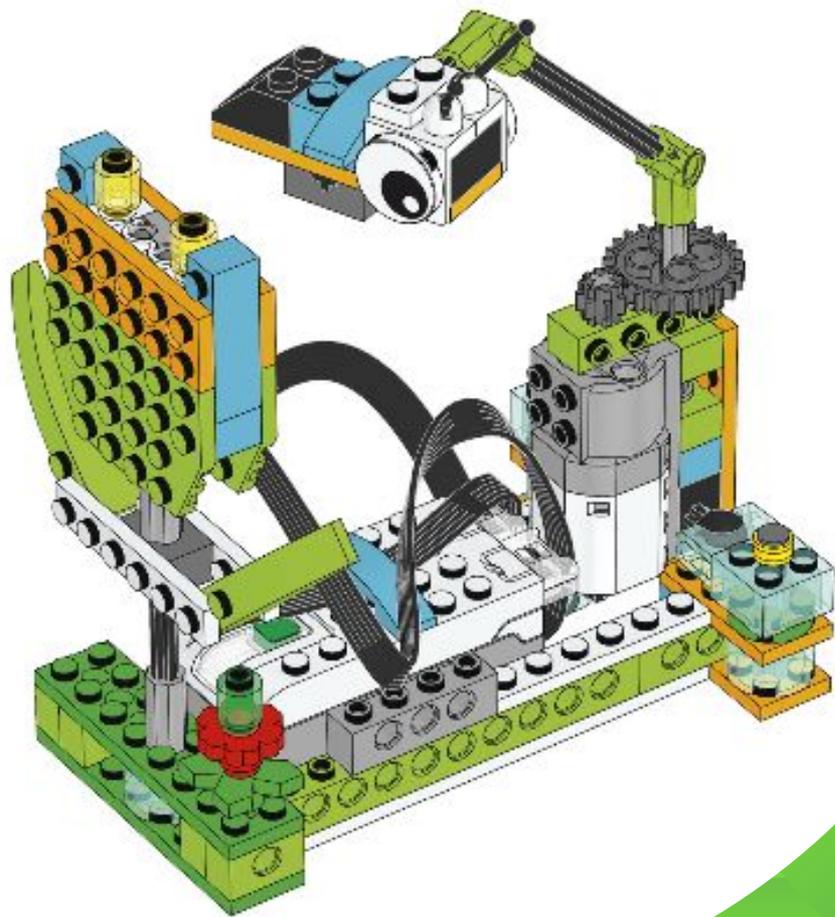


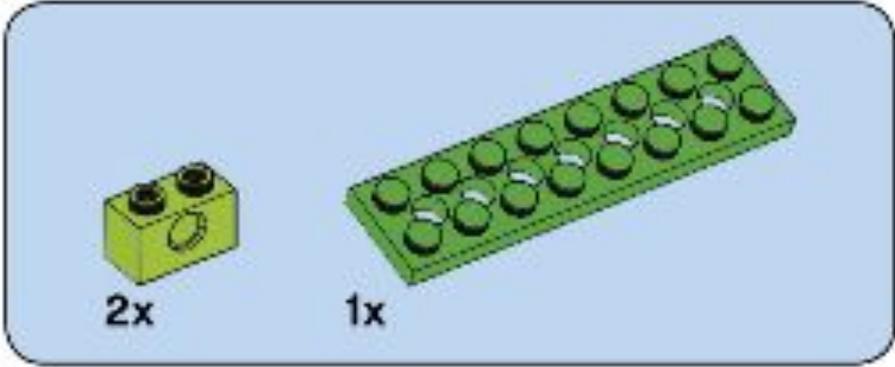
# *Тема: «Растения и опылители»*



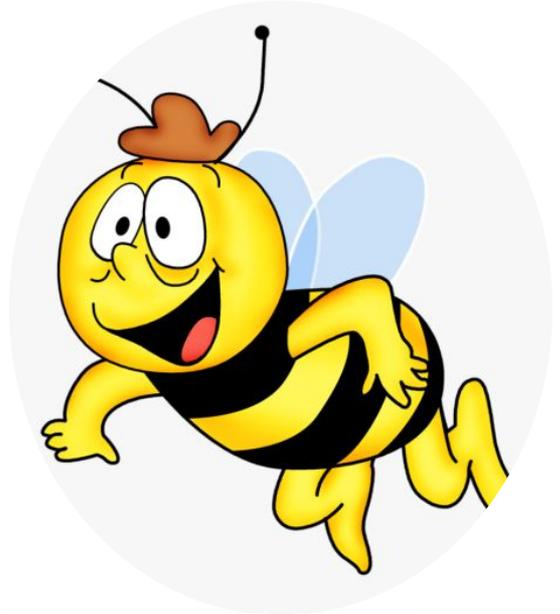
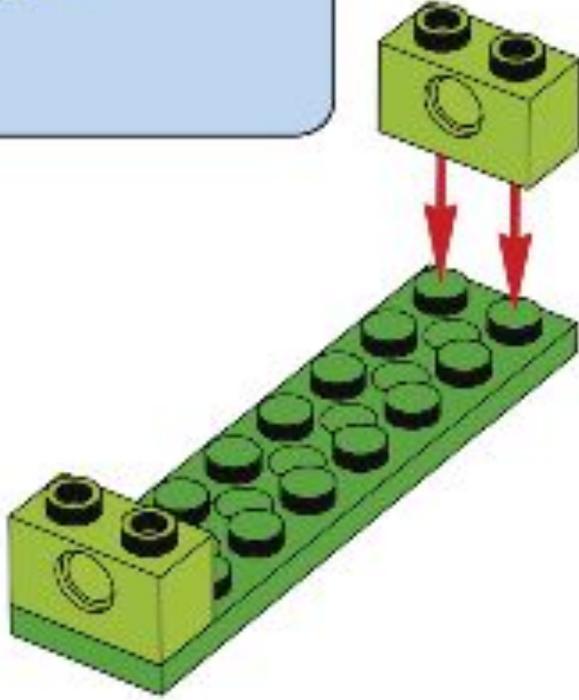
*(практическое занятие)*

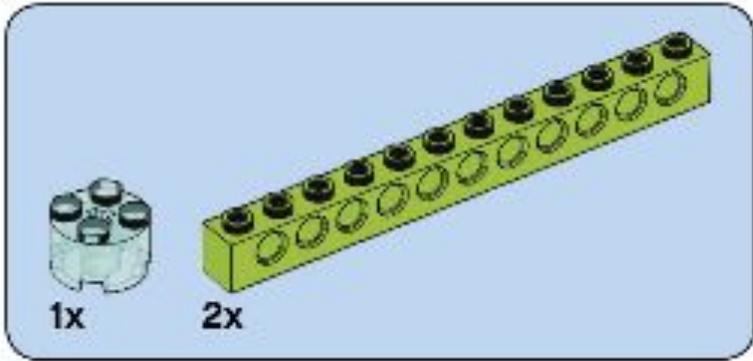
*Используя детали конструктора «LEGO=WeDo 2.0 построим модель пчелы летающей вокруг цветка, заполненного пыльцой, согласно инструкции, размещенной ниже.*



