



conecta makers



Material organizado por: Giovana Melos Borsoi, Maria Eduarda Rech,
Dr. Leonardo Poloni, Dra. Kelen Berra de Mello



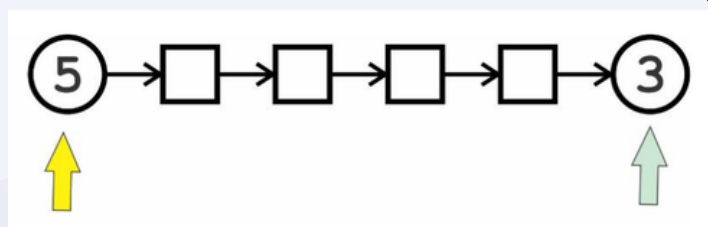
2- ATIVIDADE MÃO NA MASSA: AUTÔMATOS DA MÔNICA

Com o jogo “Autômatos da Mônica” é possível exercitar os quatro pilares do pensamento computacional (abstração, decomposição, reconhecimento de padrão e algoritmos). Este material é disponível no site [Computacional - Notícias e Inovações em Educação Digital](https://www.computacional.com.br/noticias/atividades-despc)¹

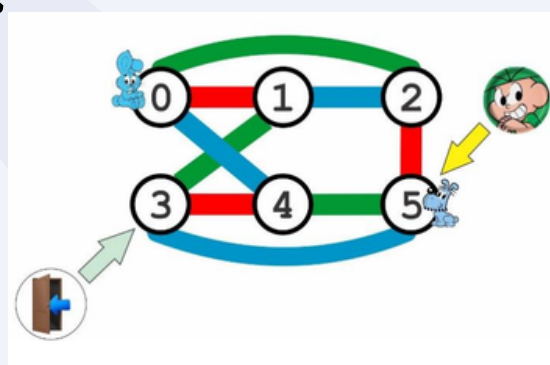
Objetivo do jogo: Ajudar o Cebolinha a fugir da Mônica e o Cascão a escapar da chuva através de uma rota de fuga.

Como jogar:

1. Para este jogo vamos precisar dos mapas de trajeto, setas indicadoras de posição, bolhinhas indicadoras de caminho e a folha de rotas.
2. Aponte as setas indicadoras de posição de acordo com a folha de rotas. O número à esquerda indica o local de saída do Cebolinha ou do Cascão (utilize a seta amarela), o número à direita indica o local que se deve chegar (utilize a seta verde).



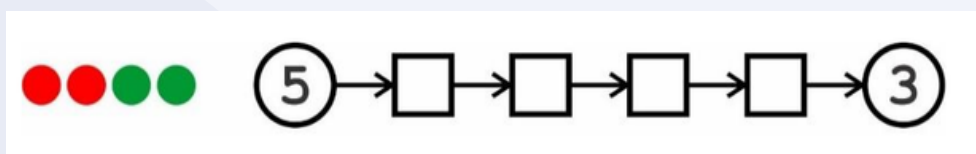
Folha de rotas



Mapa de trajeto

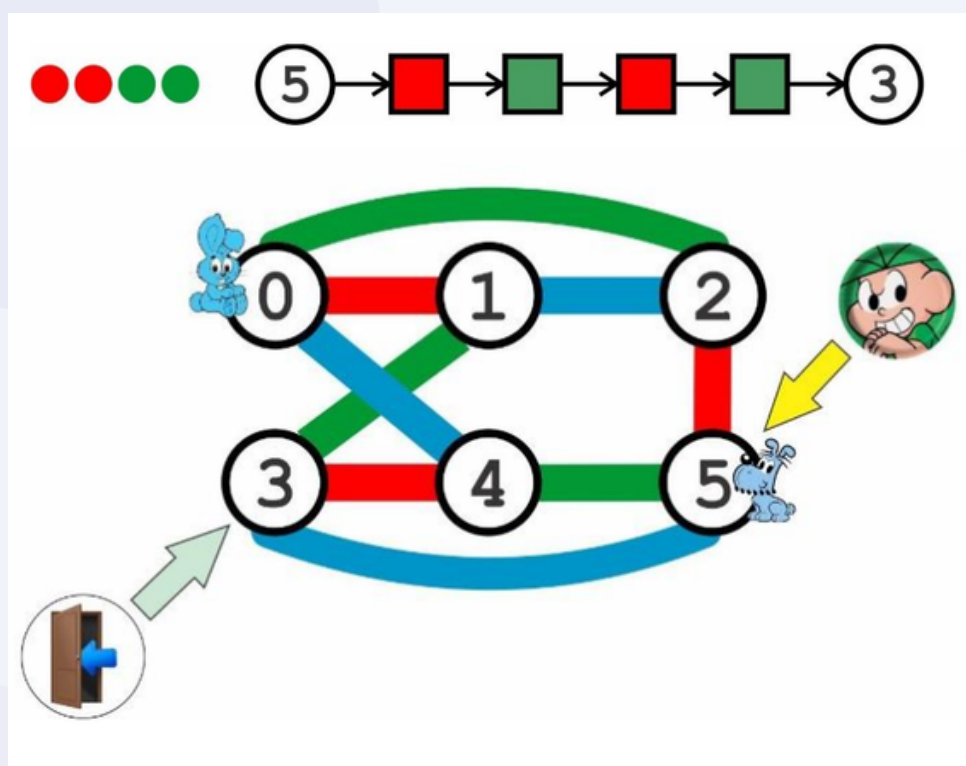
1- Link: <https://www.computacional.com.br/atividadesdespc>

3. Ainda na folha de rotas, á esquerda da indicação das localizações, há bolinhas coloridas. Estas bolhinhas indicam as possibilidades de caminhos a serem tomados.



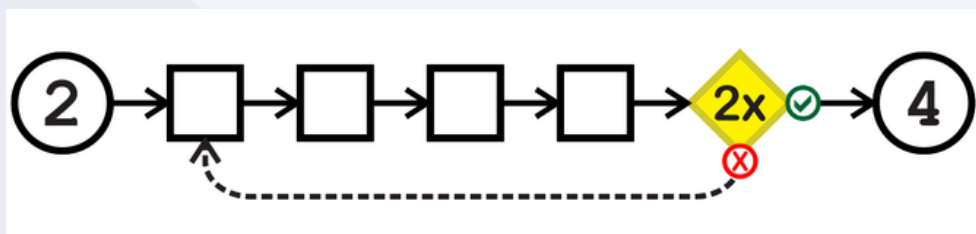
Isso quer dizer que, para ir do número cinco ao número 3, devemos passar por quatro caminhos, utilizando dois vermelhos e dois verdes.

4. Preencha os quadrados com as cores em ordem, de acordo com o caminho realizado. Nenhum quadrado deve ficar em branco.

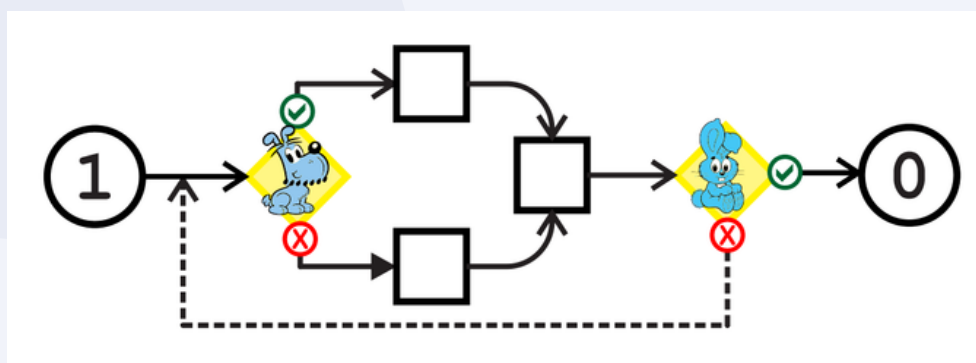


Ou seja, para ir do número cinco ao número três, utilizando dois caminhos vermelhos e dois caminhos verdes, devemos percorrer: vermelho, verde, vermelho e verde.

