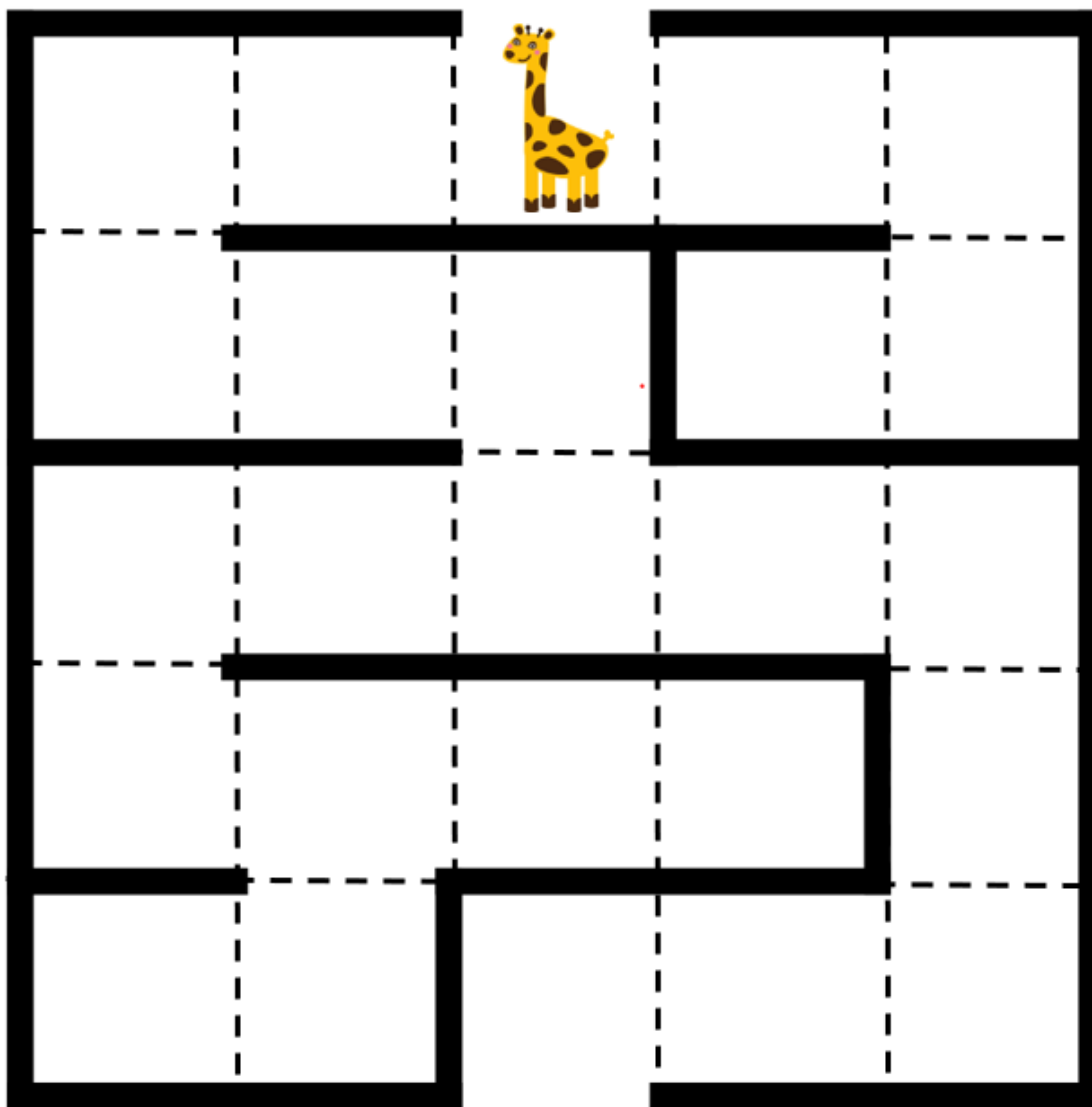


AKTIVNOST 1:

Označi redne brojeve stupaca i redova labirinta.









Kako bi saznao/saznala kojim putem žirafa treba ići oboji zelenom bojom ove kvadrate:



	Stupac:
1.red	1,2,3
2.red	1,2,3
3.red	3,4,5
4.red	5
5.red	3,4,5

AKTIVNOST 2:



Napiši naredbe vozaču kako da uspješno izađe iz labirinta.

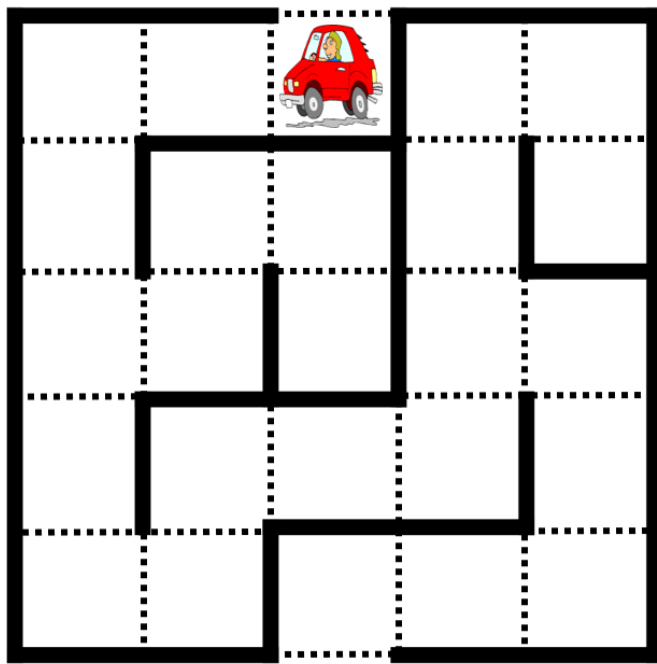
Služi se znakovima , , , , ,  .

Značenje znakova:

	IDI DESNO
	IDI LIJEVO

	IDI DOLE
	IDI GORE

	SKRENI UDESNO
	SKRENI ULIJEVO



CodeWeek 2019.

AKTIVNOST 4:

Napiši naredbe žirafi kako bi brzo i uspješno izašla iz labirinta.

Služi se ovim naredbama:

I	IDI NA ISTOK
---	-----------------

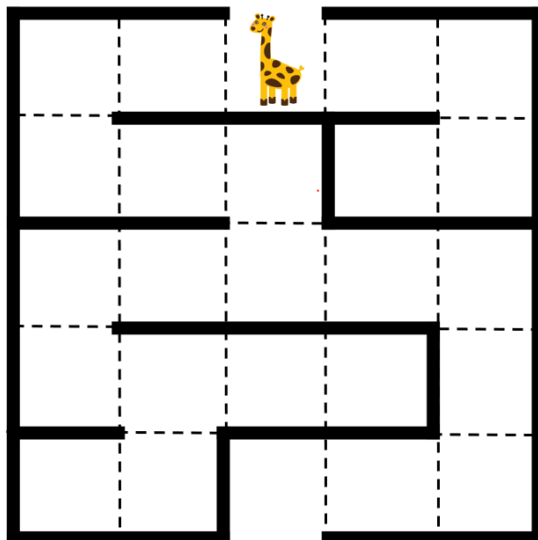
J	IDI NA JUG
---	------------

90° D	OKRENI SE UDESNO
-------	------------------------

Z	IDI NA ZAPAD
---	-----------------







S	IDI NA SJEVER
---	---------------

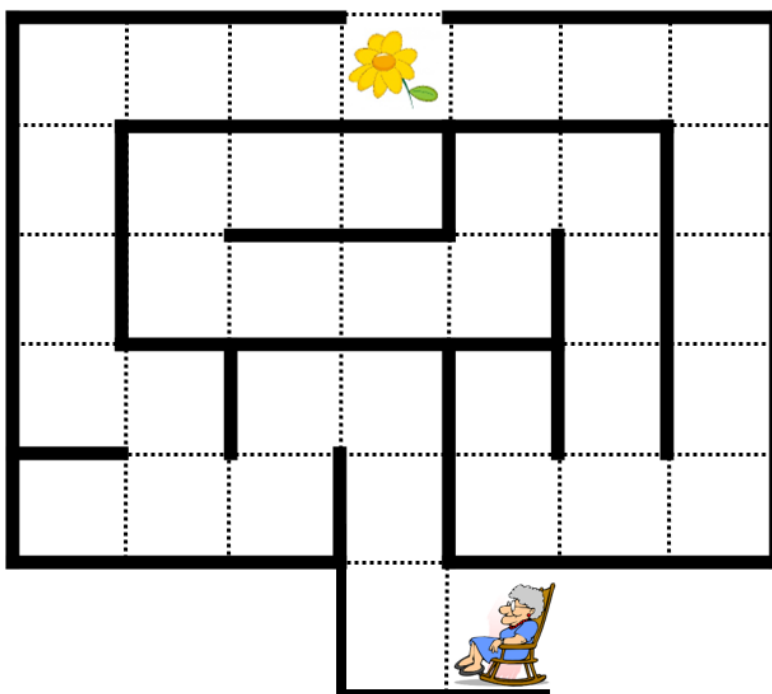
90° L	OKRENI SE ULIJEVO
-------	-------------------------



AKTIVNOST 5:

Napiši kojim putem trebaš ići kako bi došao do bake i darovao joj cvijet.

 IDI DESNO	 IDI DOLJE	 OKRENI SE UDESNO
 IDI LIJEVO	 IDI GORE	 OKRENI SE ULIJEVO



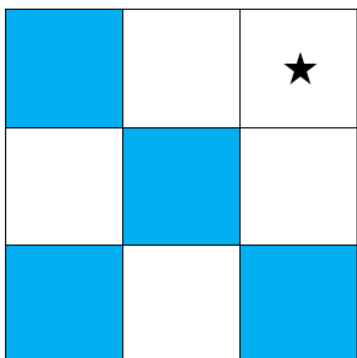
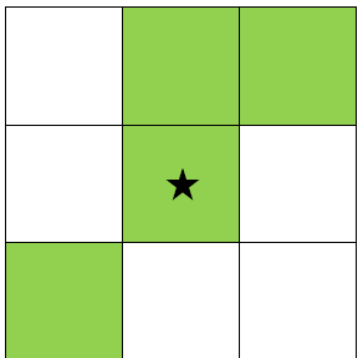
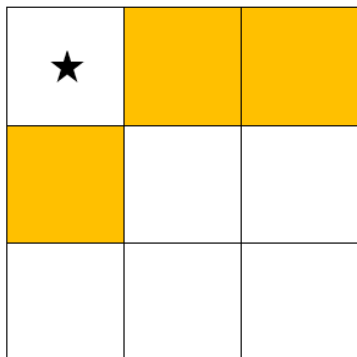
CodeWeek 2019.

AKTIVNOST 6: (Aktivnost je moguće vremenski ograničiti i organizirati kao natjecateljsku igru tako da se vremenski ograniči. Pobjednik je učenik ili par koji je uspio napisati točnu naredbu sa što manje znakova.)

Nalaziš se na mjestu na kojem je znak ★. Napiši naredbe kako nacrtati ove crteže.

Neka tvoje rješenje ima što manje znakova.

Služi se znakovima: ←, →, ↑, ↓, *!!!*.



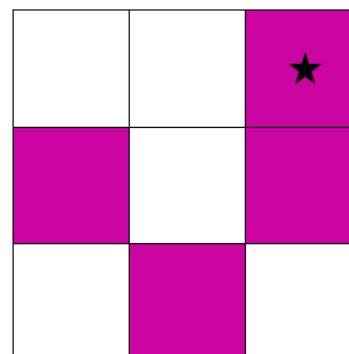
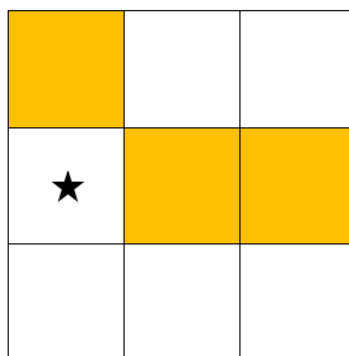
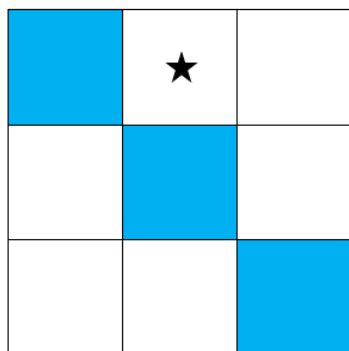
CodeWeek 2019.

AKTIVNOST 7: (Aktivnost je moguće vremenski ograničiti i organizirati kao natjecateljsku igru tako da se vremenski ograniči. Pobjednik je učenik ili par koji je uspio napisati točnu naredbu sa što manje znakova.)

Nalaziš se na mjestu na kojem je znak ★. Napiši naredbe kako nacrtati ove crteže.

Neka tvoje rješenje ima što manje naredbi.

Služi se znakovima: ←, →, ↑, ↓, ↖, ↗, ↘, ↙, *m*.



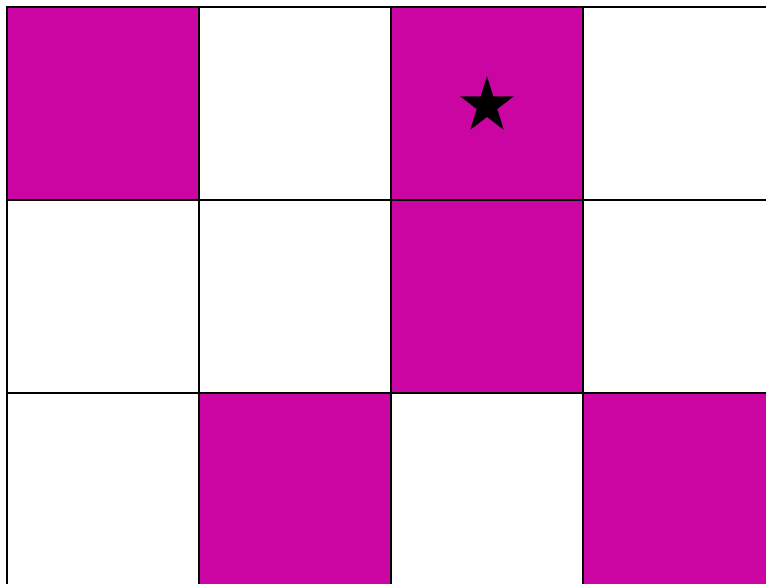
CodeWeek 2019.