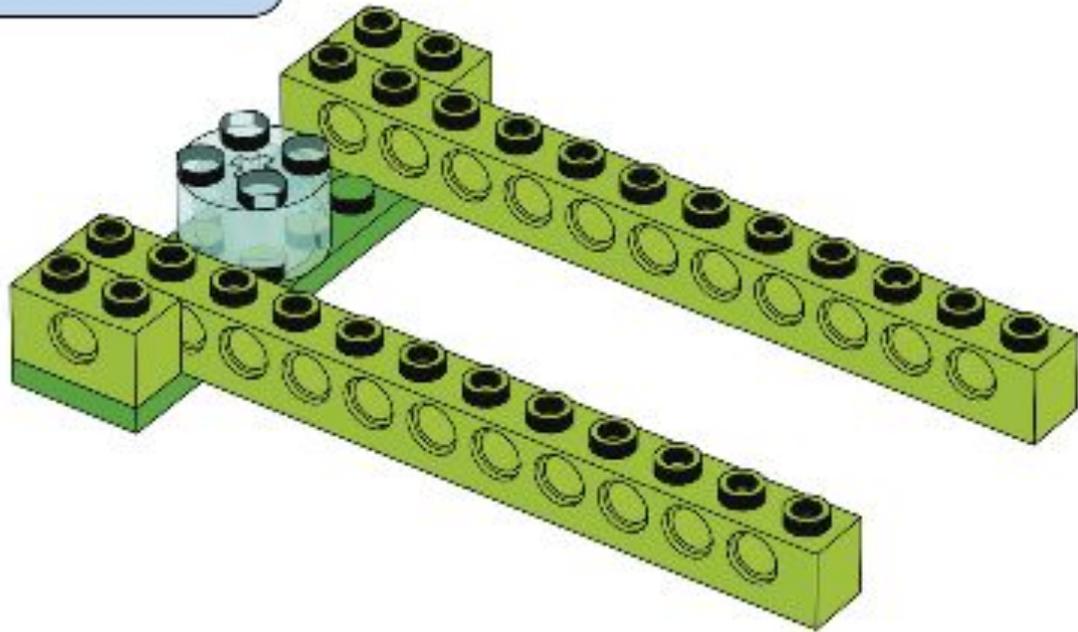


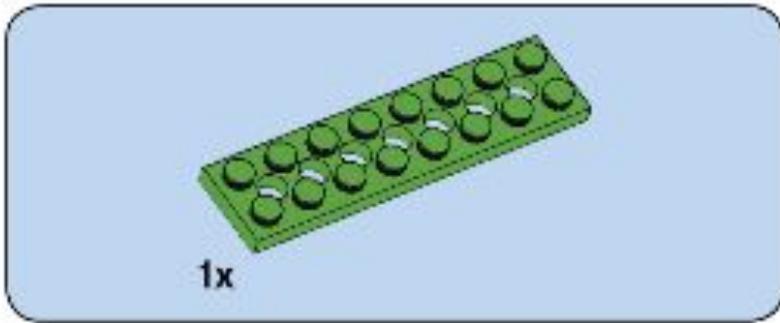
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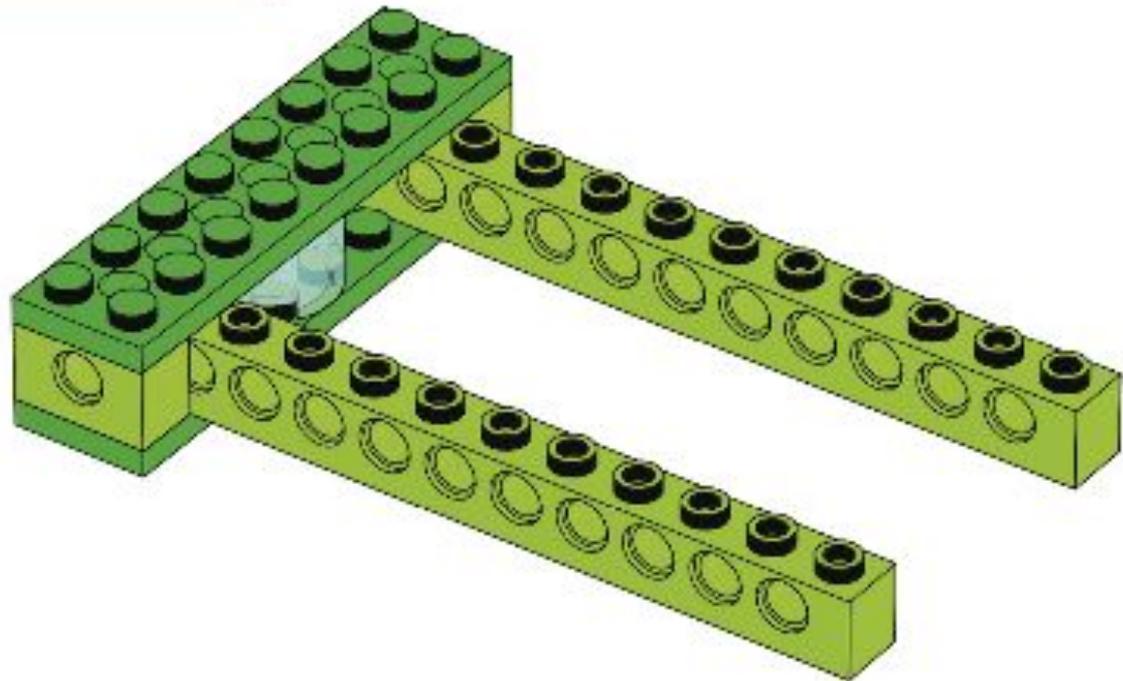