5. Em alguns números há situações especiais, como repetições e condicionais, alterando o fluxo de execução do algoritmo.



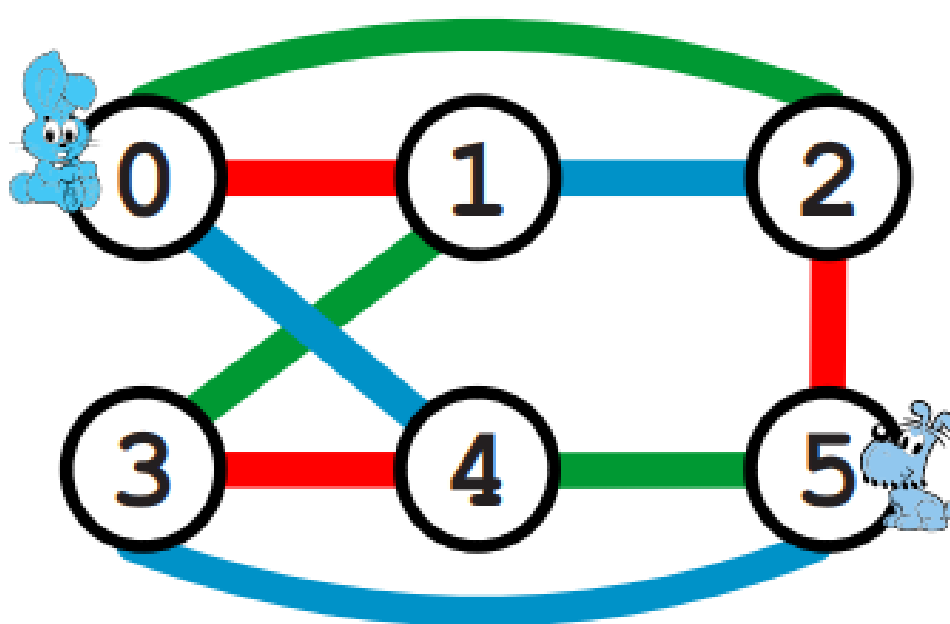
Na imagem acima há um exemplo de repetição. Na primeira vez de execução, ao chegar no losango amarelo, o caminho se repetirá (pontilhado do X vermelho) e na segunda repetição, seguirá para o 4 (caminho do check verde).



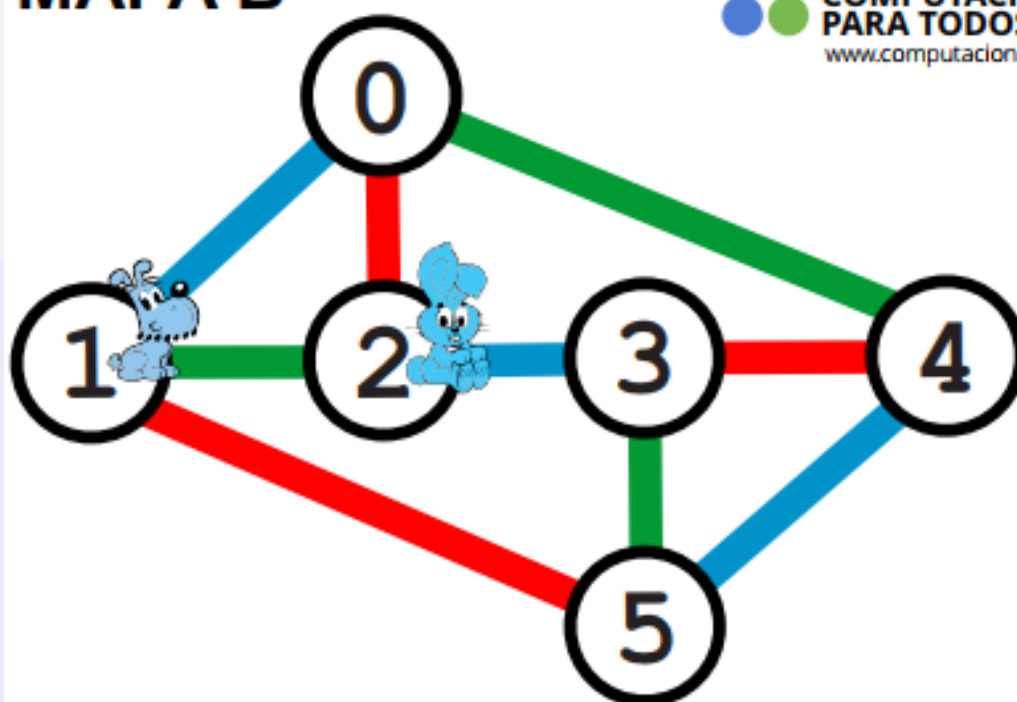
Já no caso da condicional, exemplo mostrado acima, há caminhos diferentes de acordo com a resposta. Se houver um Bidu no número em que o personagem está, ele percorrerá o caminho de cima (check verde), caso não houver, ele seguirá para o caminho de baixo (X vermelho).

