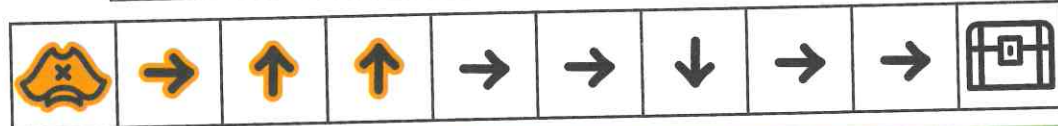
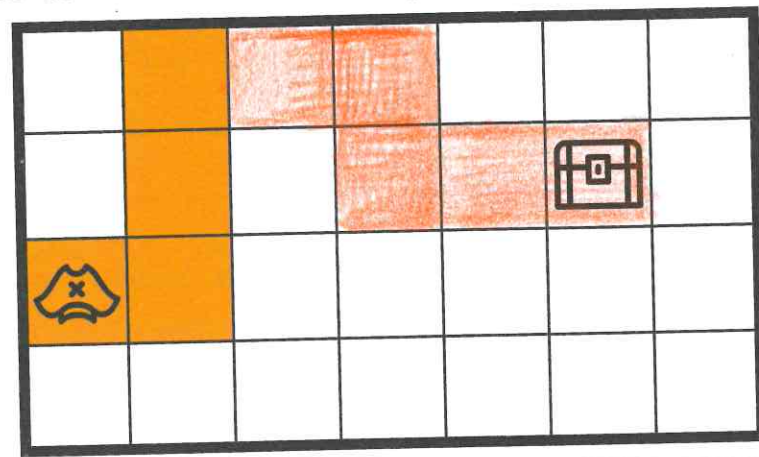


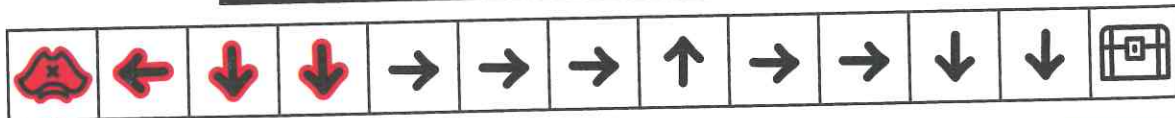
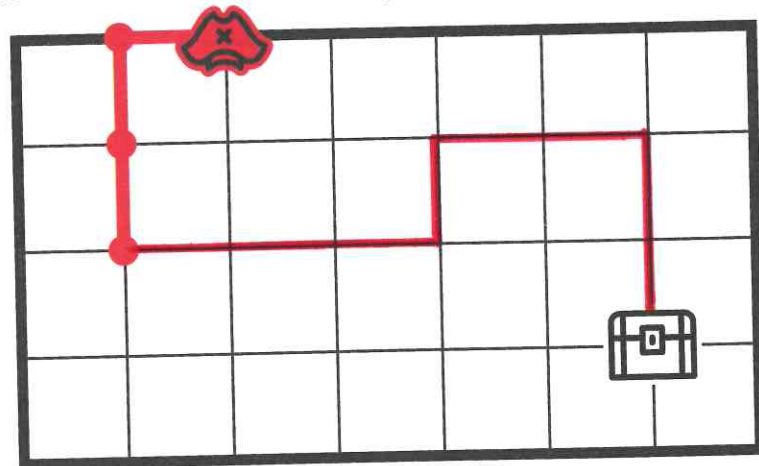
53 Se déplacer sur un quadrillage

✓ Je sais coder et décoder un déplacement sur un quadrillage.

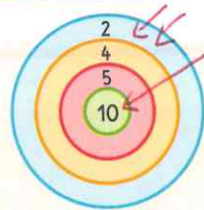
1 Termine de colorier le chemin du pirate.



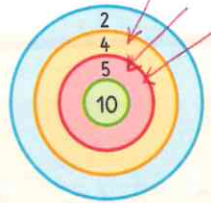
2 Termine de tracer le chemin du pirate.



Trouve deux solutions pour obtenir 14 points avec trois flèches.

