

1° ano - Code.org - courseb-2019/stage/7

Aulas passadas:

[1° ano - Code.org - courseb-2019_stage_3.pdf](#)

[1° ano - Code.org - courseb-2019_stage_4.pdf](#)

[1° ano - Code.org - courseb-2019_stage_5.pdf](#)

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ATENÇÃO:

- 1) Utilize os [Cartões de Login para Robótica - 1º ano.pdf](#) para ingressar na plataforma CODE.org e para salvar seu progresso.
- 2) Certifique-se que o nome aparece conforme a figura abaixo.



Nome do Aluno (a)

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Objetivo: Completar da fase 1 (vídeo) até a fase 13.

https://studio.code.org/s/courseb-2019/stage/7/puzzle/1?section_id=2830739

The screenshot shows the Code.org Studio interface for a puzzle stage. The browser address bar displays the URL: https://studio.code.org/s/courseb-2019/stage/7/puzzle/1?section_id=2830739. The page title is "Fase 7: Repetições com Colheitadeira" (Stage 7: Repetitions with Harvester). The main instruction reads: "Ajude a colheitadeira a pegar todo o milho!" (Help the harvester pick all the corn!). A red arrow points to the "OK" button, and another red arrow points to the play button icon in the instruction box. The interface includes a "Blocos" (Blocks) area with a "pegar" (pick) block and a "quando executar" (when executed) block. The "quando executar" block is currently empty. The "Blocos" area also contains directional movement blocks: "N" (North), "S" (South), "L" (Left), and "O" (Right). The "Executar" (Execute) and "Passo" (Step) buttons are visible. The bottom of the screen shows the Windows taskbar with the time 18:55.

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Solução possível da fase 1

The screenshot shows the Code.org interface for Stage 7, 'Repetições com Colheitadeira'. The puzzle is titled 'Ajude a colheitadeira a pegar todo o milho!' (Help the harvester pick all the corn!). The workspace shows a harvester character on a field with corn cobs. The solution is built using the following blocks:

- quando executar** (when green flag clicked)
- L** (left arrow)
- pegar** (pick up corn)
- L** (left arrow)
- pegar** (pick up corn)
- L** (left arrow)
- pegar** (pick up corn)
- L** (left arrow)
- pegar** (pick up corn)

The workspace also shows a 'repetita' (repeat) block with a count of 3. The interface includes a 'Recomeçar' (Restart) button, a 'Passo' (Step) button, and a 'Ver a solução' (View solution) button. The browser address bar shows the URL: studio.code.org/s/courseb-2019/stage/7/puzzle/1?section_id=2830739.