MATERIAIS PARA O JOGO

MAPA A

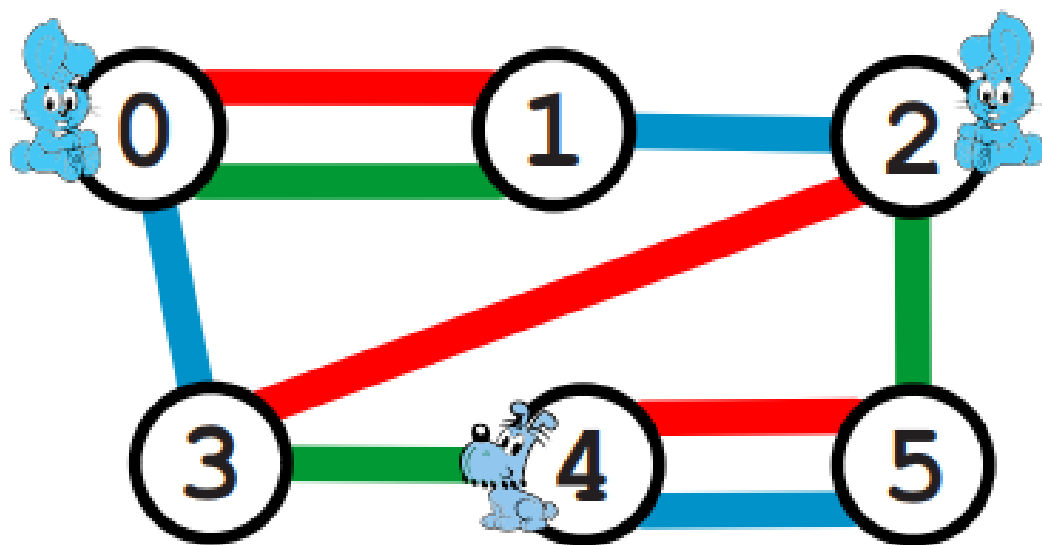


MAPA B

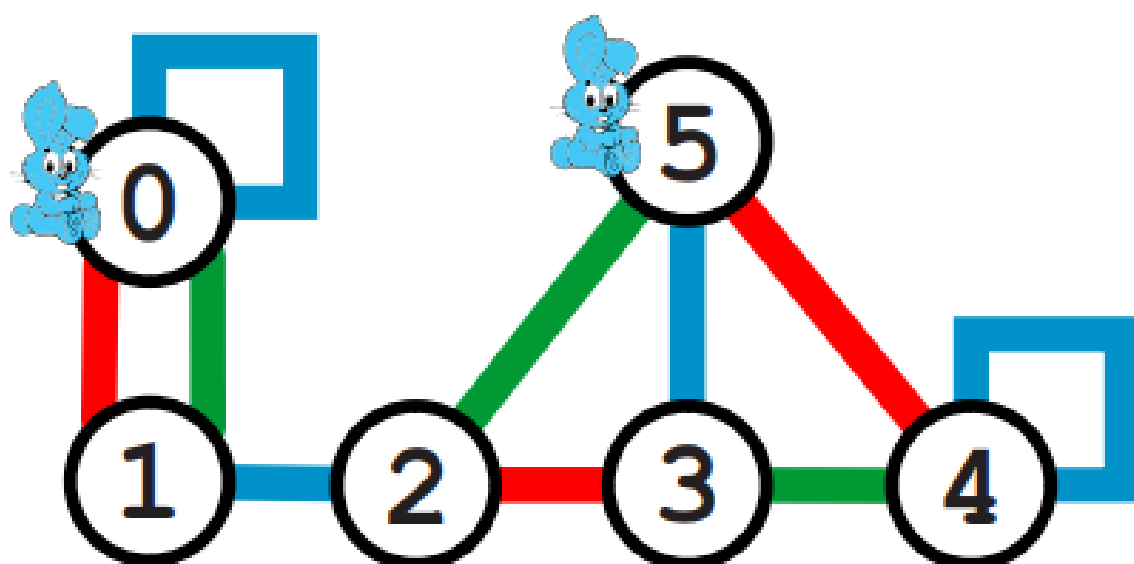


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MAPA C

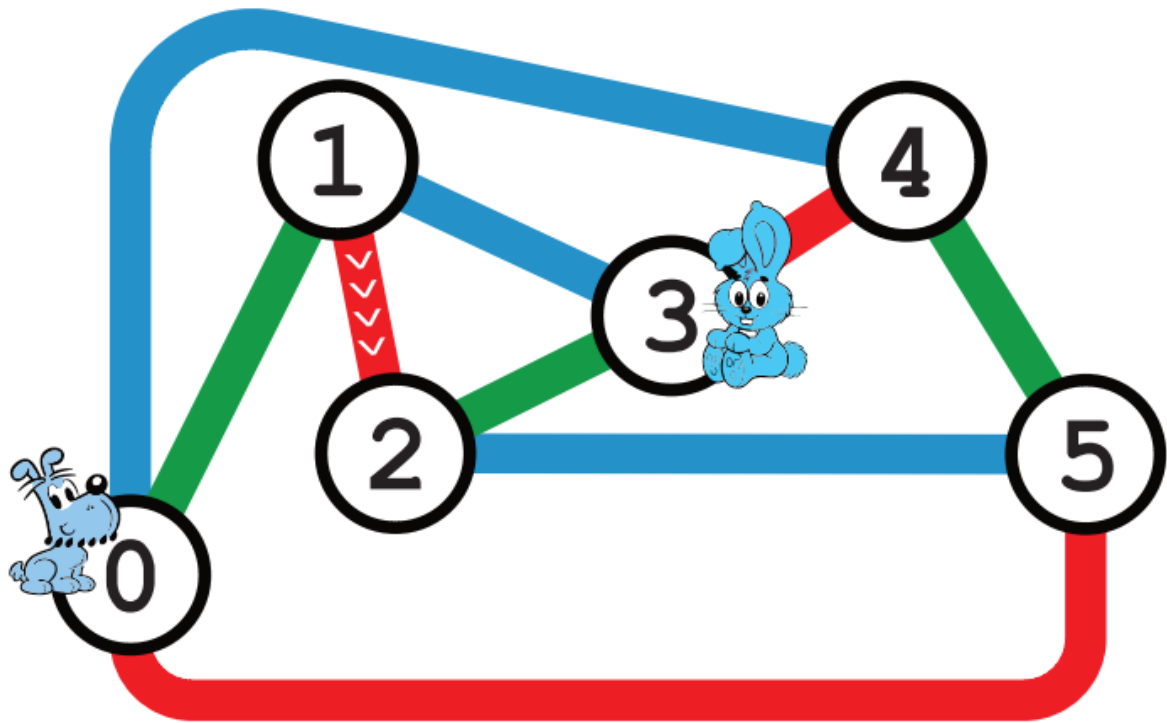


MAPA D



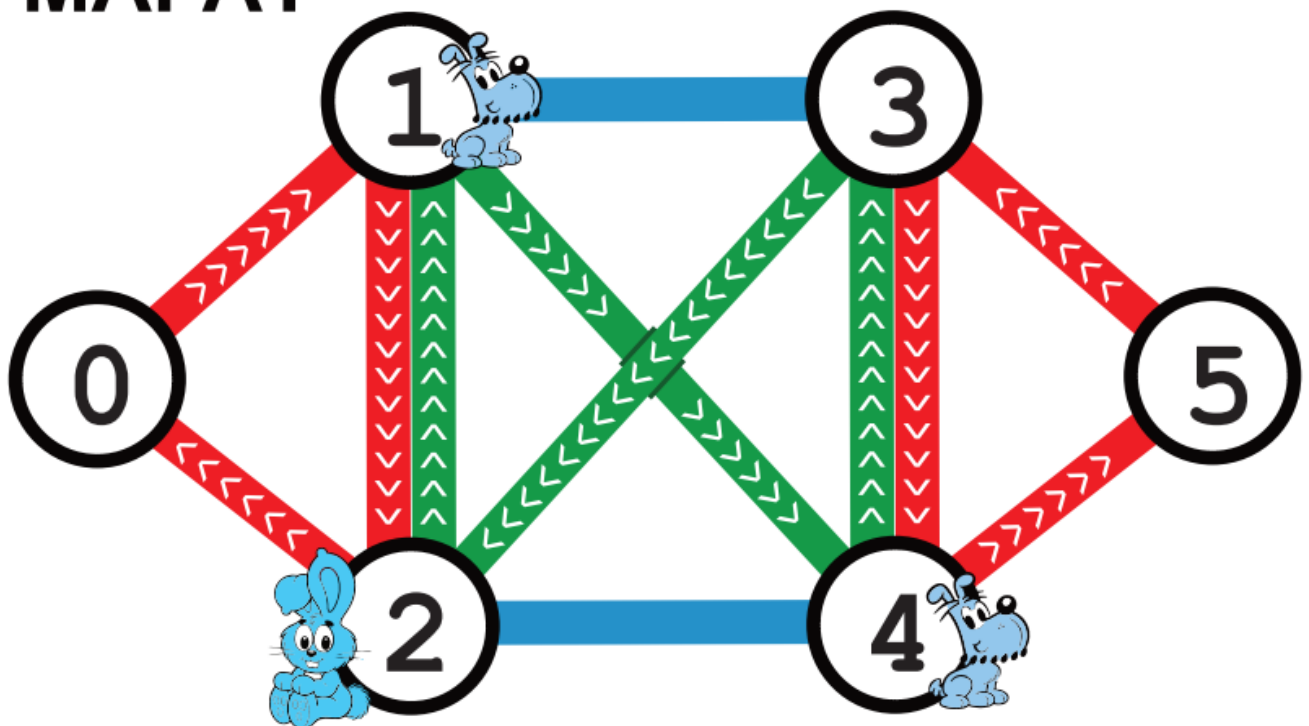
Agradecimentos aos Estúdios Maurício de Souza S. A. e Thinkfun em permitir o uso de suas criações na atividade.
Saiba mais a respeito do jogo Code Master em <https://www.thinkfun.com/products/code-master/>