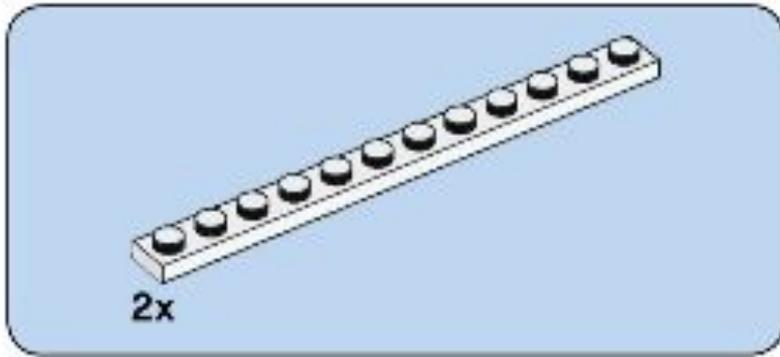
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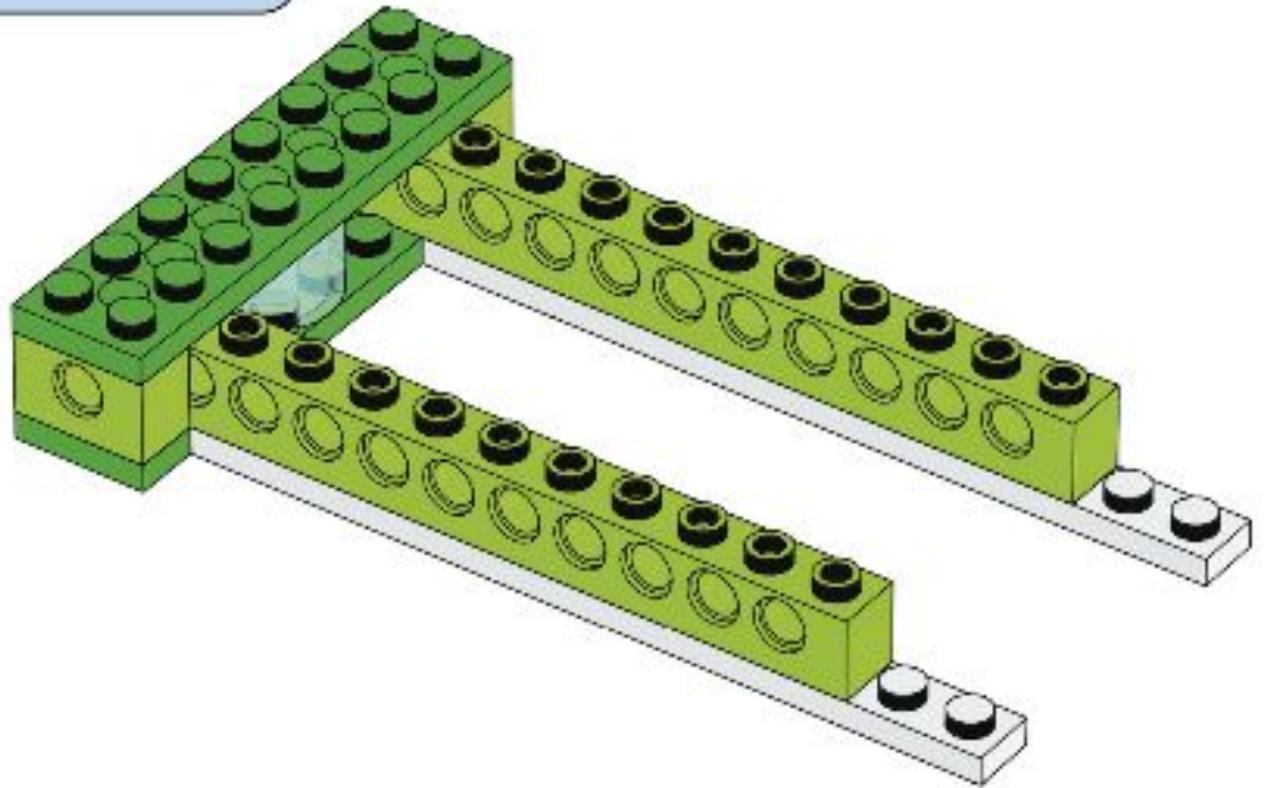


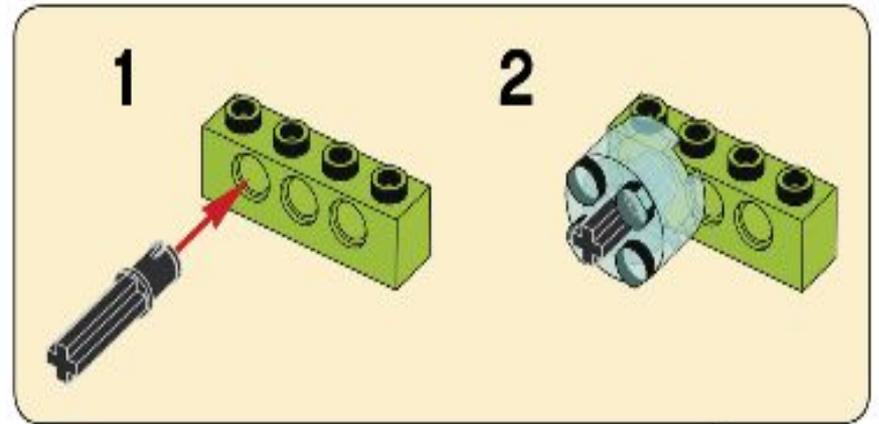
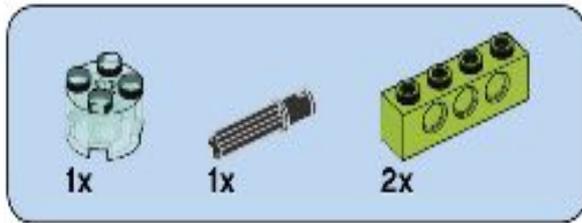
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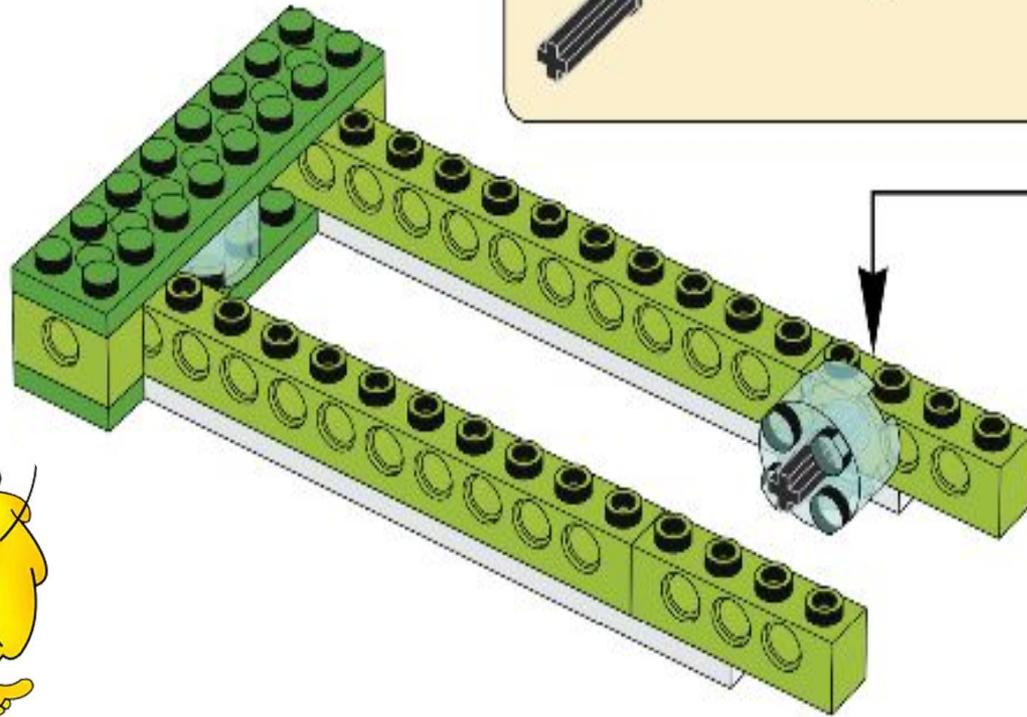


