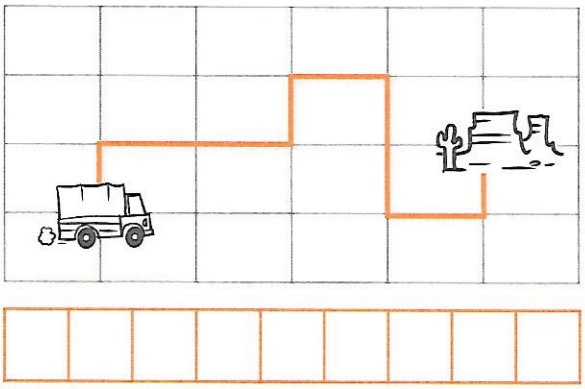
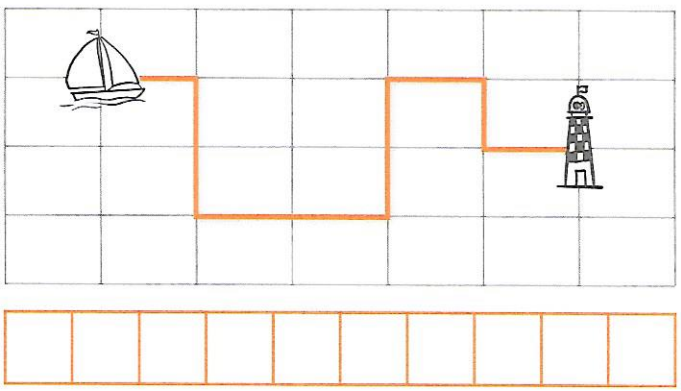
Déplacement sur les nœuds d'un quadrillage

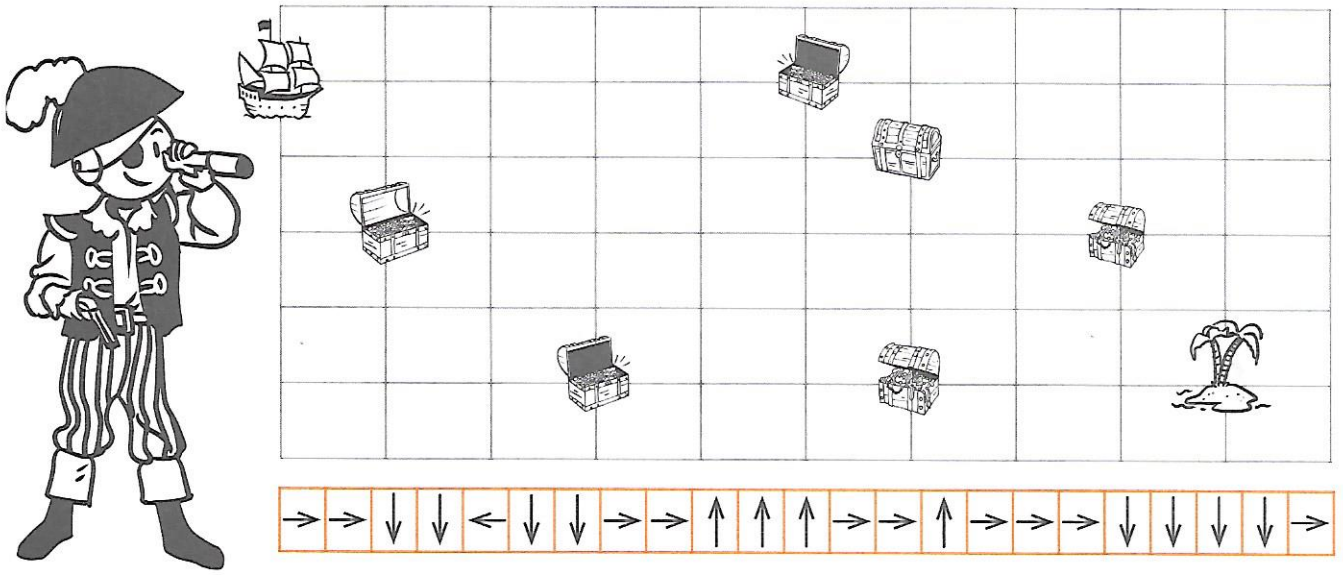
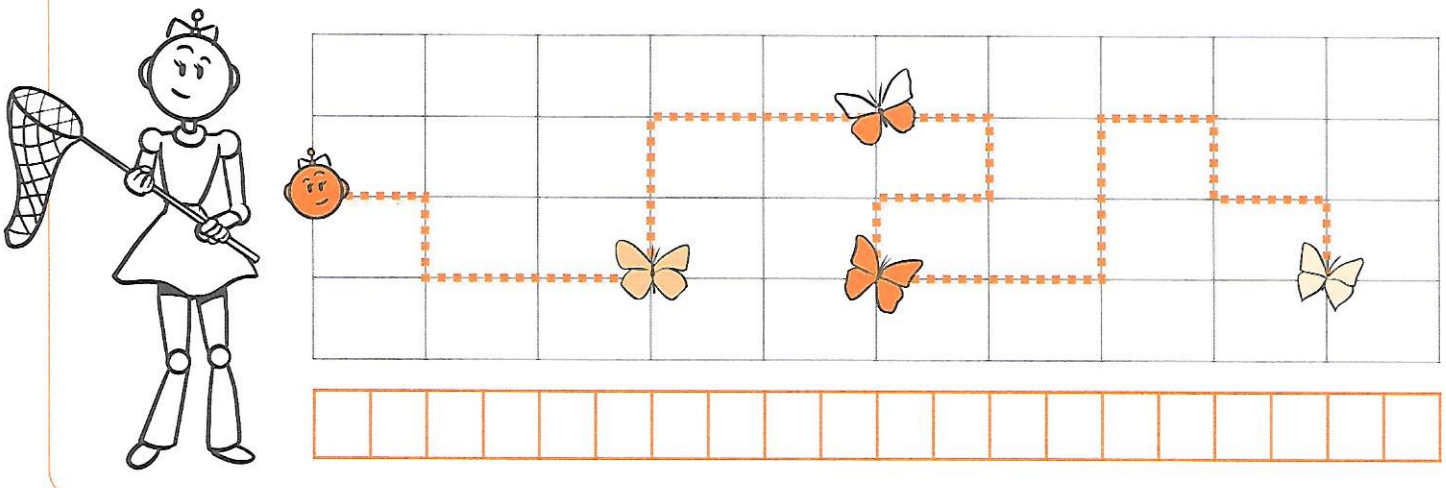
Date :

1 Code le parcours de chaque véhicule.





2 Trace le chemin du bateau et entoure ce qu'il rencontre sur son chemin.



3 Code le chemin de Robotine.