AKTIVNOST 8: (Aktivnost je moguće vremenski ograničiti i organizirati kao natjecateljsku igru tako da se vremenski ograniči. Pobjednik je učenik ili par koji je uspio napisati točnu naredbu sa što manje znakova.)

Nalaziš se na mjestu na kojem je znak ★. Napiši naredbe kako nacrtati ove crteže.

Neka tvoje rješenje ima što manje znakova.

Služi se znakovima: ←, →, ↑, ↓, ↖, ↗, ↘, ↙, *m*.

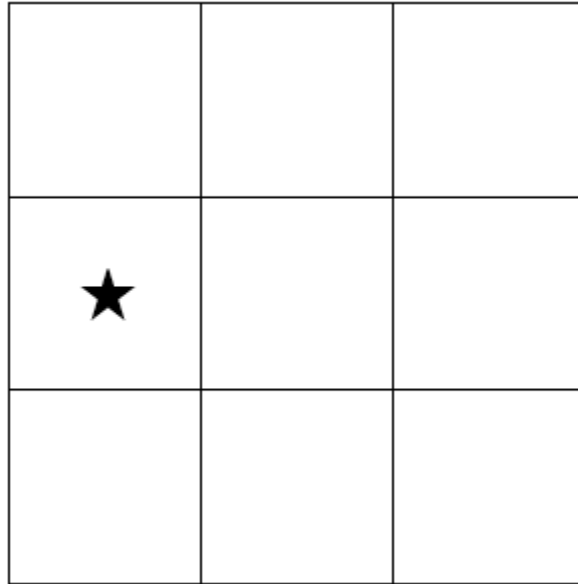


CodeWeek 2019.

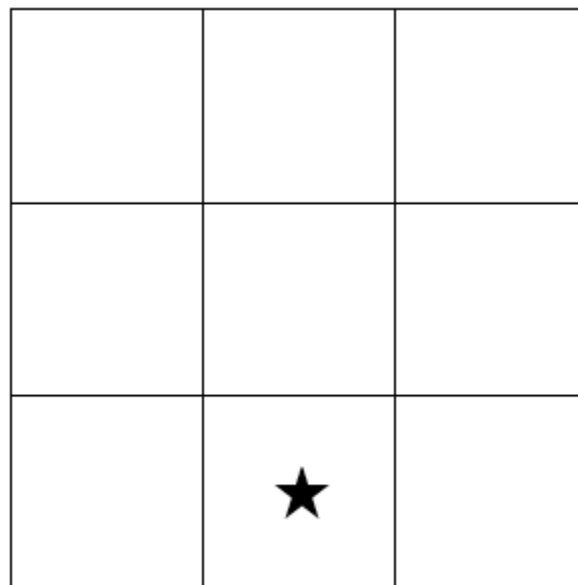
AKTIVNOST 9: *(Aktivnost je moguće vremenski ograničiti i organizirati kao natjecateljsku igru.)*

Oboji na kvadratu 4 polja. Nakon što to napraviš, izgovaraj svom paru upute za bojanje.

Nakon završenog zadatka izvršite provjeru točnosti.



Zamijenite uloge. Neka sada tvoj par oboji kvadrate I tebi daje naredbe.

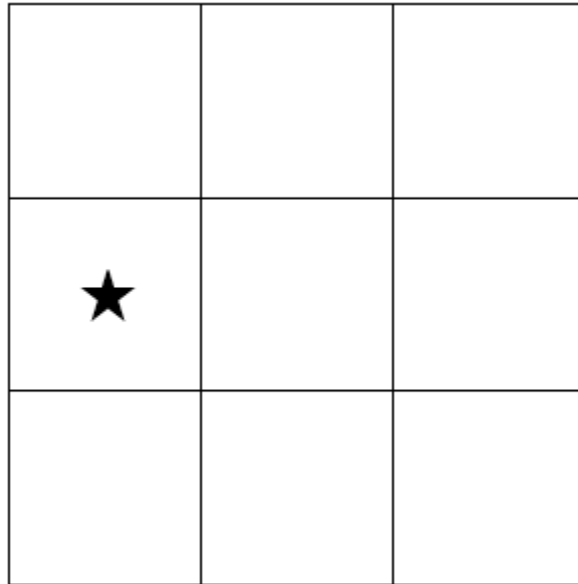


CodeWeek 2019.

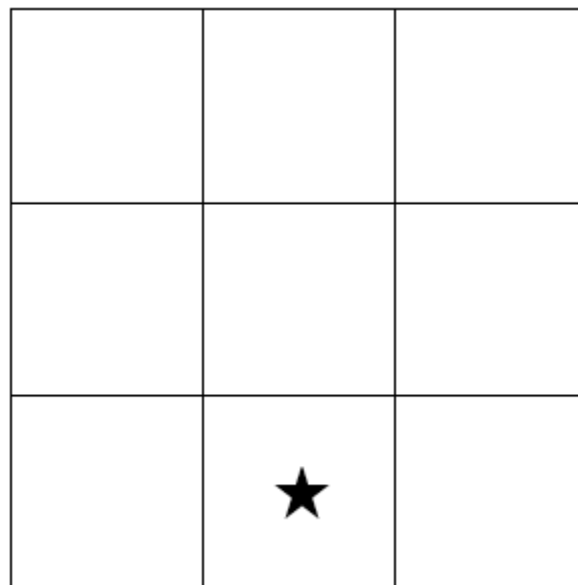
AKTIVNOST 9:

Tvoj par će na ovakvom kvadratu obojiti 4 polja. Nakon što to napravi, izgovarat će ti upute za bojanje. Pažljivo slušaj i slijedi zadane upute.

Nakon završenog zadatka provjerite točnost.

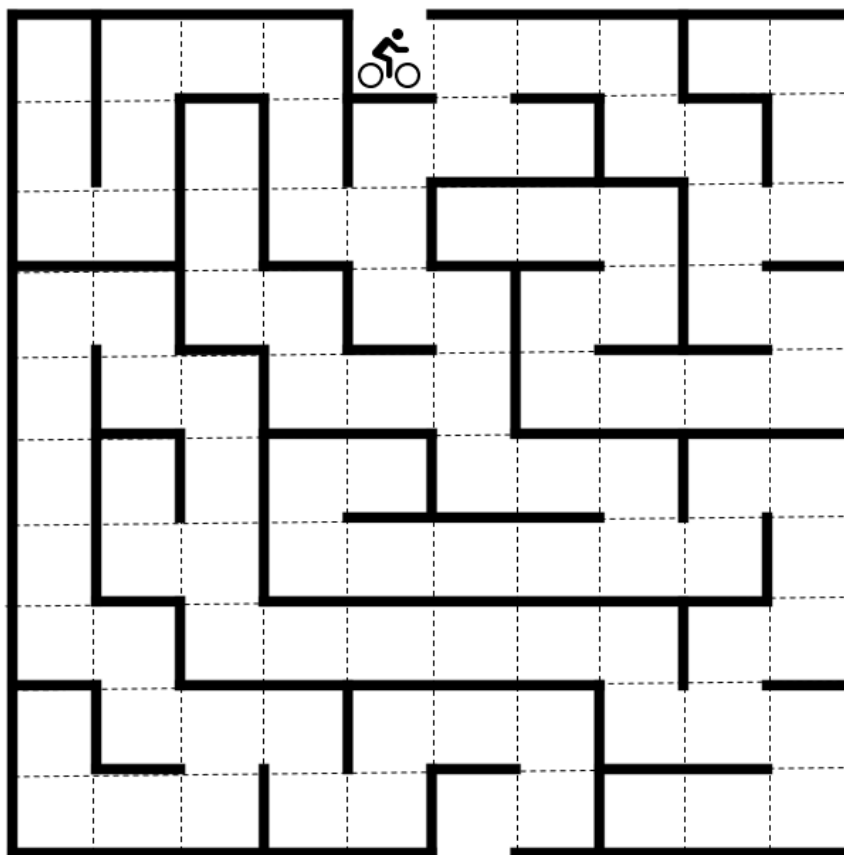


Zamijenite uloge. Sada ti oboji 4 polja i diktiraj naredbe svome paru kako bi i on napravio isti crtež.