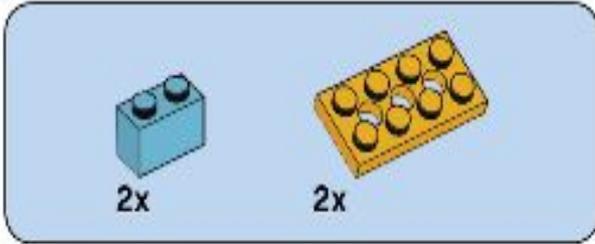
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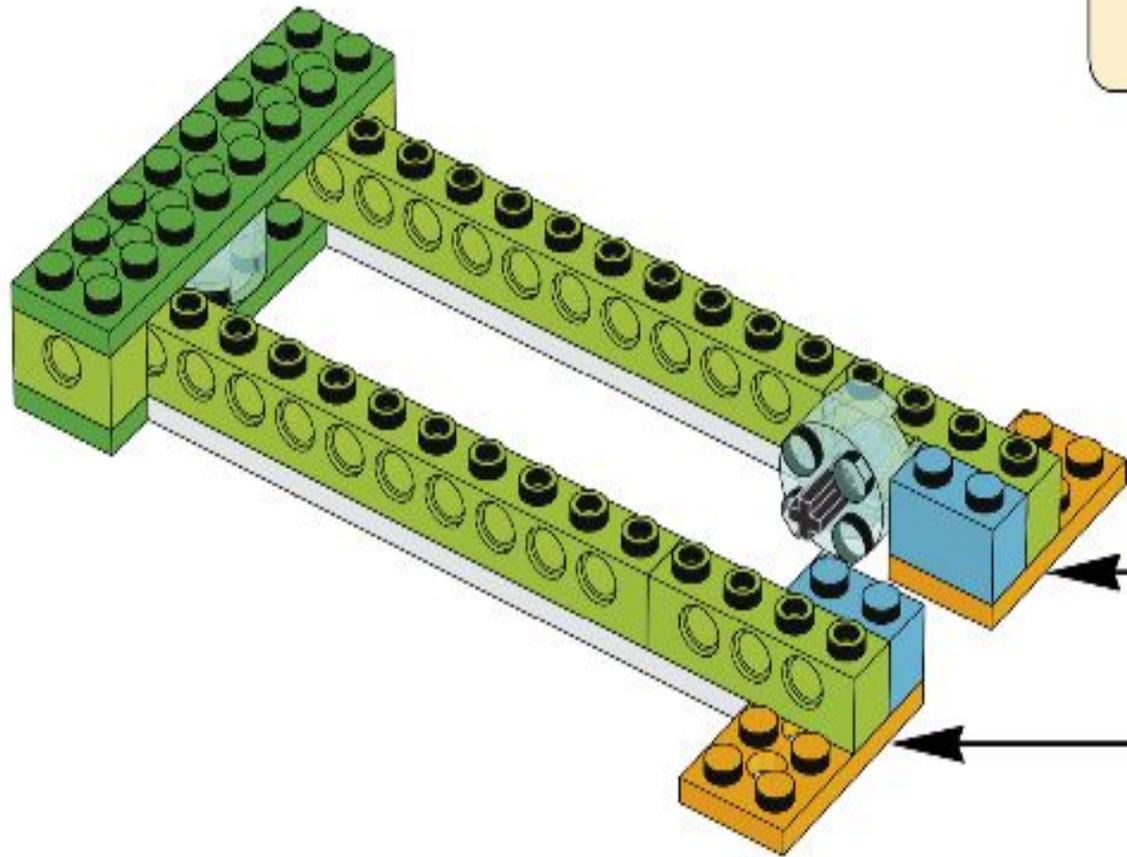
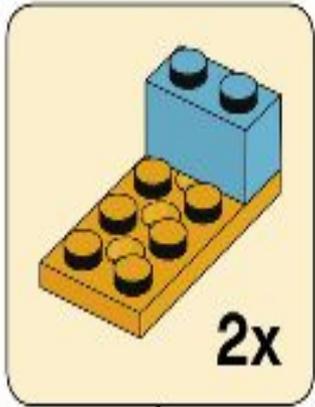


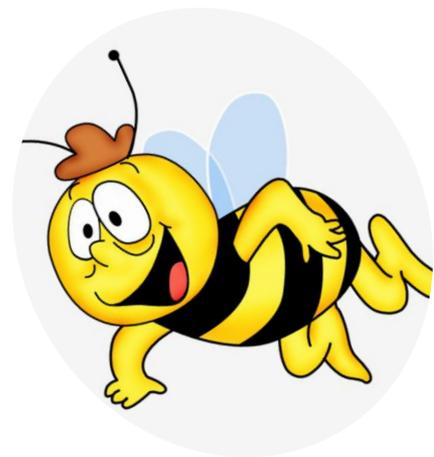
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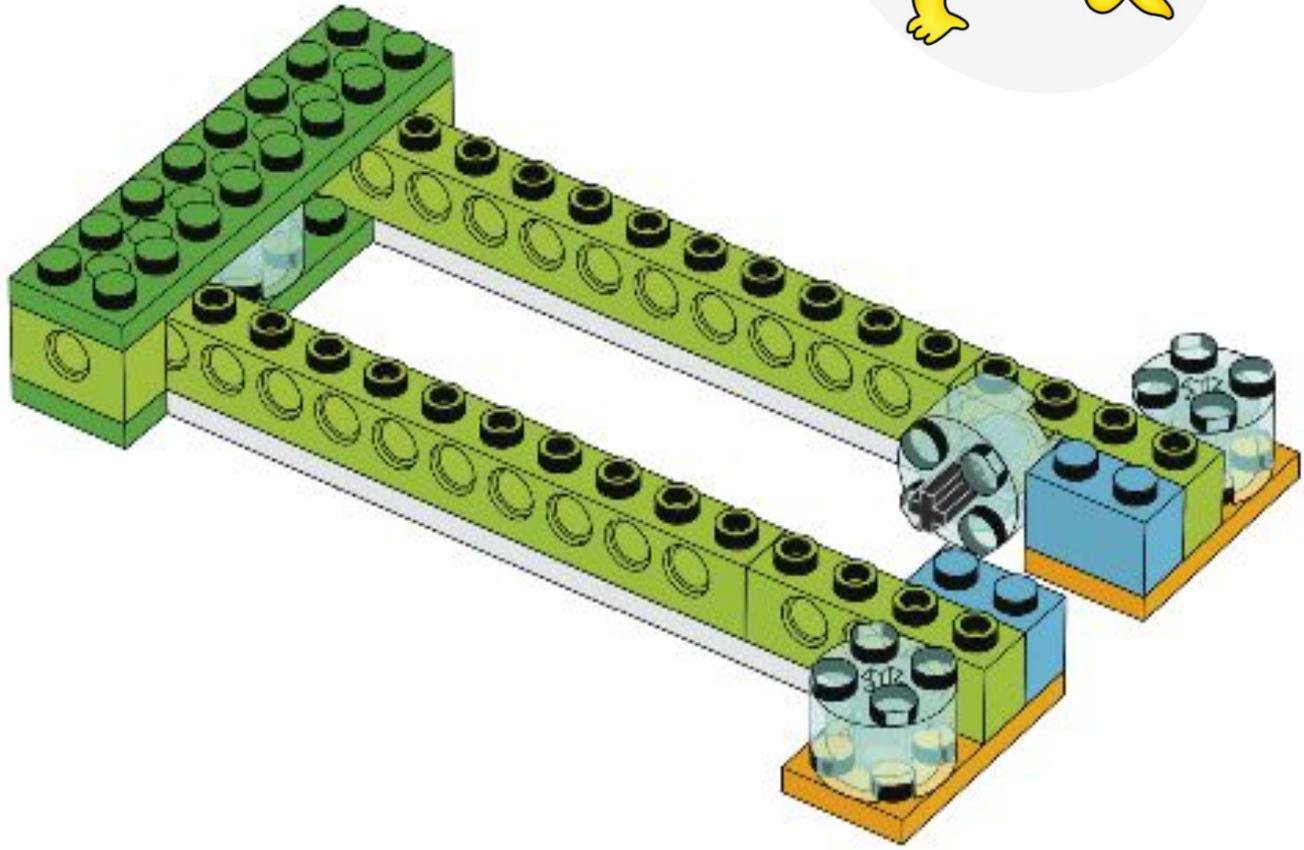