MAPA E

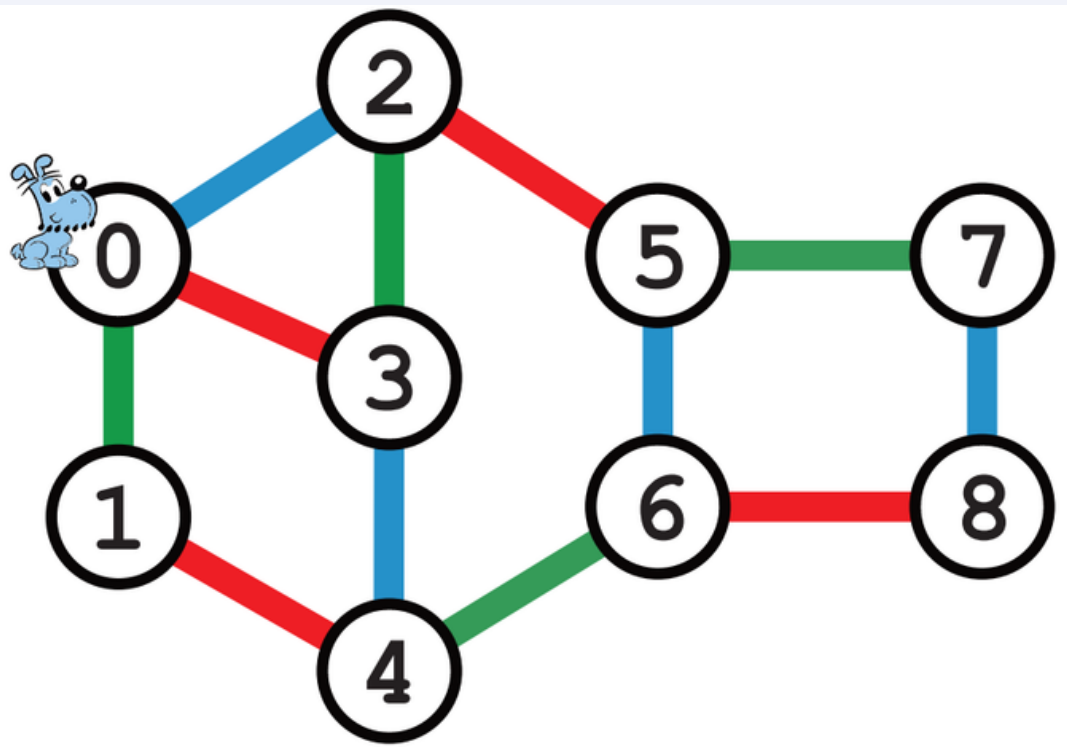


MAPA F

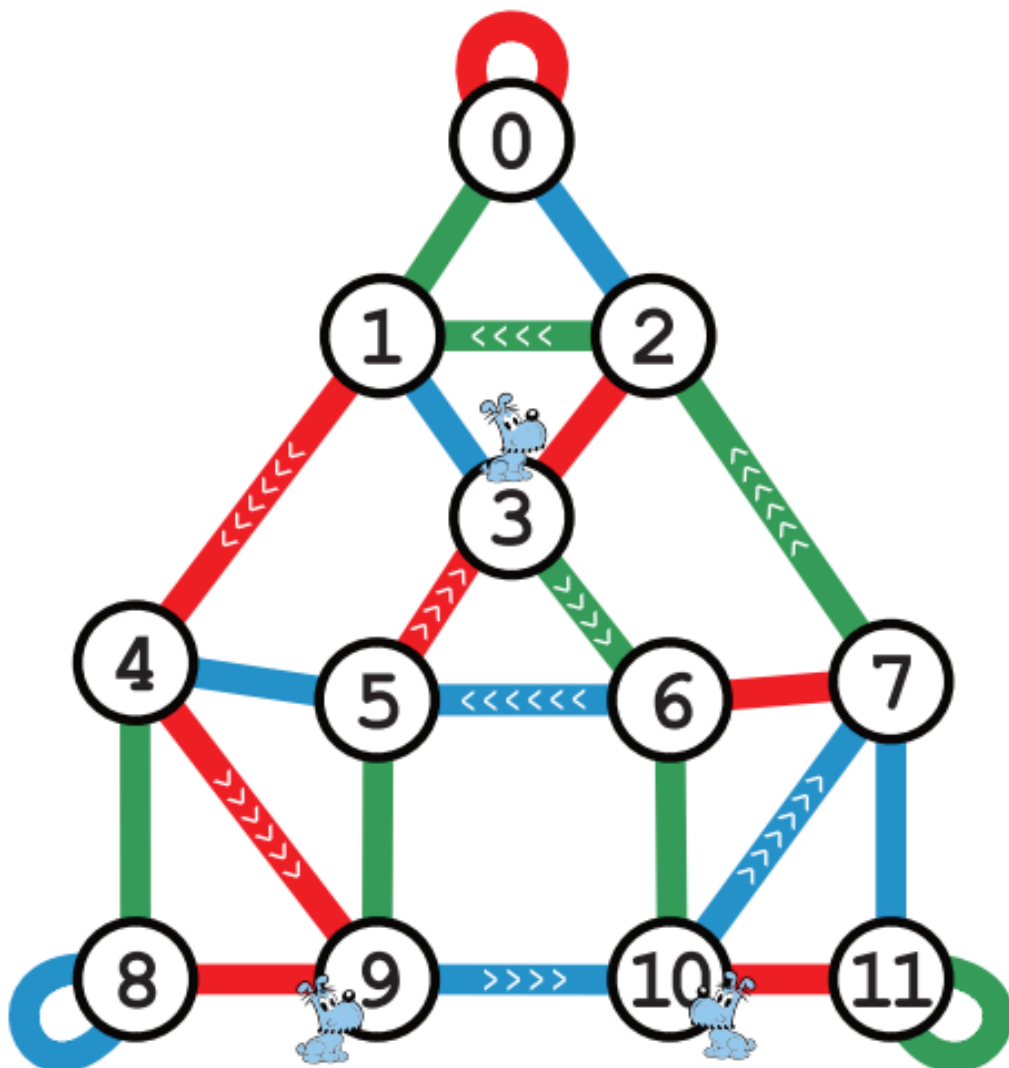
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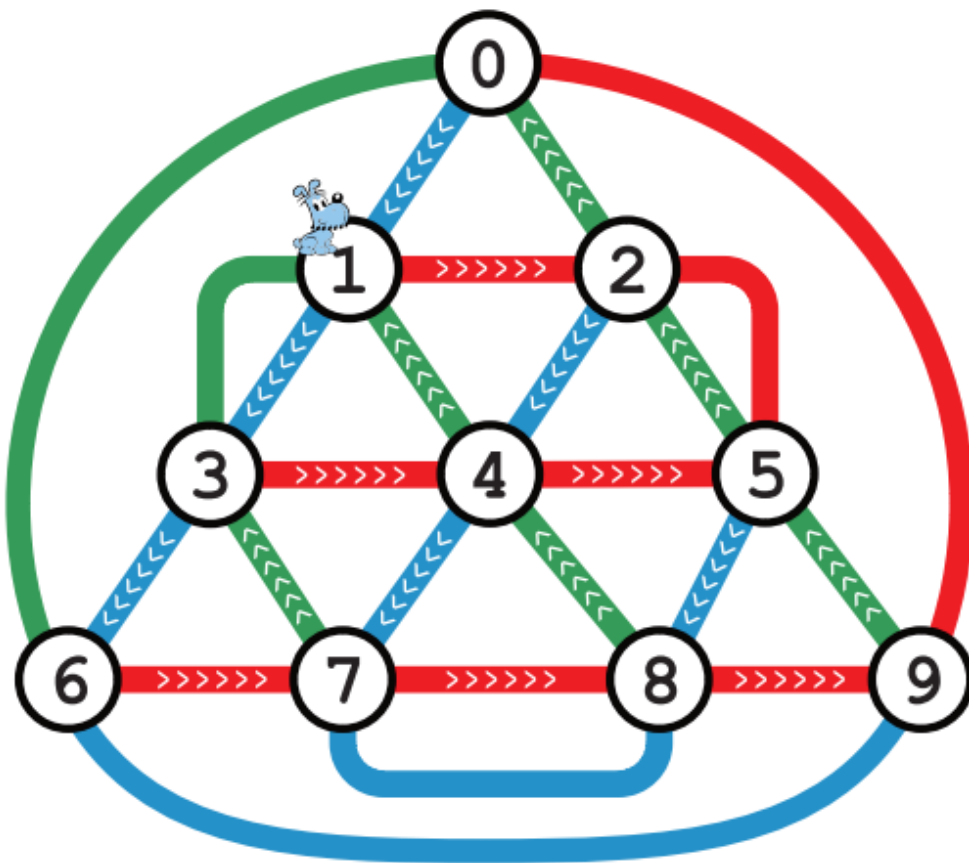
MAPA G