AKTIVNOST 10:

Označi redne brojeve stupaca i redova.



Kako bi saznao/saznala kojim putem biciklist treba voziti, oboji zelenom bojom sljedeće kvadrate:







	Stupac:
1.red	5, 6
2.red	5, 6
3.red	5
4.red	1, 2, 5, 6
5.red	1, 2, 3, 6
6.red	1, 3, 6, 7, 8, 9, 10
7.red	1, 3, 8, 9, 10
8.red	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
9.red	2, 3, 4, 5, 6, 7, 8, 9
10.red	4, 5, 6, 7

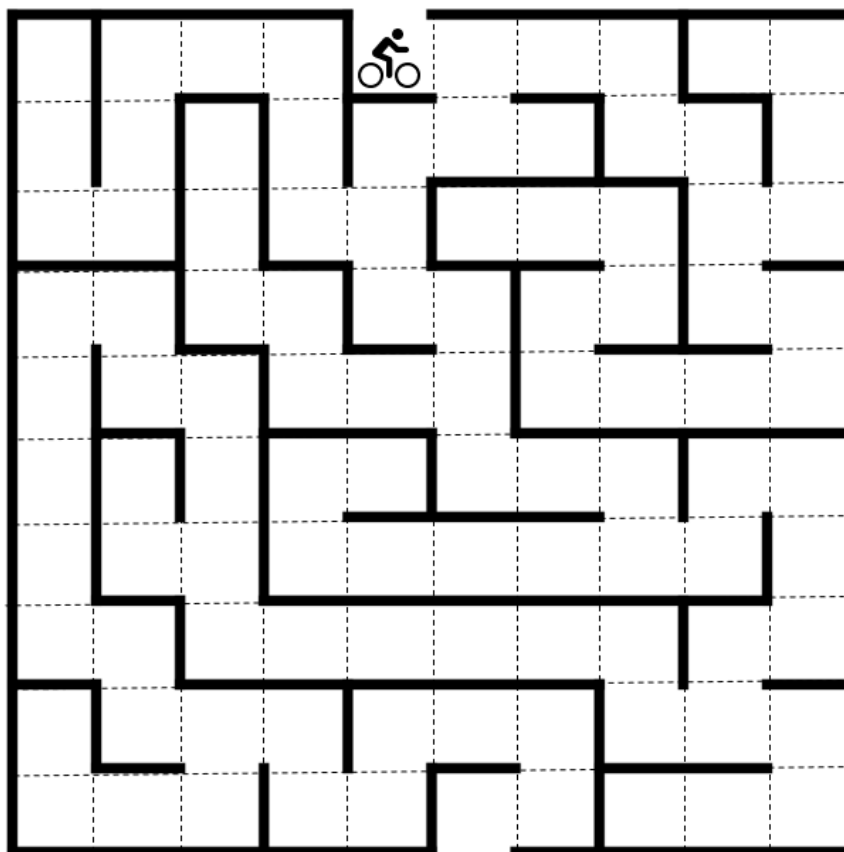
CodeWeek 2019.

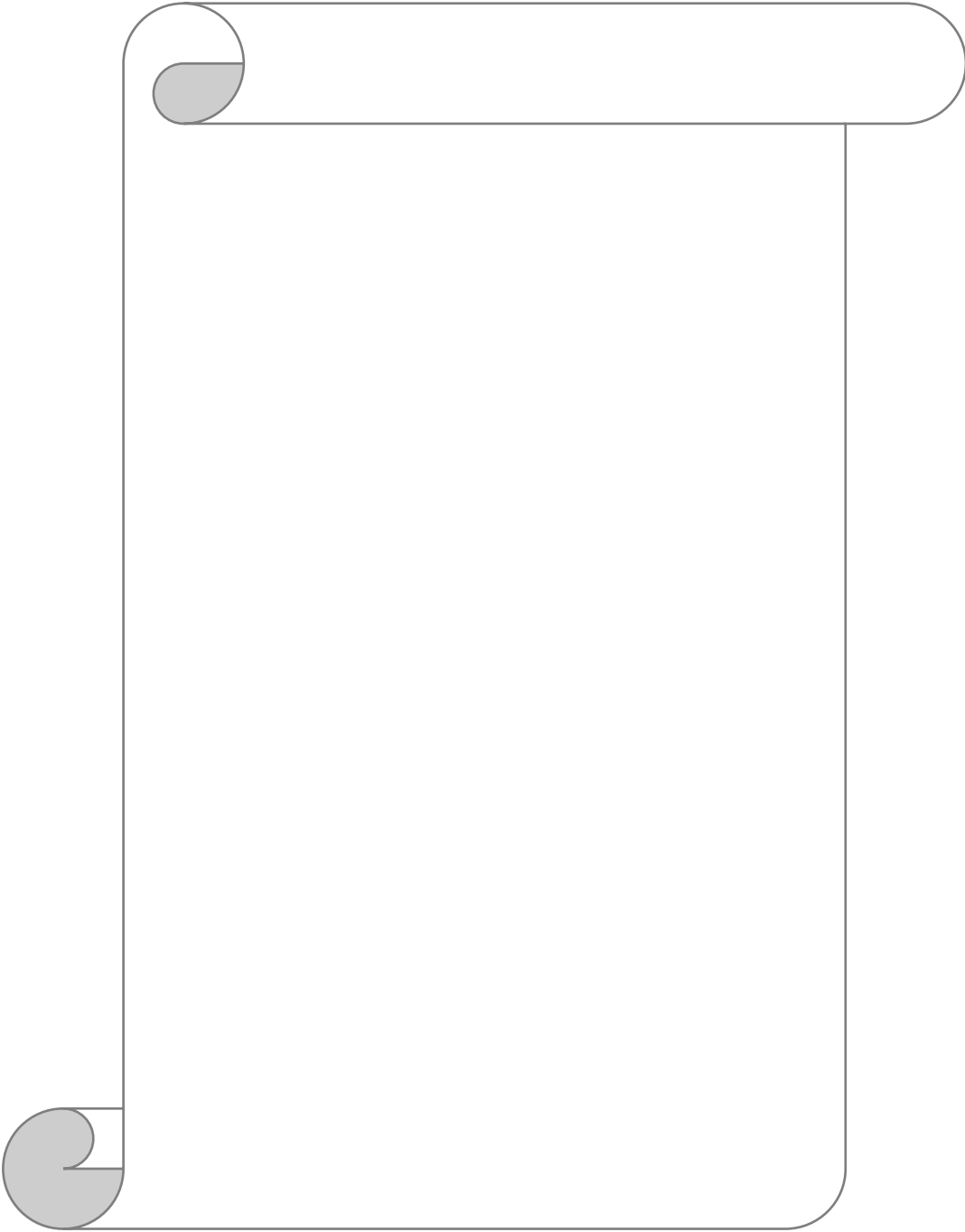
AKTIVNOST 11:

Napiši naredbe za vožnju biciklistu kako bi što prije došao do cilja.