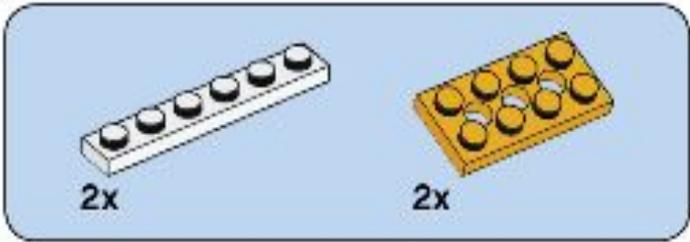
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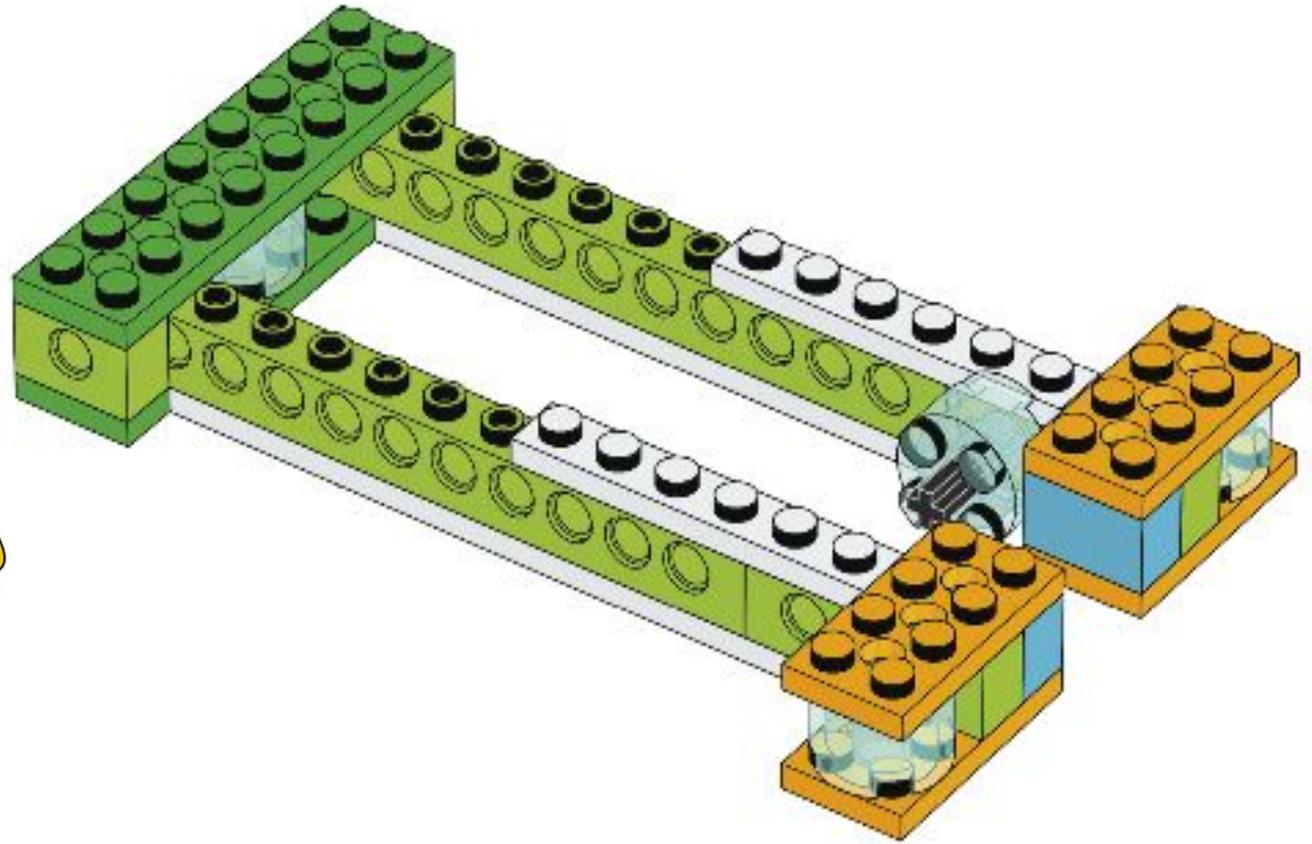