MAPA H

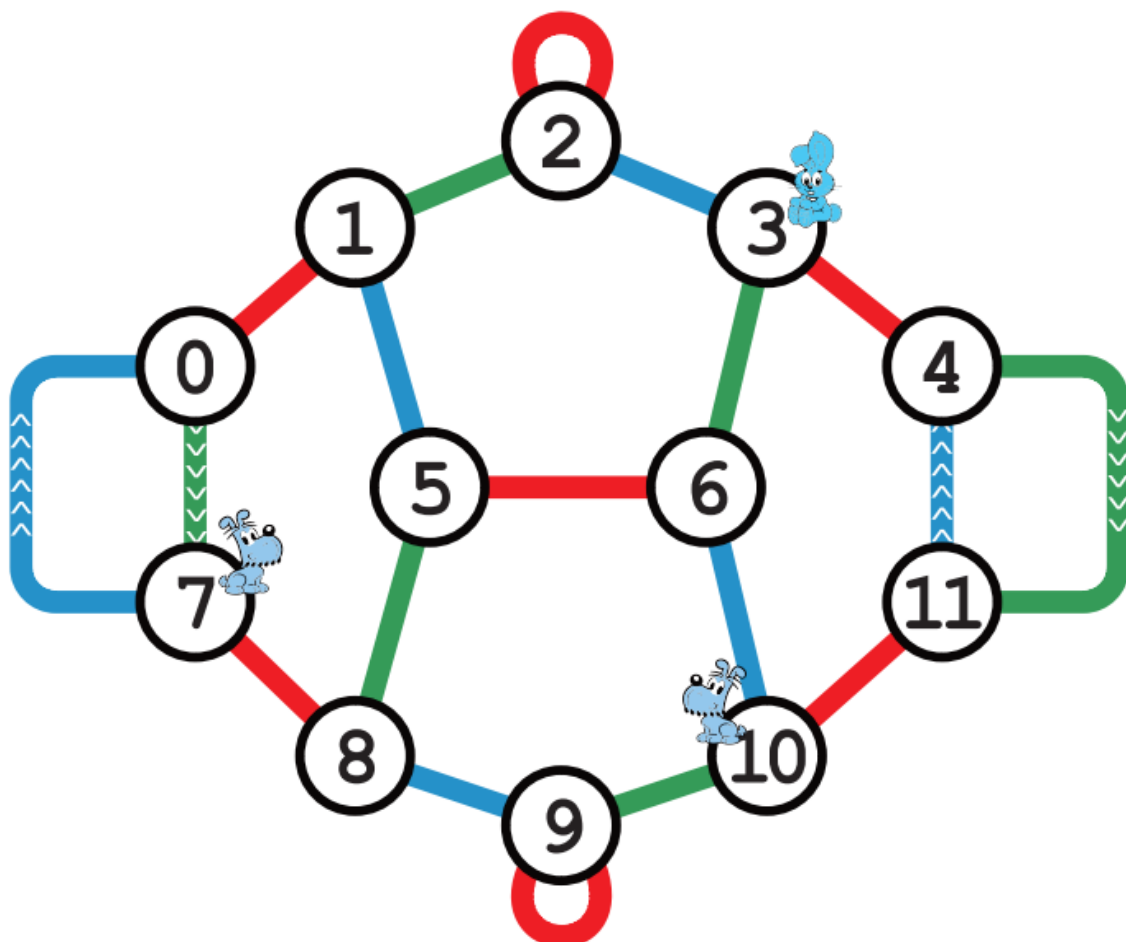


MAPA I

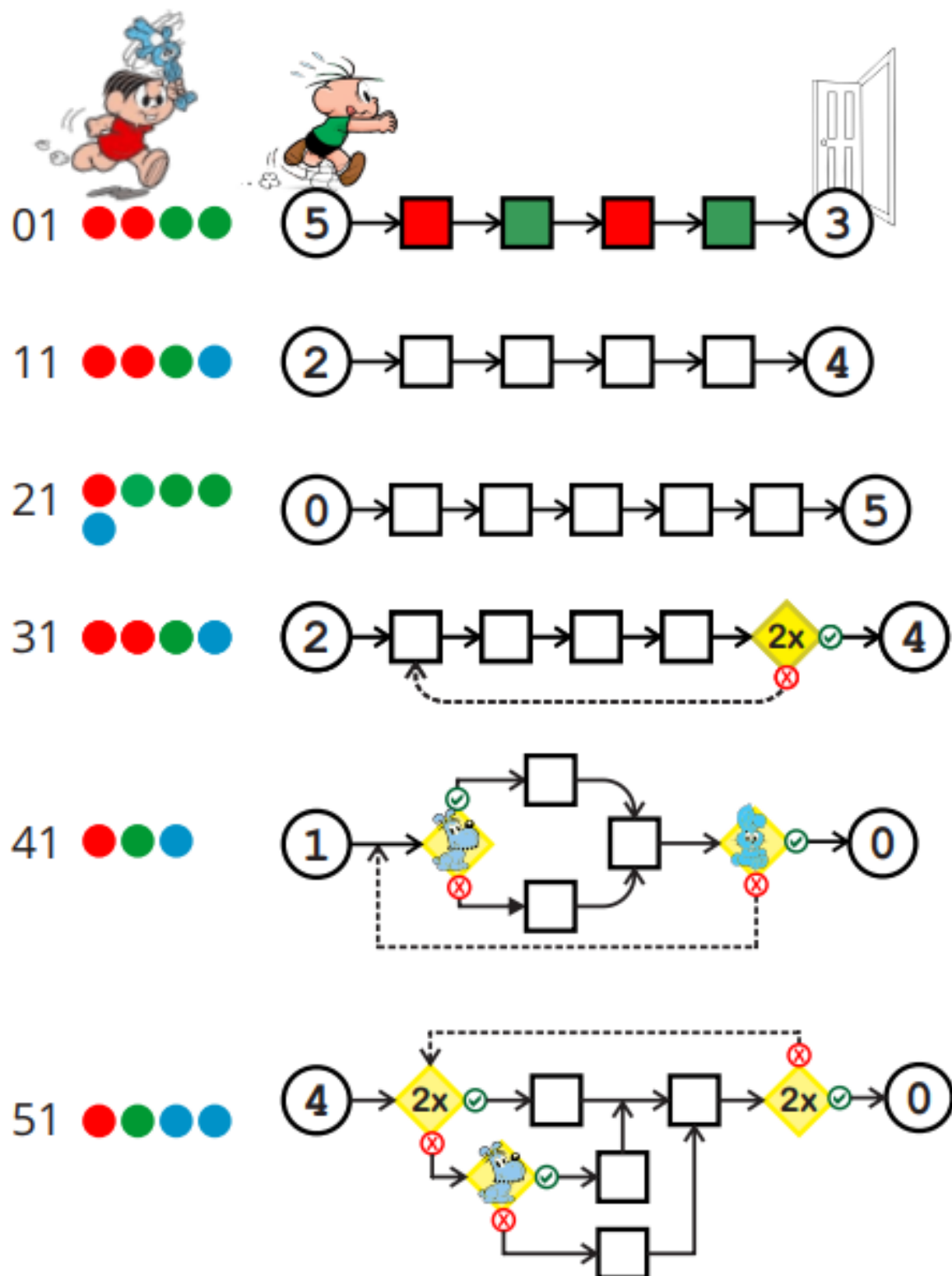


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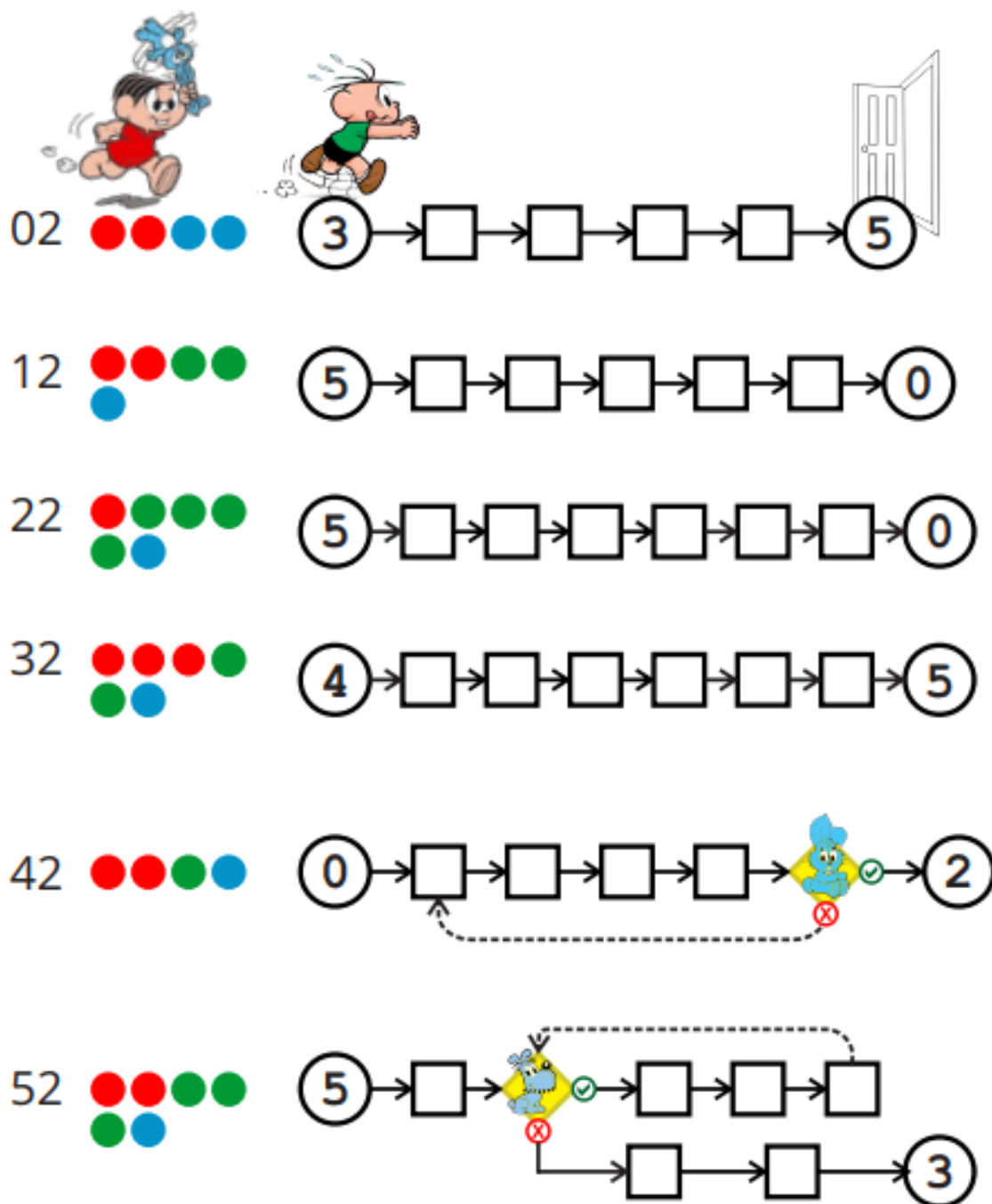
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MAPA A