Služi se ovim naredbama:

 IDI DESNO	 IDI DOLJE	 OKRENI SE UDESNO
 IDI LIJEVO	 IDI GORE	 OKRENI SE ULIJEVO





CodeWeek 2019.

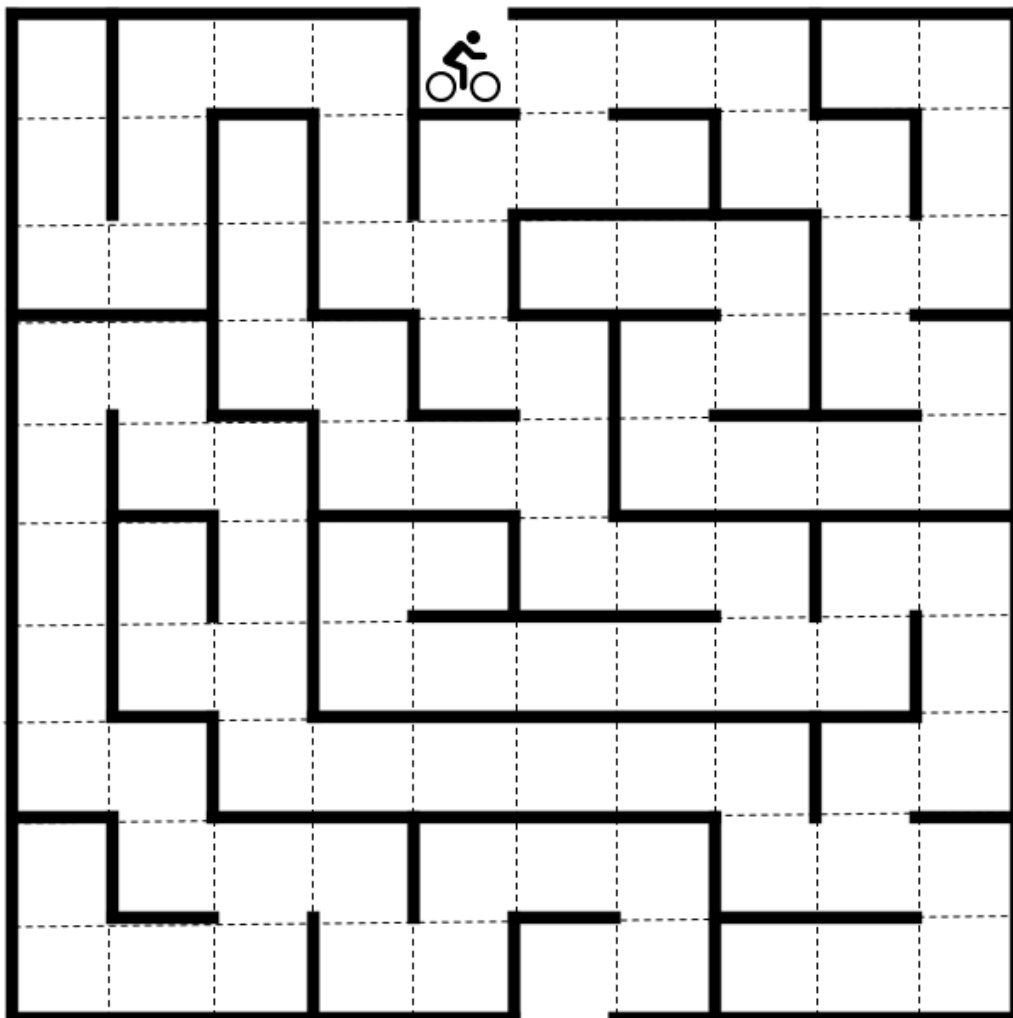
AKTIVNOST 12:

Učenici se podijele u timove, po tri učenika u timu.

Izrežite kartice s naredbama.