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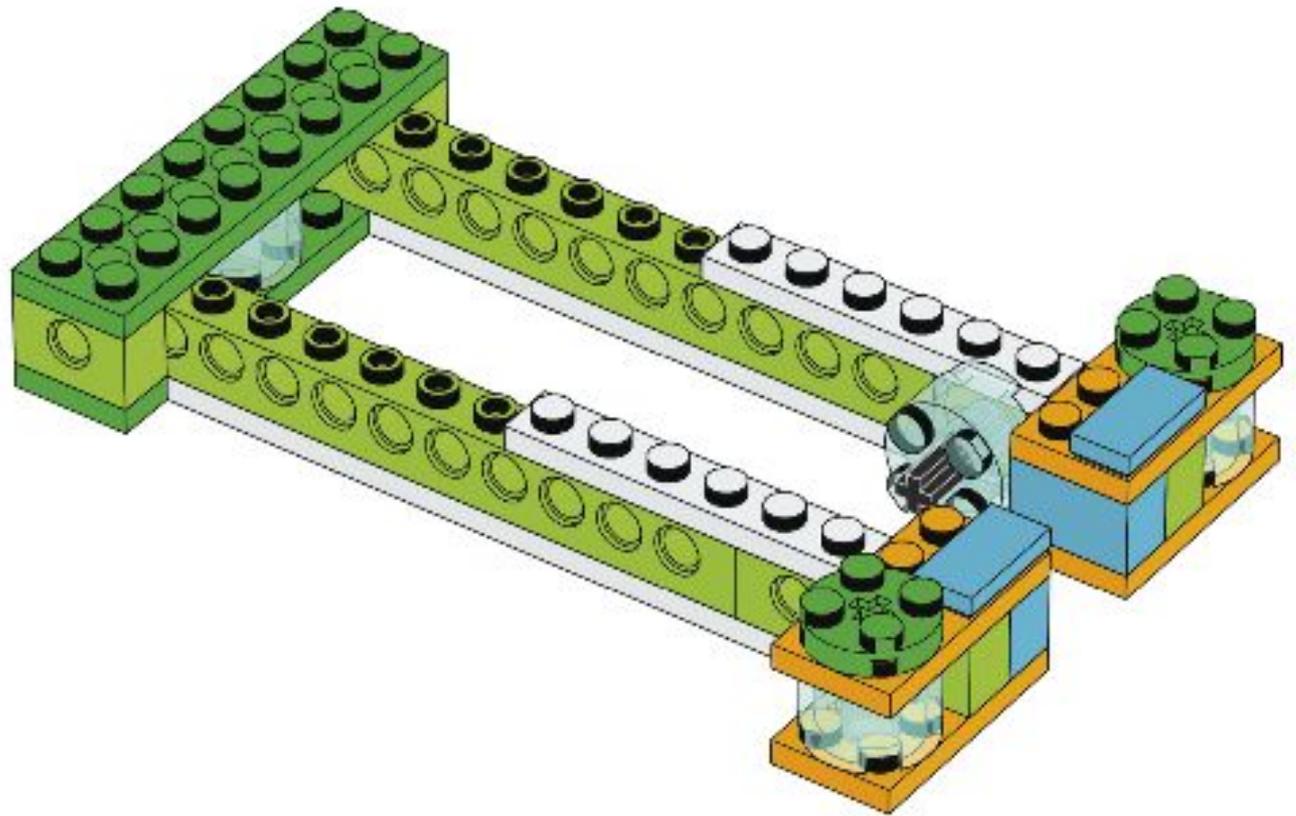


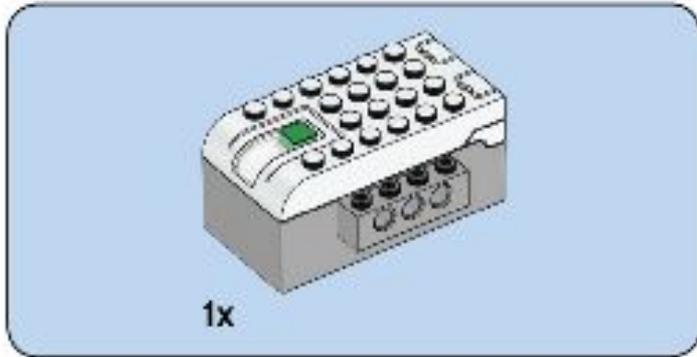
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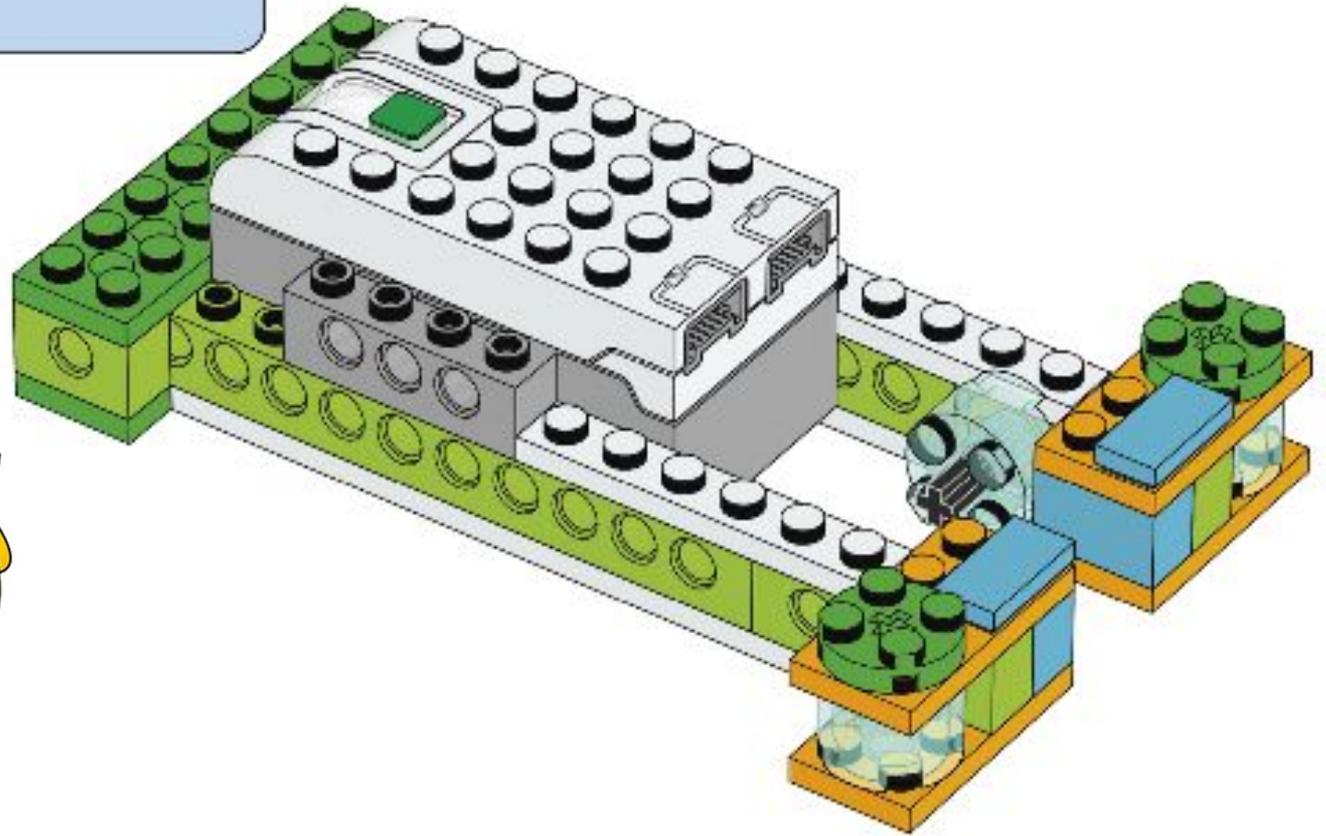
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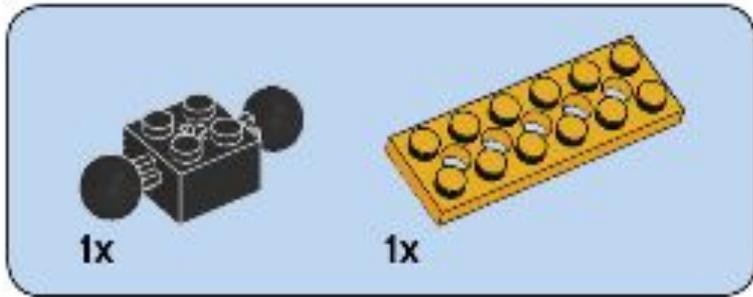
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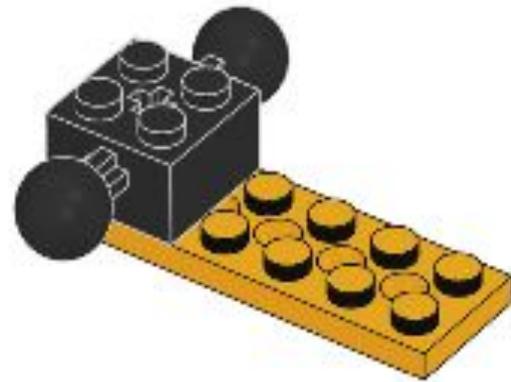
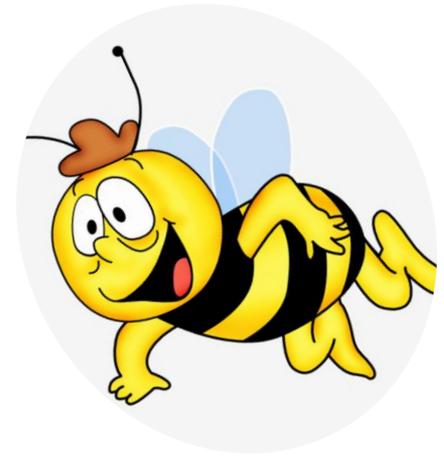