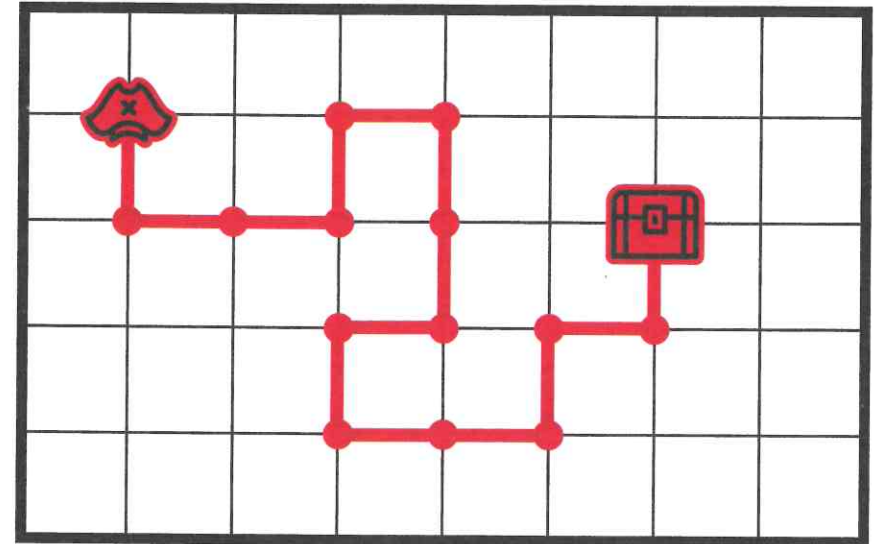


$$10 + 2 + 2 = 14$$

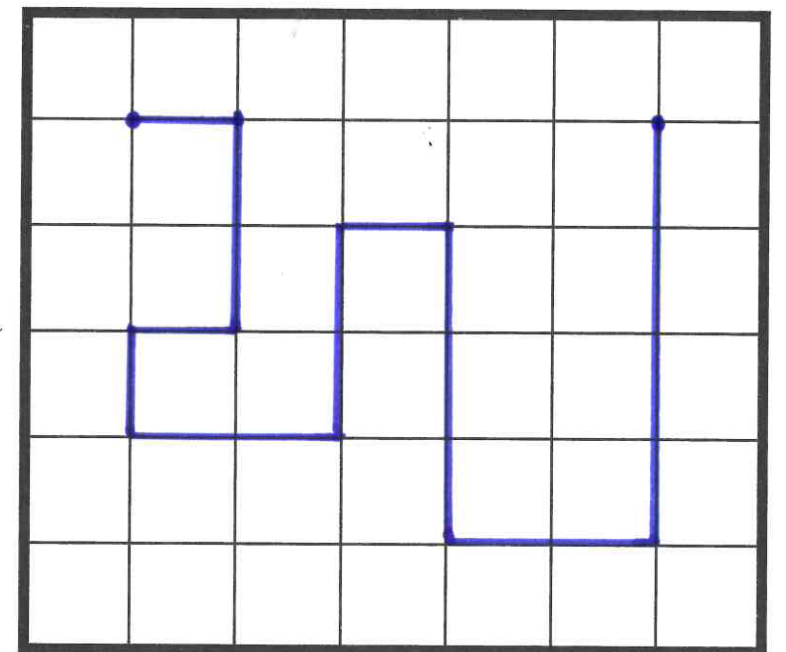
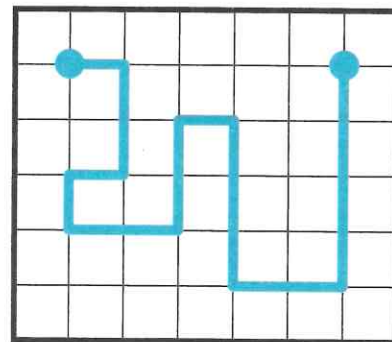


$$5 + 5 + 4 = 14$$

3 Code le trajet du pirate.



4 Reproduis le déplacement du pirate sur un quadrillage plus grand.



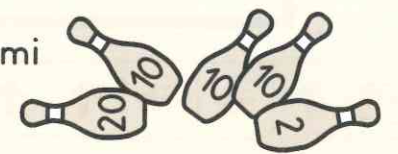
Calcule le score de chaque joueur.

Lola



$$20 + 10 + 20 + 10 + 7 = 67$$

Sami



$$20 + 10 + 10 + 10 + 2 = 52$$