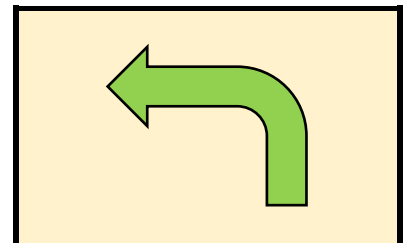
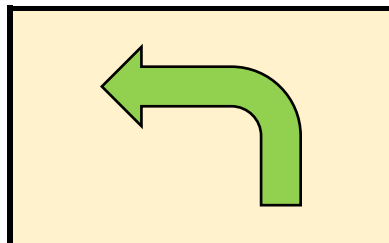
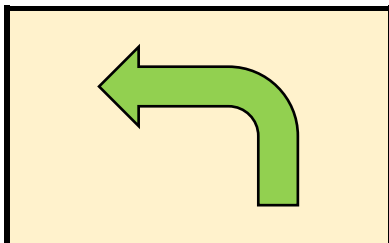
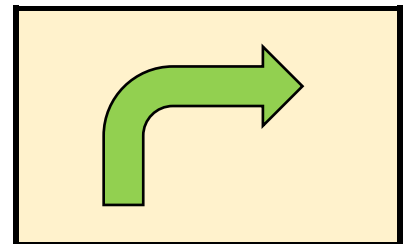
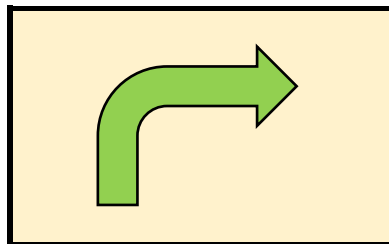
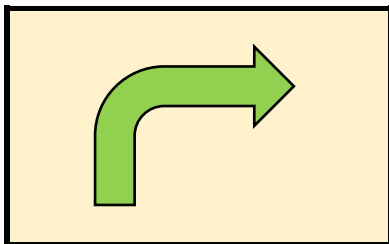
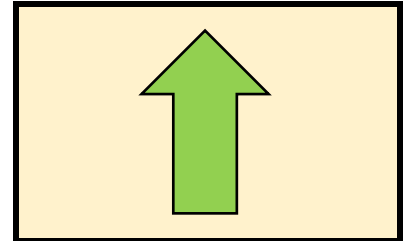
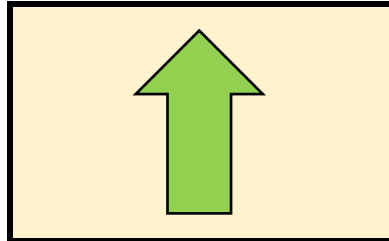
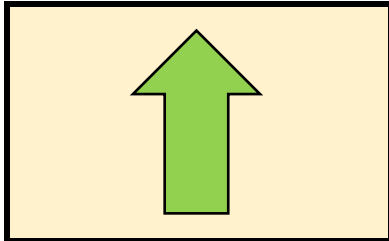
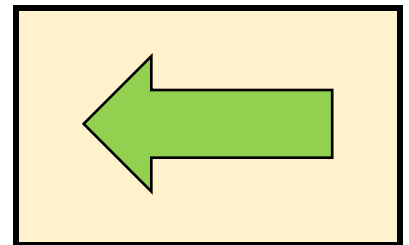
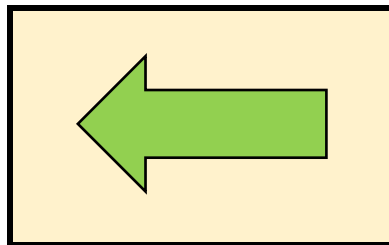
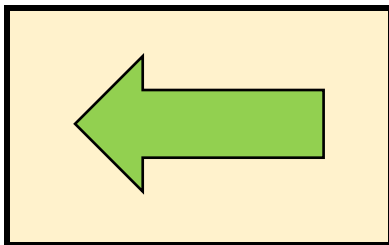
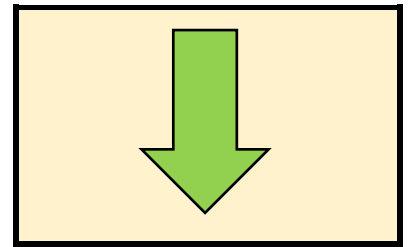
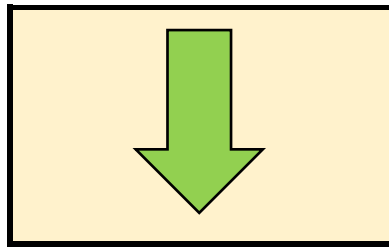
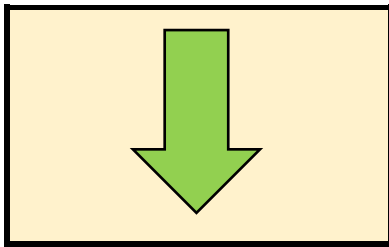
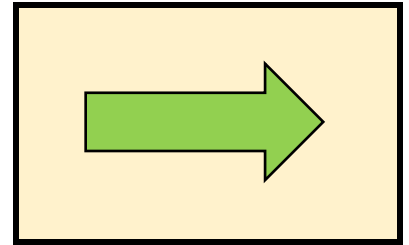
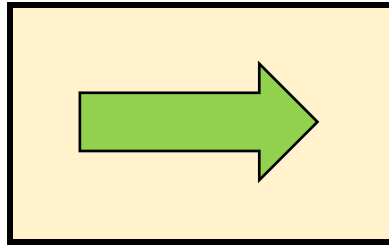
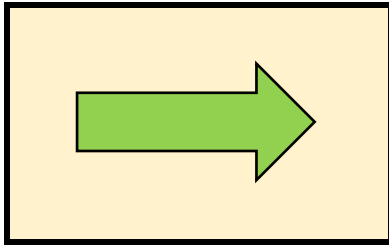
Zadatak je posložiti pravilnim redom naredbe biciklistu kako bi on što prije stigao do cilja.

Jedan učenik izgovara naredbe, a drugi postavlja kratice, treći kontrolira točnost provedbe zadatka. Kada završite, podignite ruku. Pobjednik je tim koji točno i najbrže dovede biciklista do cilja.

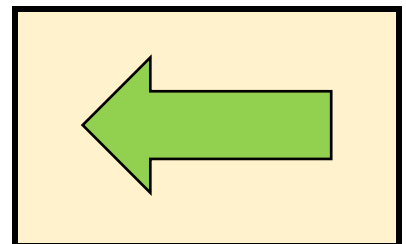
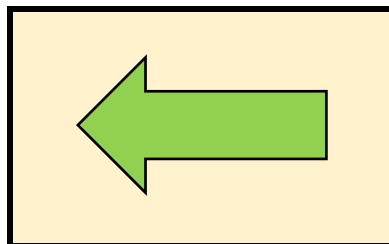
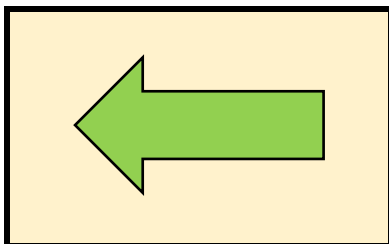
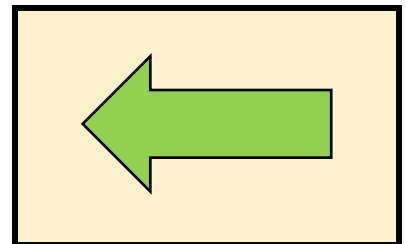
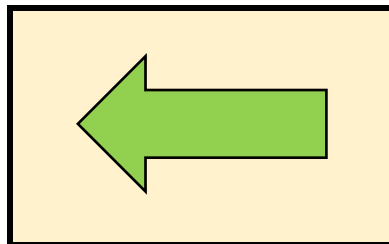
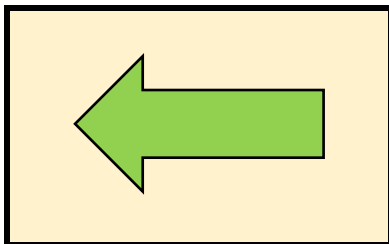
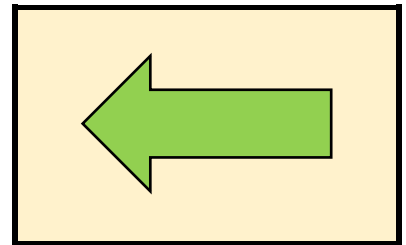
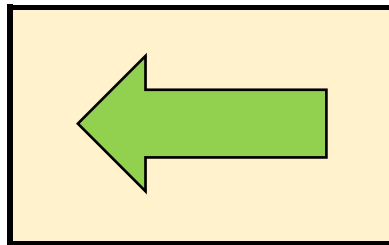
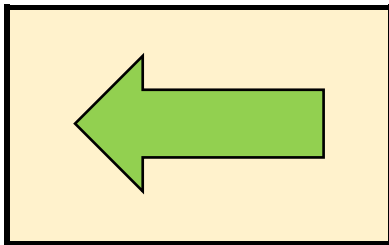
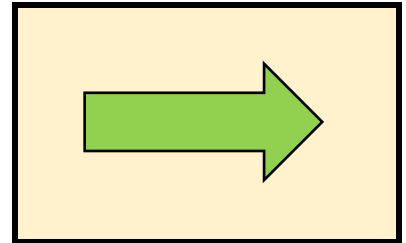
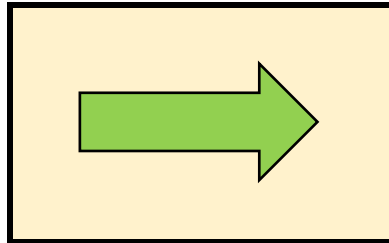
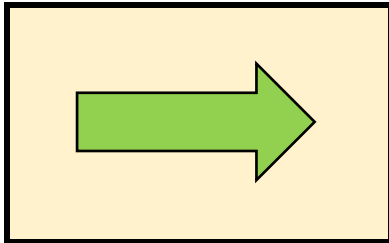
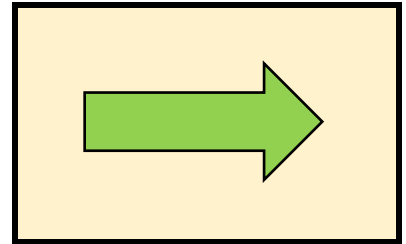
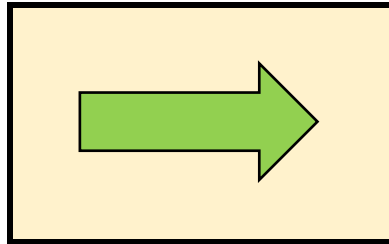
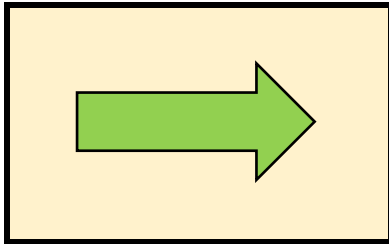
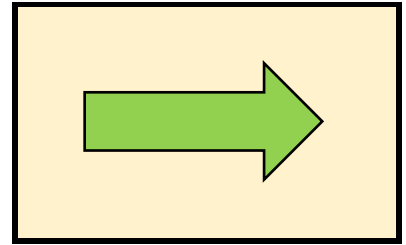
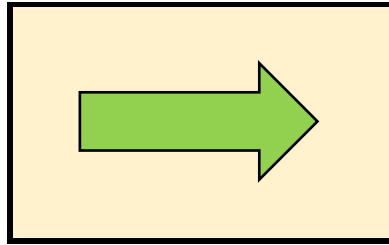
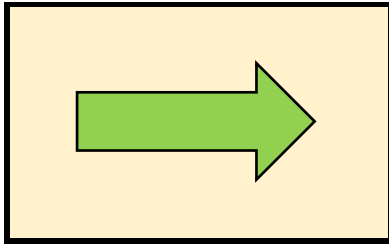