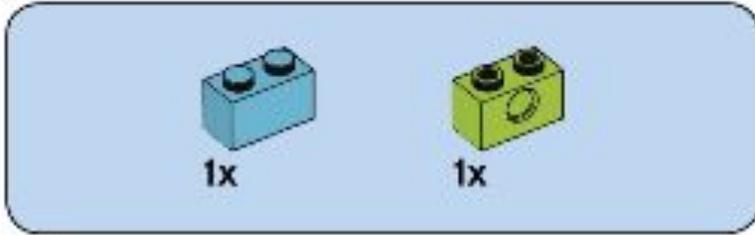
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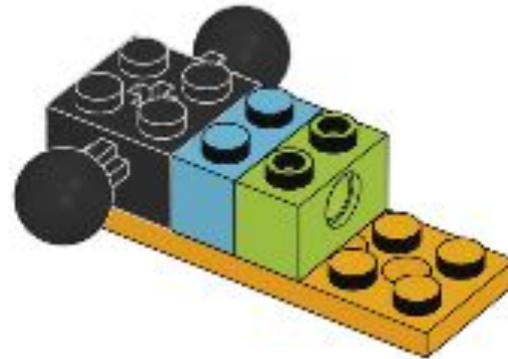
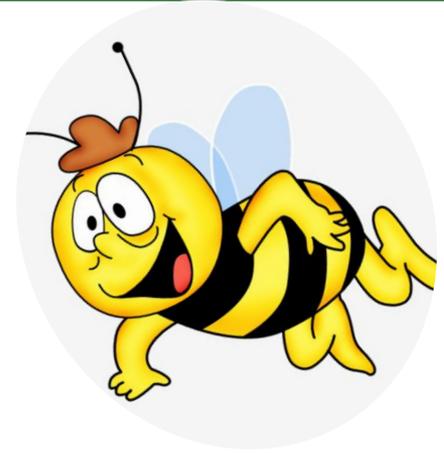


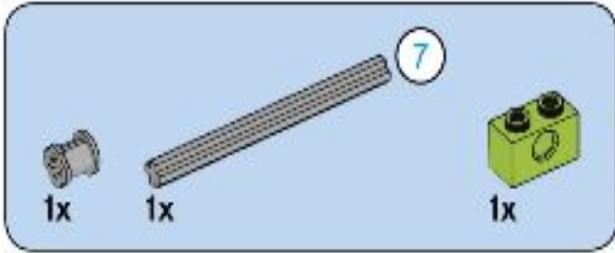
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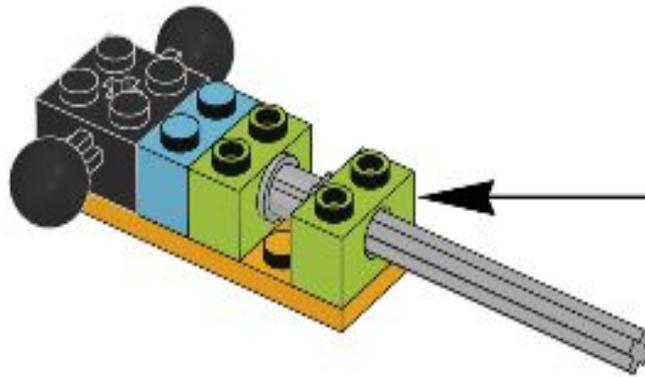
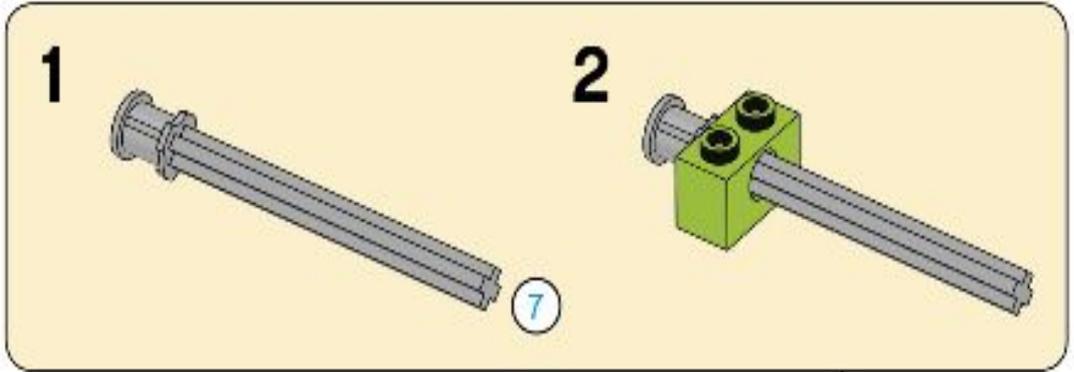


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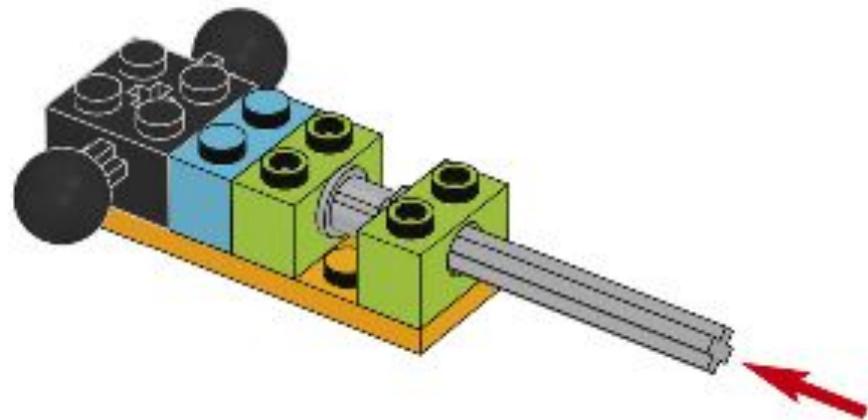