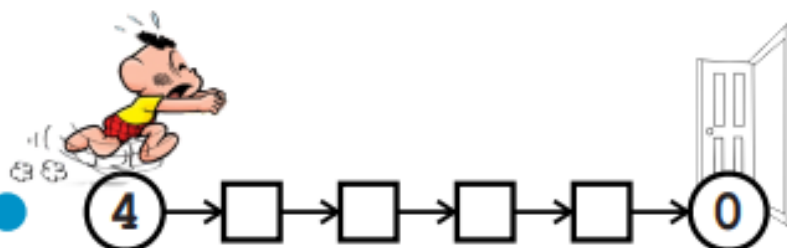
MAPA B



MAPA C



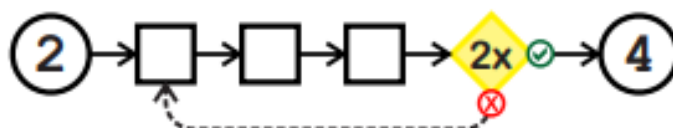
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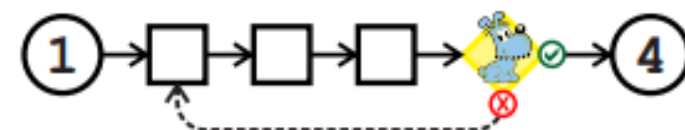
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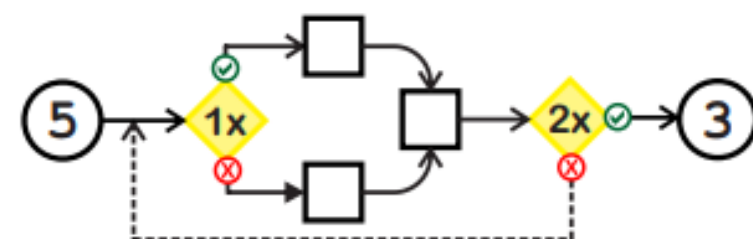
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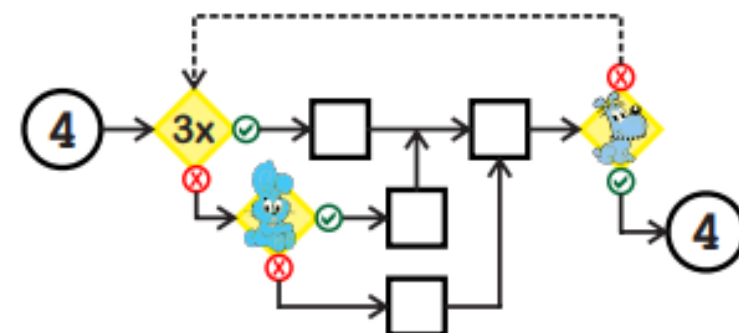
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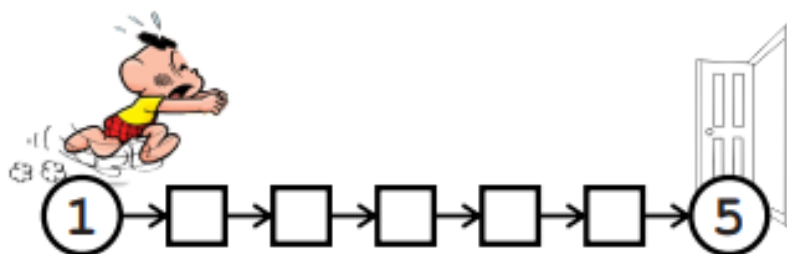
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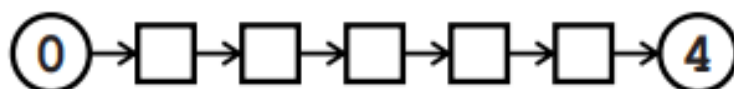
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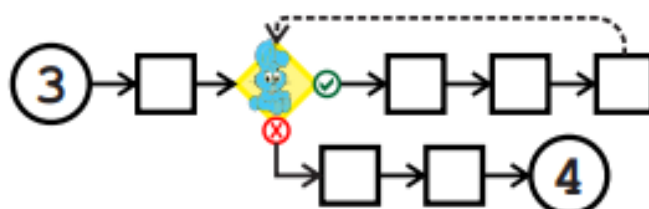
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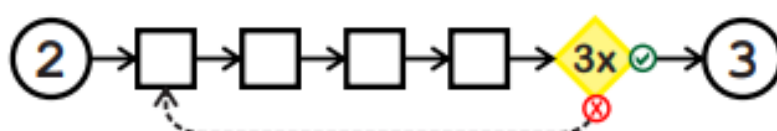
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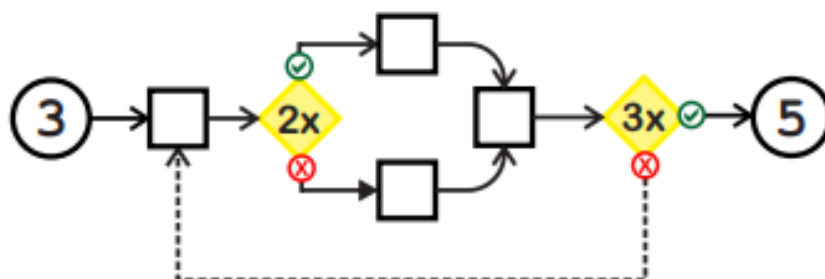
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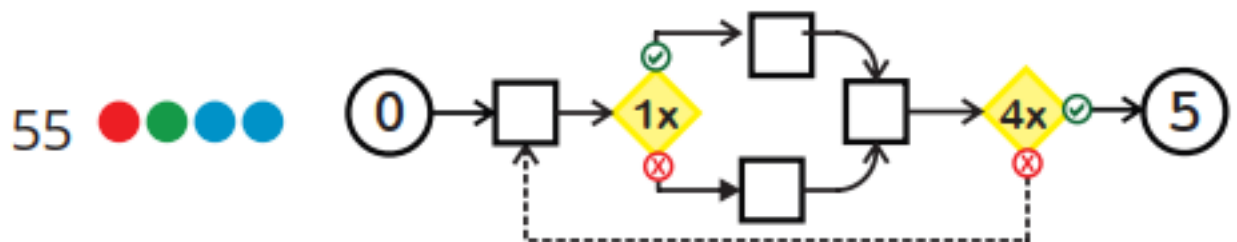
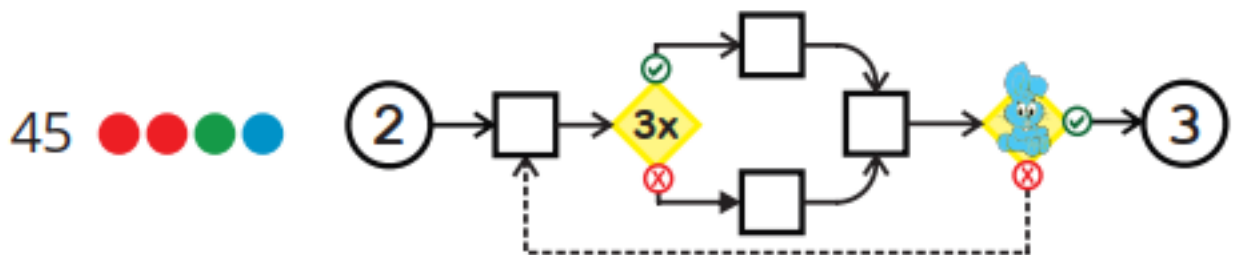
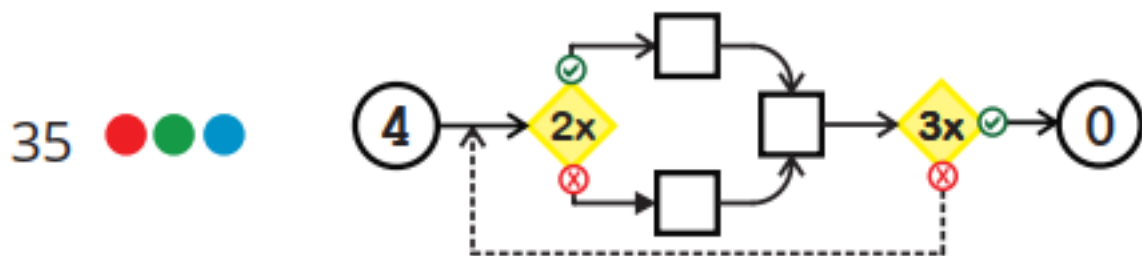
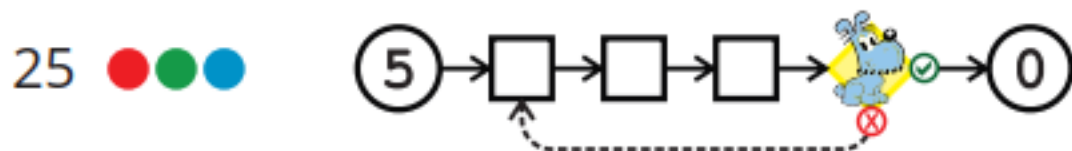
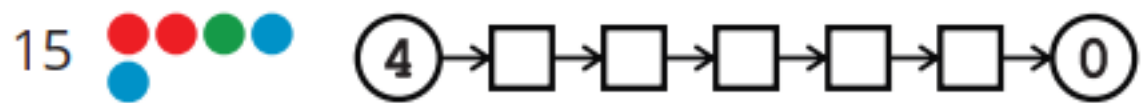
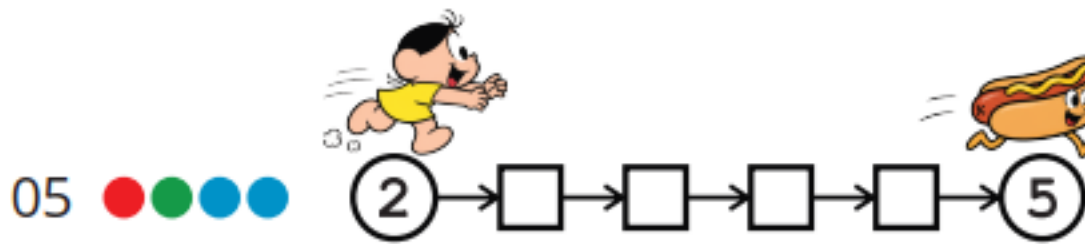
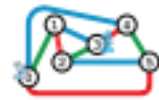
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MAPA E