CodeWeek 2019.

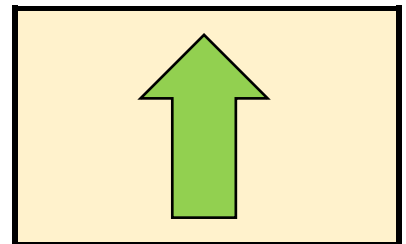
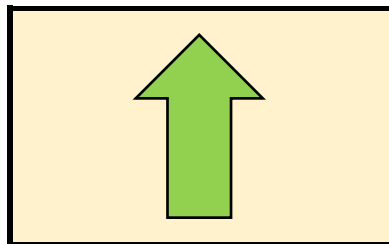
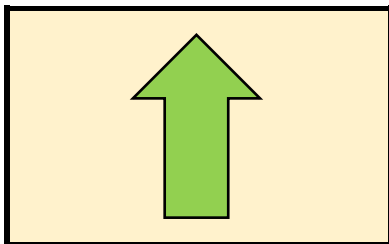
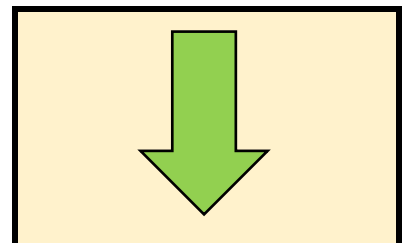
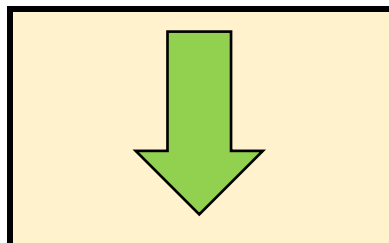
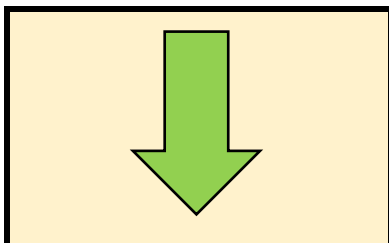
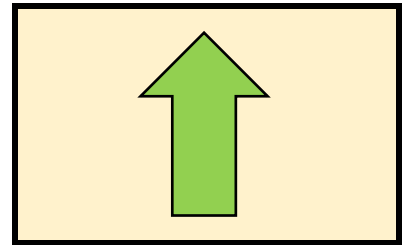
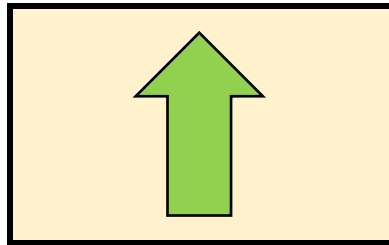
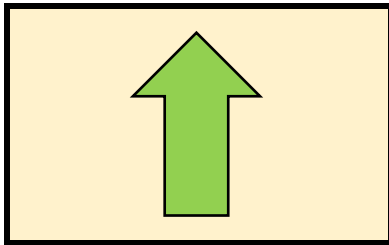
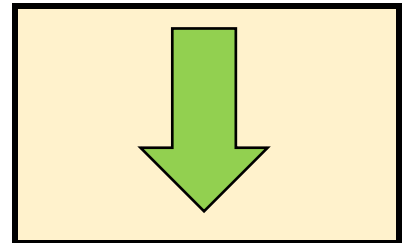
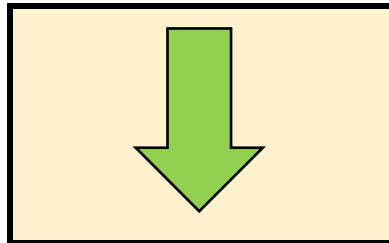
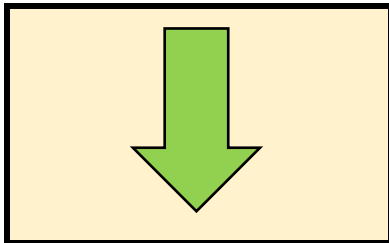
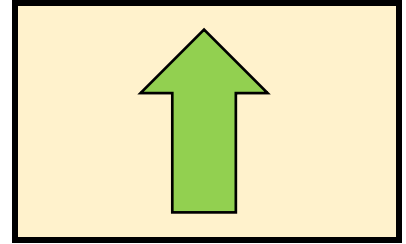
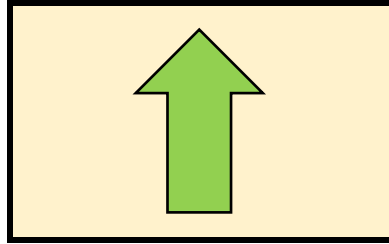
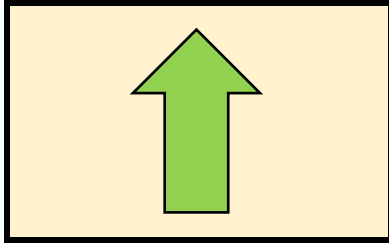
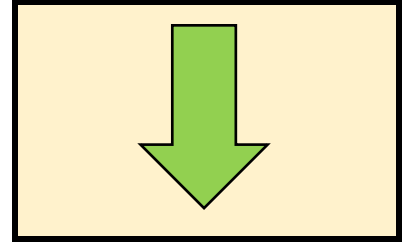
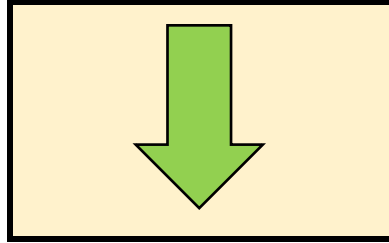
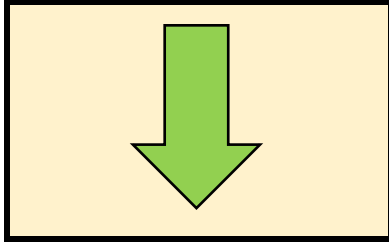
KARTICE S NAREDBAMA:



CodeWeek 2019.



