



Computational thinking makes people more assertive in problem-solving, as using sequencing helps save time on common tasks.



1) OBSERVE THE PROGRAMMING COMMANDS REPRESENTED BY SYMBOLS. DISCOVER AND WRITE DOWN WHICH COMMANDS ARE USED TO GUIDE THE ROBOT TO THE GEARS.

PROGRAMMING COMMANDS

- Move a square ahead
- ← Move a square backward
- ✕ Paint a square with blue
- ↑ Move a square up
- ↓ Move a square down

→ 1	→ 2	✕ 3	4	5
6	7	8	9	10

1	2	3	4	5	6
7	8	9	10	11	12

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2) COLOR THE SQUARES ACCORDING TO THE INSTRUCTIONS INDICATED NEXT TO THEM AND DISCOVER WHAT WILL APPEAR.

Instruções

A										1 <input type="checkbox"/> 1 <input type="checkbox"/> 6 <input type="checkbox"/> 1 <input type="checkbox"/> 1 <input type="checkbox"/>
B										3 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/>
C										1 <input type="checkbox"/> 1 <input type="checkbox"/> 6 <input type="checkbox"/> 1 <input type="checkbox"/> 1 <input type="checkbox"/>
D										10 <input type="checkbox"/>
E										1 <input type="checkbox"/> 5 <input type="checkbox"/> 3 <input type="checkbox"/> 1 <input type="checkbox"/>
F										2 <input type="checkbox"/> 3 <input type="checkbox"/> 3 <input type="checkbox"/> 2 <input type="checkbox"/>
G										3 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/>
H										2 <input type="checkbox"/> 1 <input type="checkbox"/> 4 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/>
I										1 <input type="checkbox"/> 1 <input type="checkbox"/> 6 <input type="checkbox"/> 1 <input type="checkbox"/> 1 <input type="checkbox"/>
J										1 <input type="checkbox"/> 1 <input type="checkbox"/> 6 <input type="checkbox"/> 1 <input type="checkbox"/> 1 <input type="checkbox"/>