MAPA F



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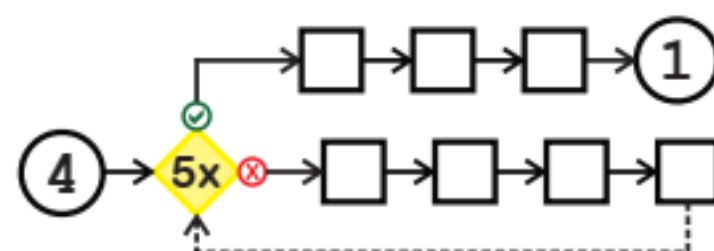
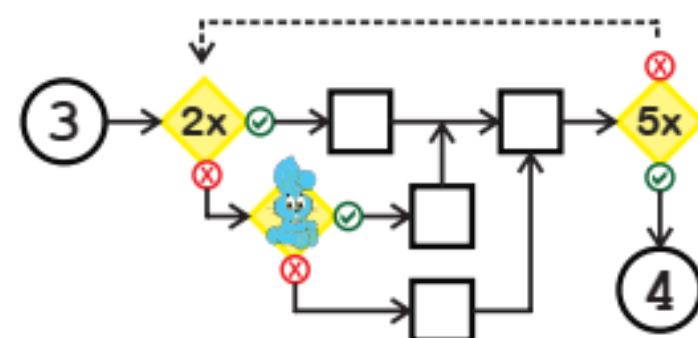
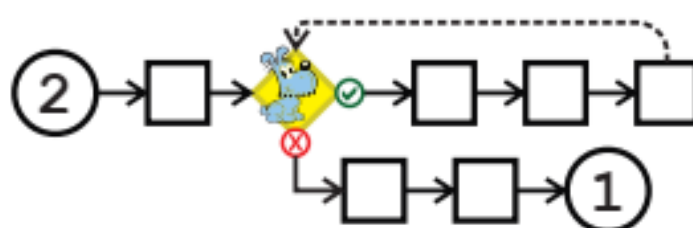
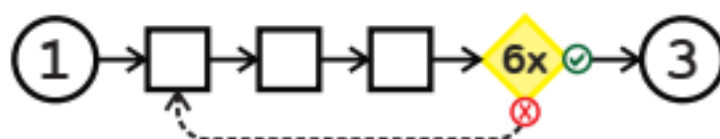
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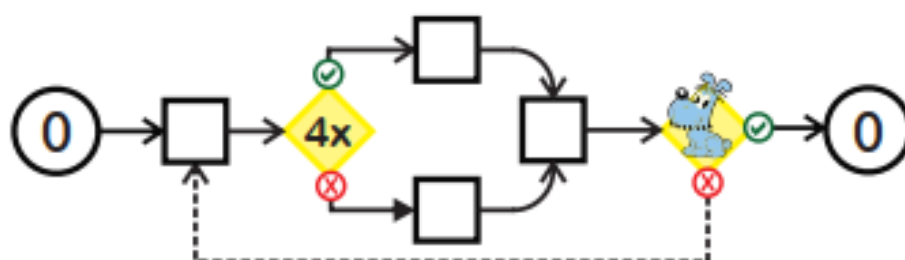
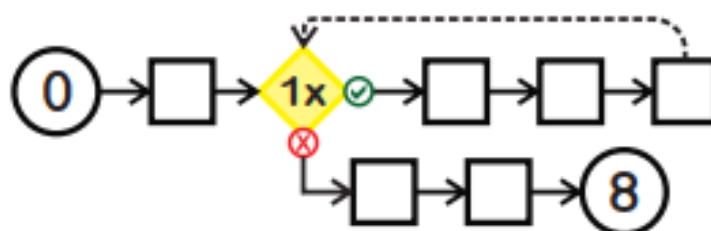
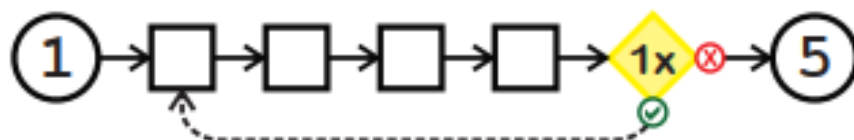
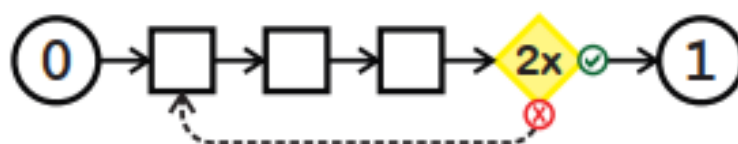
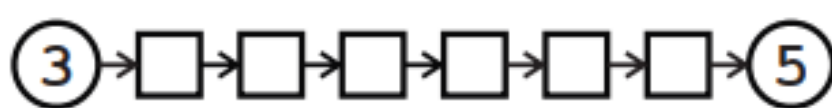
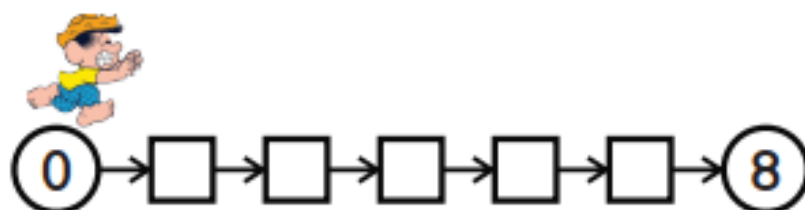
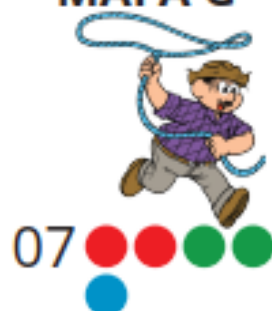
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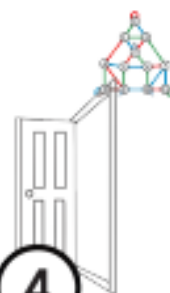
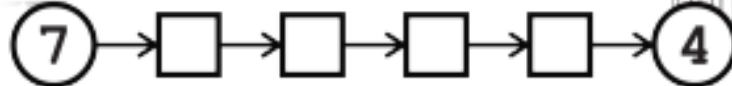
MAPA G



