


























































1º Ano

1 - Observe a legenda. Em seguida, veja que cada triângulo possui uma sequência de círculos que o formam. Agora, identifique cada sequência e registre, abaixo de cada triângulo, o número que o representa.

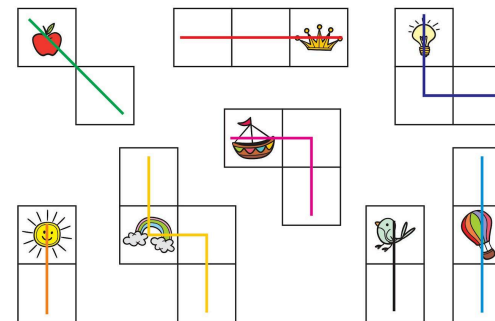
			
1	2	3	4

2 - Observe as imagens da malha e identifique a posição dos objetos e os cartões. Agora, localize os objetos nos cartões e pinte os quadrados em branco de acordo com a posição que estão no cartão.

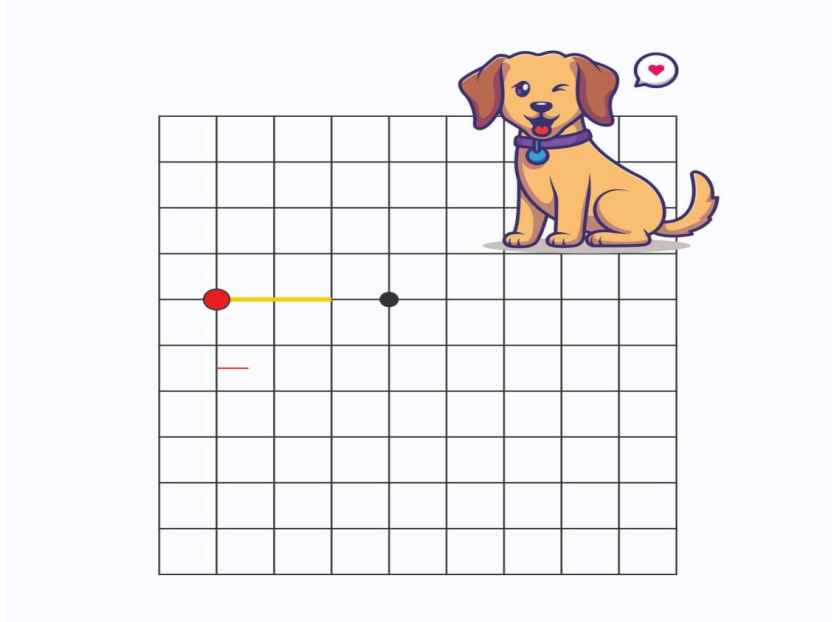
				
				
				
				
				

INSTRUÇÕES:



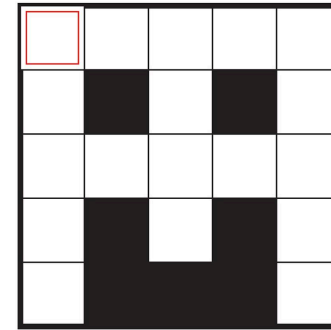
3º ANO

1 - Veja os comandos de programação caracterizados por símbolos. Após, realize o desafio partindo do ponto vermelho (ponto de partida) siga os comandos (→, ←, ↓ e ↑) . *Dica: o ponto preto é o olho do cachorro e o traço vermelho é a língua.*



2	1	1	1	1	4	3	1	1
→	↑	→	↑	→	↓	→	↑	→
5	2	1	2	1	2	4	2	2
↓	←	↑	←	↓	←	↑	←	↑

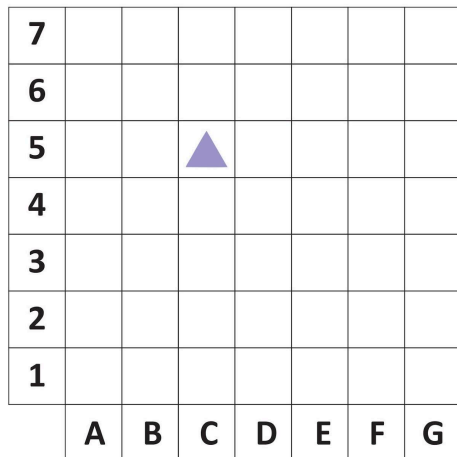
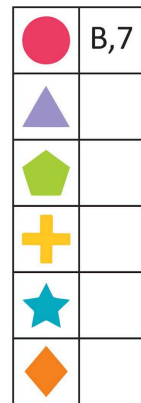
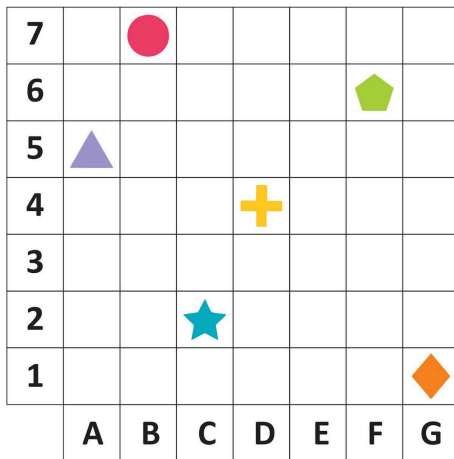
2 - Observe os comandos de programação representados por setas, descubra e escreva qual a sequência de comandos que faltam para formar o desenho.



→	→	→	→	↓	←
■	←	←	■	←	↓
→	→	→	→	↓	←
■	←	←	■	←	↓
→					

4º e 5º ANO

1 - Observe a malha quadriculada. Nela podemos localizar a posição de algumas figuras usando letra e número. Identifique a localização e registre no quadro as coordenadas.



2 - Observe os comandos de programação representados por setas e escreva na malha os comandos utilizados para levar o menino até a escola. Após, represente os comandos na malha para descobrir o trajeto que leva o foguete até Marte.