CodeWeek 2019.



CodeWeek 2019.

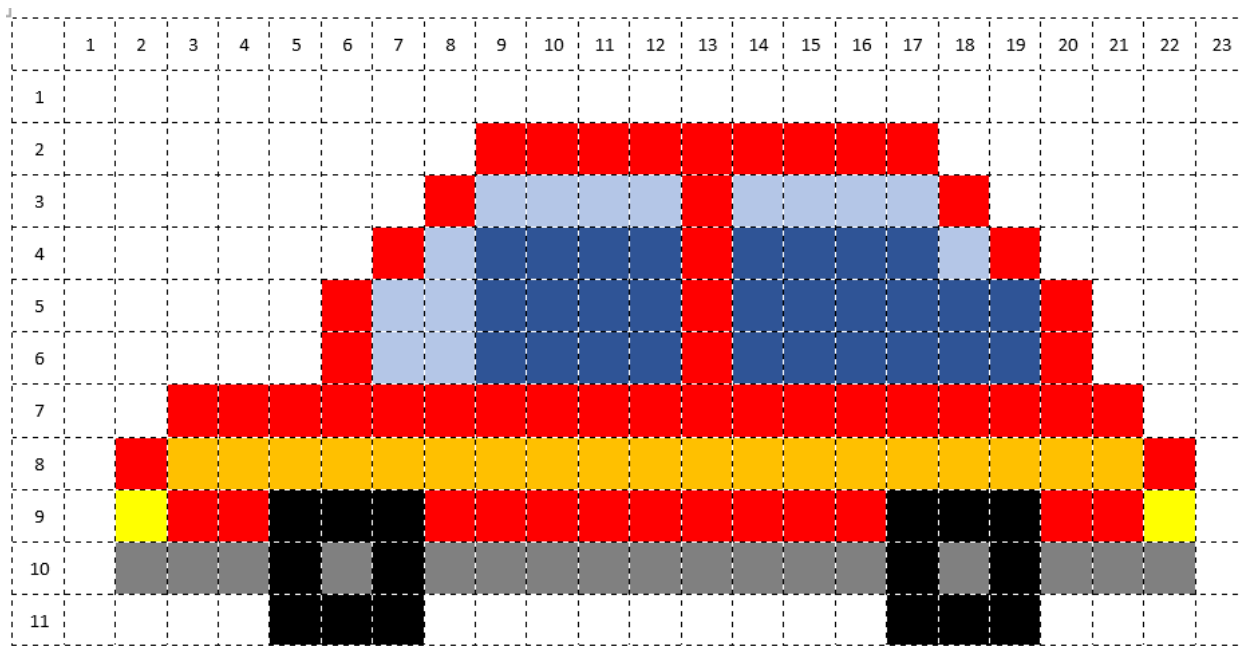
RJEŠENJE:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
1																							
2																							
3																							
4																							
5																							
6																							
7																							
8																							
9																							
10																							
11																							

CodeWeek 2019.

AKTIVNOST 14:

Pogledaj crtež i napiši naredbe za bojanje polja.



1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	

CodeWeek 2019.

AKTIVNOST 15:

Pogledaj crtež i napiši naredbe za bojanje polja.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1																						
2			■	■	■						■	■	■									
3		■	■	■	■	■	■	■	■	■	■	■	■	■								
4		■	■	■	■						■	■	■	■								
5		■	■	■	■						■	■	■	■								
6			■		■			■		■		■	■									
7					■						■											
8				■								■										
9				■				■	■	■												
10				■				■	■	■												
11				■								■						■	■			
12					■						■	■	■	■				■	■	■		
13						■	■	■	■	■	■	■	■	■	■			■	■	■	■	
14							■	■	■	■	■	■	■	■	■			■	■	■	■	■
15								■	■	■	■	■	■	■	■	■			■	■	■	■
16								■	■	■	■	■	■	■	■	■			■	■	■	■
17									■	■	■	■	■	■	■	■			■	■	■	■
18									■	■	■	■	■	■	■	■			■	■	■	■
19									■	■	■	■	■	■	■	■			■	■	■	■
20								■	■	■	■	■	■	■	■	■			■	■	■	■
21								■	■	■	■	■	■	■	■	■			■	■	■	■
22								■	■	■	■	■	■	■	■	■			■	■	■	■

CodeWeek 2019.

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	

CodeWeek 2019.

AKTIVNOST 16:

Nacrtaj neki jednostavan crtež.

Napiši naredbe za crtanje svoga crteža, a nakon toga ih daj prijatelju ili prijateljici.

Provjeri jesu li vaši crteži isti. Ako nisu, pronađite greške. Možda si pogriješio ti pri pisanju naredbi ili tvoj prijatelj prilikom izvršavanja naredbi.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1																						
2																						
3																						
4																						
5																						
6																						
7																						
8																						
9																						
10																						
11																						
12																						
13																						
14																						
15																						
16																						
17																						
18																						
19																						
20																						
21																						
22																						

CodeWeek 2019.

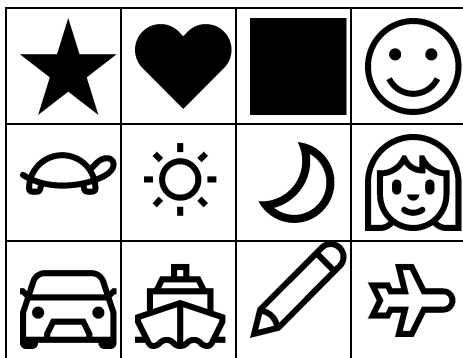
AKTIVNOST 17:

Izreži kvadrate sa sličicama i zalijepi ih u tablicu u polja koja odabereš. Isto će napraviti i učenik /učenici protivničkog tima. Igru započinje mlađi učenik ili ekipa u kojoj se nalazi najmlađi učenik.

Cilj igre je da što prije otkriješ u kojem se polju nalazi koja slika kod protivničkog igrača/tima.

Možeš postavljati pitanja na koja se odgovara sa DA ili NE. Imaš pravo postavljati pitanja sve dok su odgovori DA. Kada je odgovor na tvoje pitanje negativan, došao je red da tvoj suigrač postavlja pitanja.

Pobjednik je učenik/ekipa koji/koja prije otkrije pozicije slika u protivnikovoj/protivničkoj tablici.



CodeWeek 2019.

MOJA TABLICA:

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

CodeWeek 2019.

TABLICA MOGA PROTIVNIKA:

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										