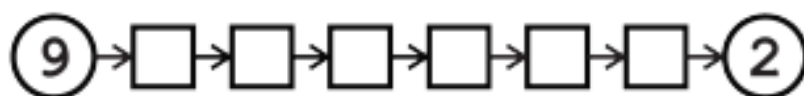
MAPA H



08 ●●●●



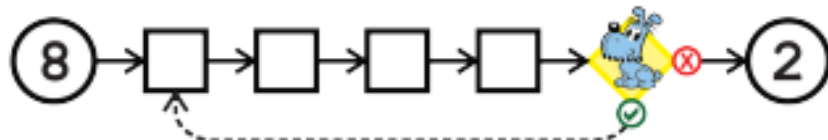
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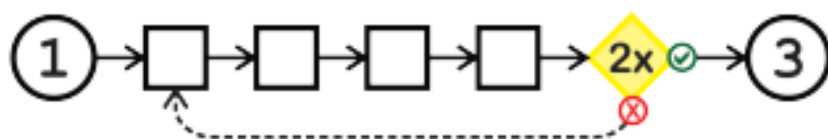
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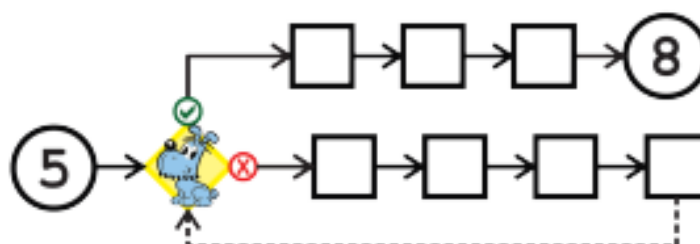
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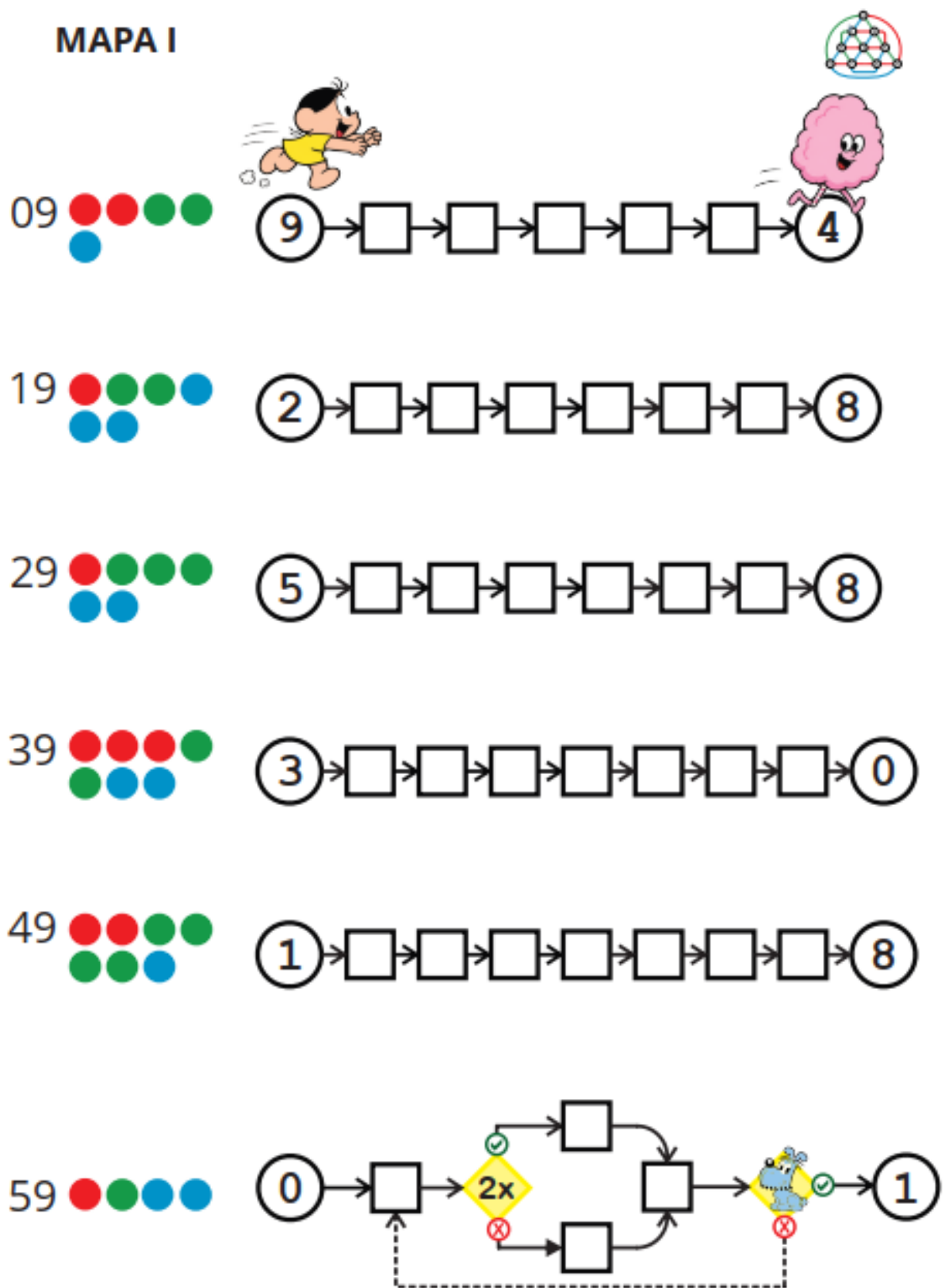
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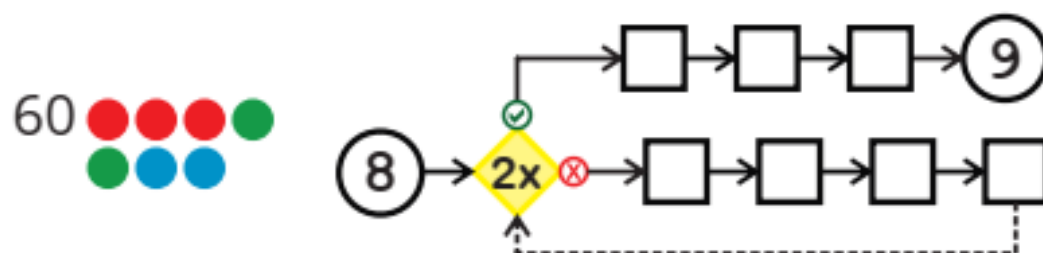
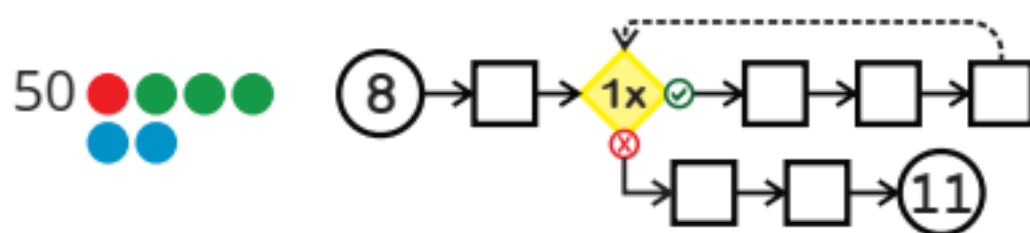
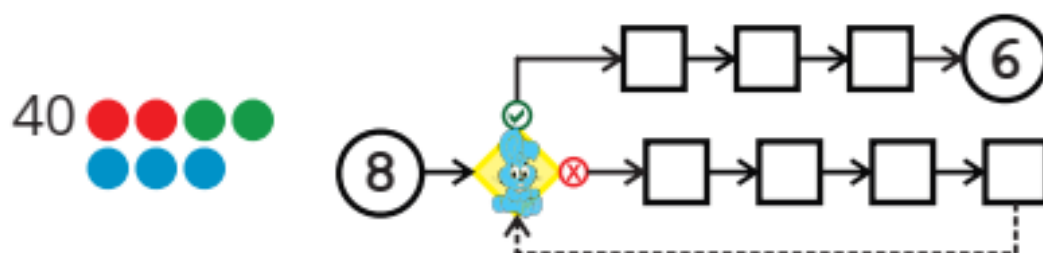
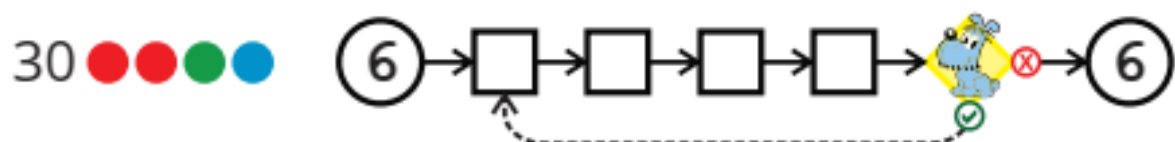
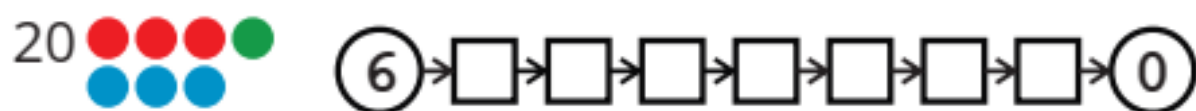
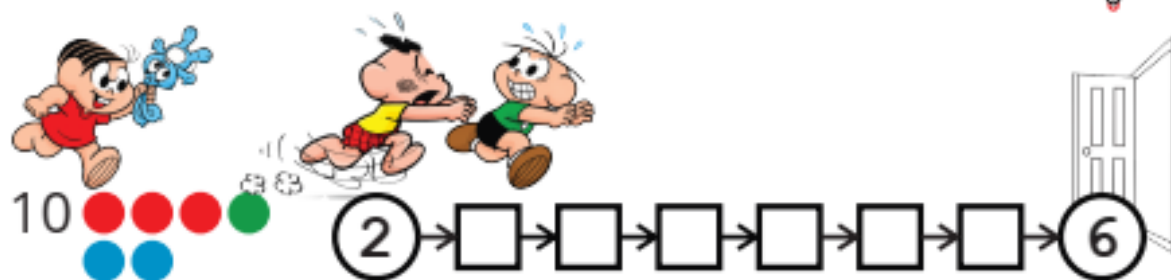
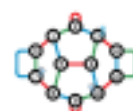
58 ●●●●
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MAPA I



MAPA J



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