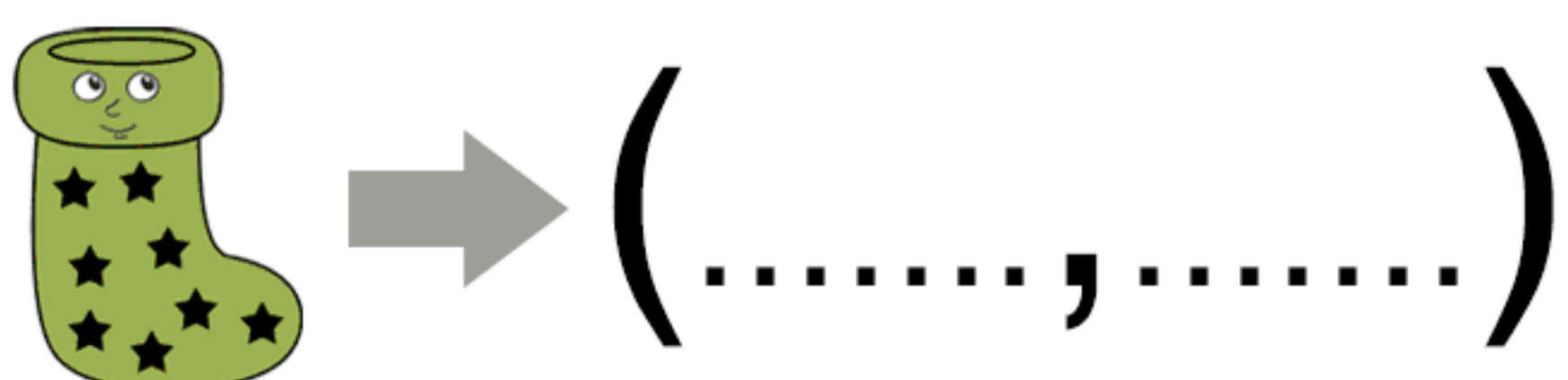
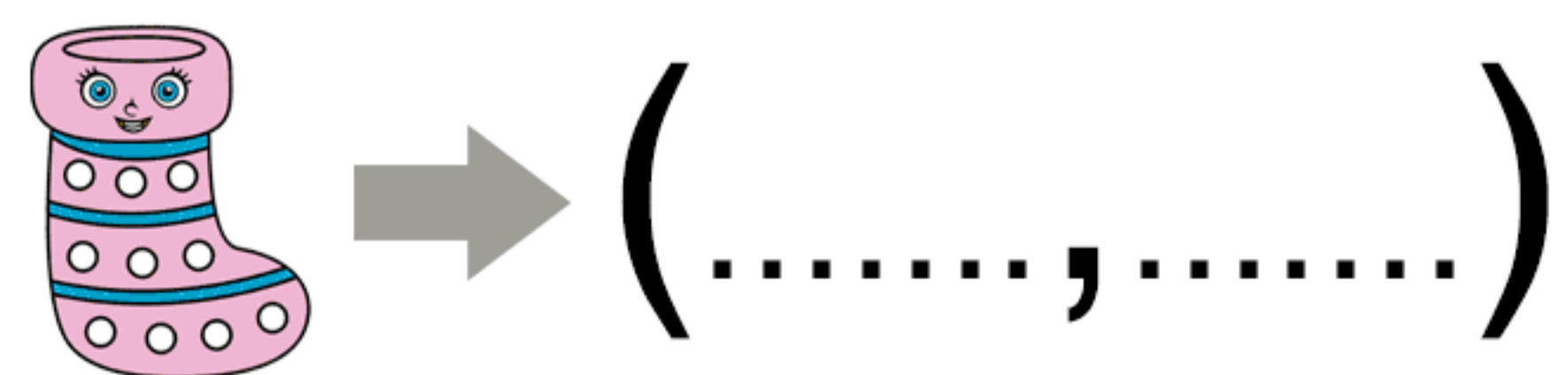
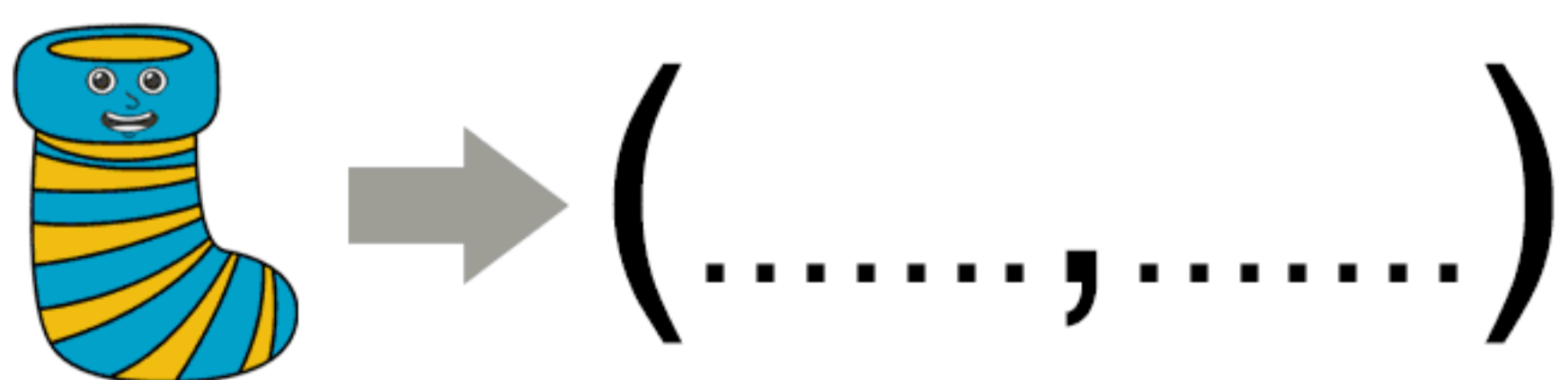
- ORA DESCRIVI CON LE FRECCE IL PERCORSO ESEGUITO.

