

ACF I - Code.org - coursef-2019/stage/12

Aulas passadas:

[ACF I - Code.org - coursef-2019 stage 1.pdf](#)

[ACF I - Code.org - coursef-2019 stage 2.pdf](#)

[ACF I - Code.org - coursef-2019 stage 3.pdf](#)

[ACF I - Code.org - coursef-2019 stage 4.pdf](#)

[ACF I - Code.org - coursef-2019 stage 5.pdf](#)

[ACF I - Code.org - coursef-2019 stage 7.pdf](#)

[ACF I - Code.org - coursef-2019 stage 8.pdf](#)

[ACF I - Code.org - coursef-2019 stage 9.pdf](#)

[ACF I - Code.org - coursef-2019 stage 10.pdf](#)

[ACF I - Code.org - coursef-2019 stage 12.pdf](#)

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ATENÇÃO:

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



The screenshot shows the Code.org student dashboard. At the top, there is a navigation bar with the Code.org logo, a 'Meu painel de Controle' link, and a dropdown menu showing the user's name 'Eduardo'. Below the navigation bar, the main heading is 'Meu painel de Controle'. Underneath, there is a section titled 'Meus Cursos' with a card for 'Curso 2'. The card indicates the user is currently in 'Fase 4: Artista: Sequência' and provides a 'Continuar a lição' button. A red arrow points to this button. Below the course card, there is a section titled 'Encontre um curso' with a button labeled 'Encontre um curso'. At the bottom, there is a 'Projetos' section with a link to 'Ver projetos'.

Nome do Aluno (a)

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Lição 13: Para Loops com o artista

Nesta lição, os alunos continuam praticando loops **for**, mas desta vez com o Artist. Os alunos irão completar quebra-cabeças combinando as idéias de variáveis, loops e loops **for** para criar designs complexos. No final, eles terão a chance de criar sua própria arte em um nível de freeplay.

Objetivo: Completar da fase 1 (vídeo) até a 12.

https://studio.code.org/s/coursef-2019/stage/13/puzzle/1?section_id=2830758



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https://studio.code.org/s/coursef-2019/stage/13/puzzle/1?section_id=2830758

The screenshot displays the Code.org Studio interface for a lesson titled "Lição 13: Para Loops com o artista". The interface is in Portuguese and shows a workspace with a "quando executar" block. A tooltip is visible over the block, stating: "A caixa de ferramentas está no modo 'categoria' para dar mais espaço ao seu código. Os laços 'for' ficam aqui." A red arrow points to the close button (X) on the tooltip. Another red arrow points to a volume icon in the top right corner of the interface. The browser address bar shows the URL: https://studio.code.org/s/coursef-2019/stage/13/puzzle/1?section_id=2830758. The browser tabs show several open pages, including "1ª a...", "Cóp...", "4ª a...", "3ª a...", "2ª a...", "1ª a...", "Cod...", "Cod...", "Cod...", "Lear...", and "+". The browser address bar shows the URL: studio.code.org/s/coursef-2019/stage/13/puzzle/2. The interface includes a "Mostrar código" button and a "Concluir" button. The bottom of the screen shows the Windows taskbar with the time 19:40.

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Solução possível da fase 1 (observe a execução acelerada, que é bem legal)

The screenshot displays the Code.org interface for a puzzle. The browser address bar shows the URL `studio.code.org/s/coursef-2019/stage/13/puzzle/2`. The page title is "Lição 13: Para Loops com o artista" with a progress indicator showing 2 out of 10 steps completed. The main area is divided into three sections:

- Left Panel:** Contains a "Recomeçar" (Restart) button, a progress bar, and a "Concluir" (Finish) button. Below the progress bar are icons for "Ações" (Actions), "Ciclos" (Loops), "Pincéis" (Brushes), and "Comentários" (Comments).
- Center Panel (Instruções):** Displays the instruction "Você pode desenhar algo assim:" (You can draw something like this:). Below the text is a drawing of a character standing on a horizontal line that is part of a series of four nested, downward-pointing triangles. A speaker icon and a "Menos" (Less) button are also present.
- Right Panel (Área de trabalho):** Shows the Scratch-style block editor. The code consists of the following blocks:
 - quando executar** (when executed)
 - para counter de 1 ate 360 por 2** (for counter from 1 to 360 by 2)
 - repita 2 vezes** (repeat 2 times)
 - faça** (do) block containing:
 - definir cor cor aleatória** (set color to random color)
 - mova avançar por counter pixels** (move forward by counter pixels)
 - vire a para direita por counter graus** (turn right by counter degrees)
 - mova avançar por counter pixels** (move forward by counter pixels)

The bottom of the screen shows the Windows taskbar with the time 20:45.