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CODING

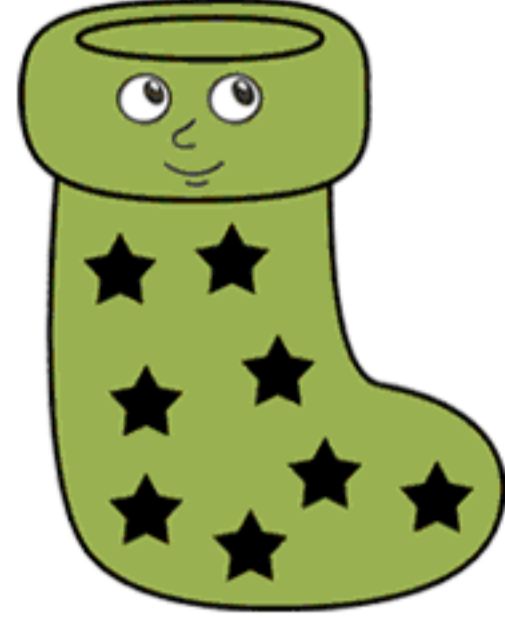



INDICA LE COORDINATE DI OGNI CALZINO SCRIVENDO PRIMA LA LETTERA E POI IL NUMERO.


5					
4					
3					
2					
1					
	A	B	C	D	E




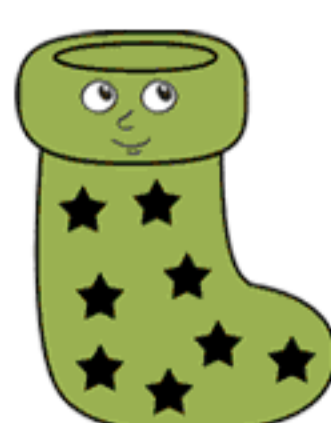
CODING


INDICA LE COORDINATE DI OGNI CALZINO SCRIVENDO PRIMA LA LETTERA E POI IL NUMERO.

5					
4					
3					
2					
1					
	A	B	C	D	E

 → (.....,.....)




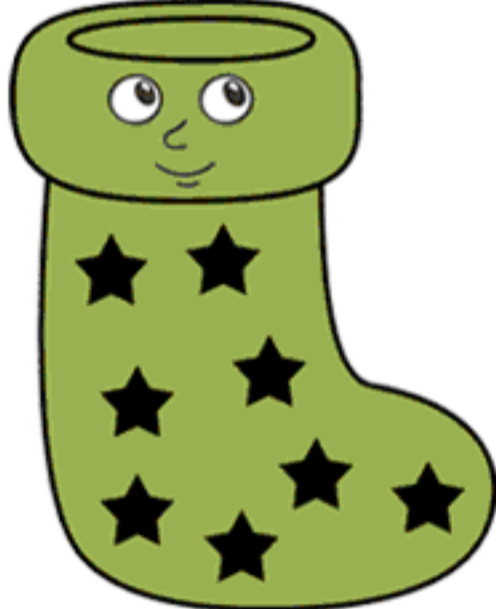
 → (.....,.....)


 → (.....,.....)

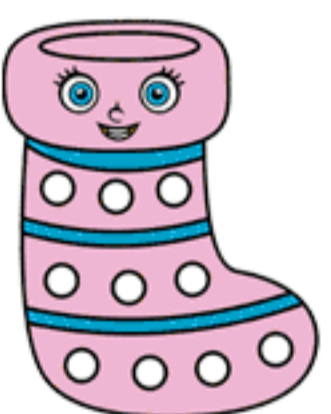
 → (.....,.....)

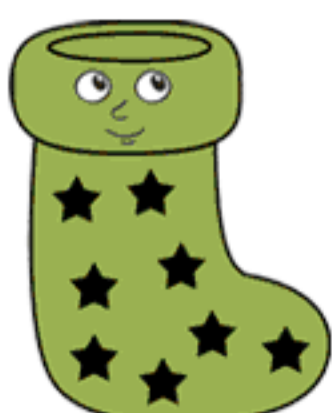
CODING


INDICA LE COORDINATE DI OGNI CALZINO SCRIVENDO PRIMA LA LETTERA E POI IL NUMERO.

5					
4					
3					
2					
1					
	A	B	C	D	E

 → (.....,.....)

 → (.....,.....)

 → (.....,.....)

 → (.....,.....)