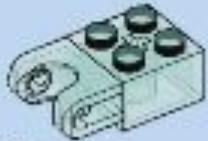


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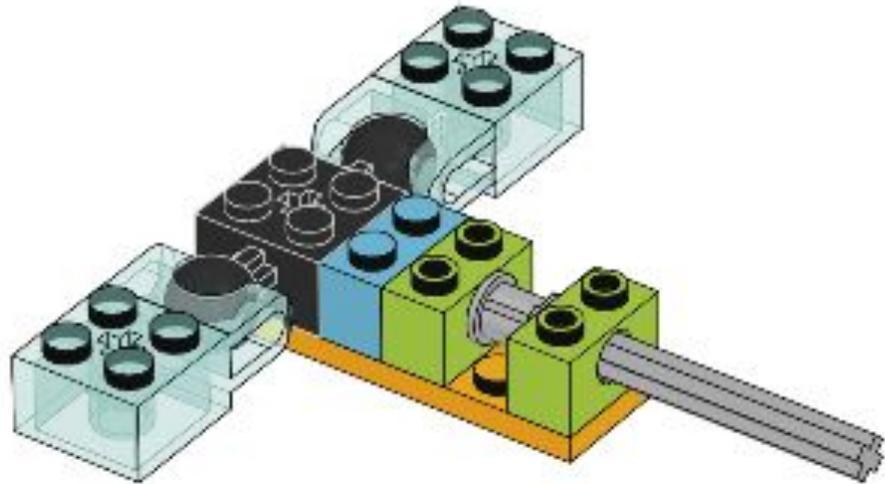
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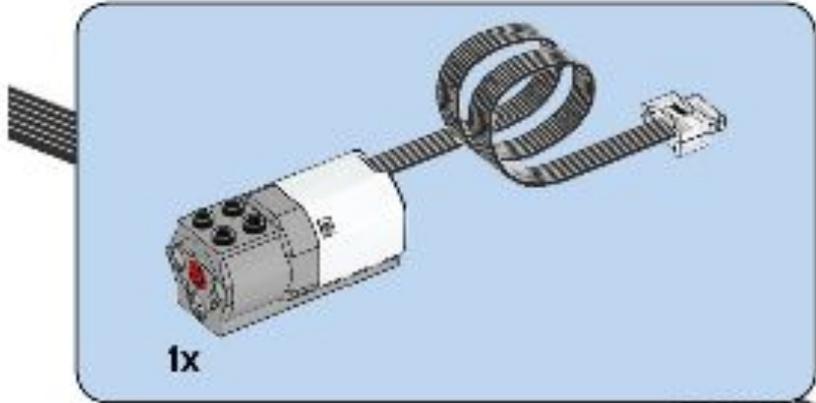




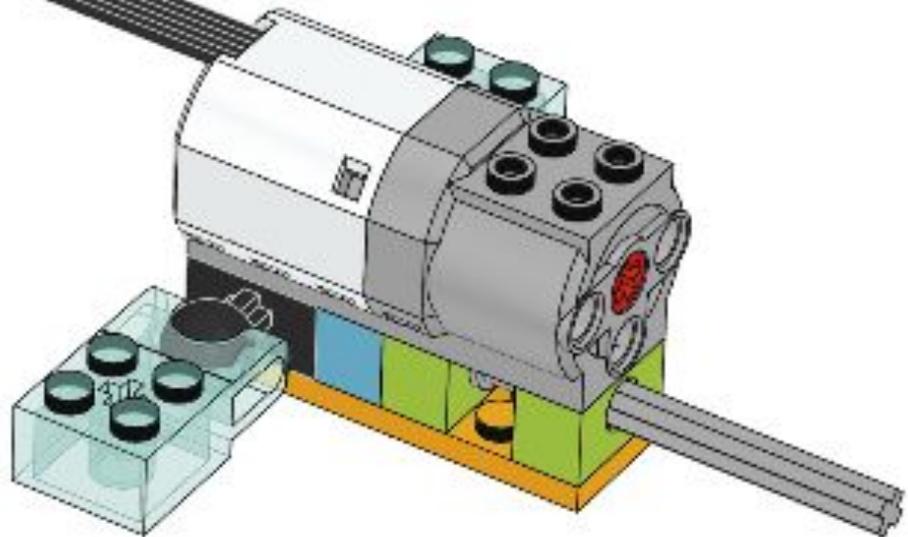
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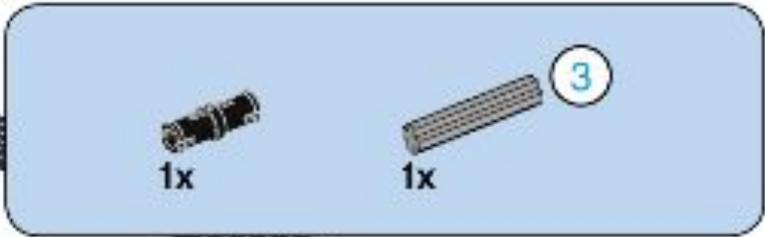
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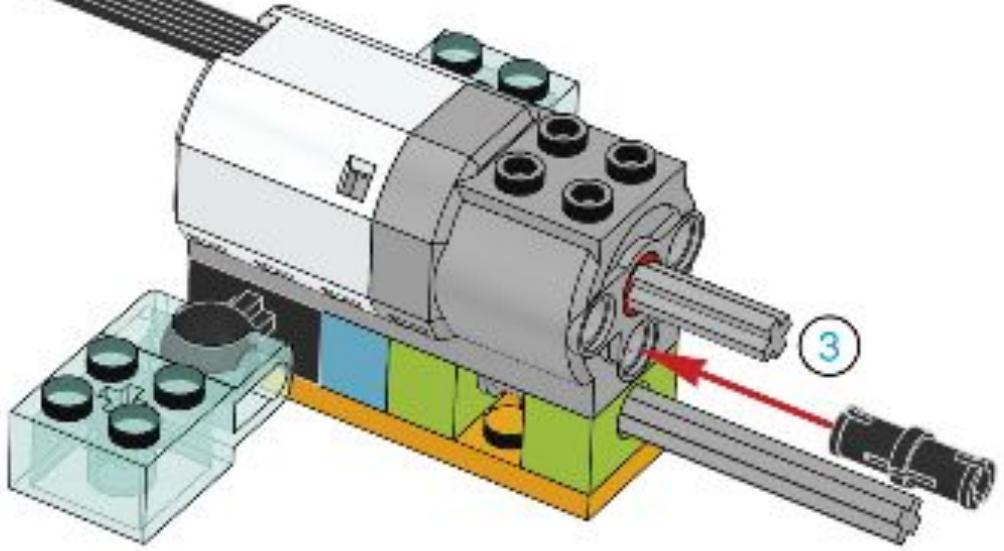


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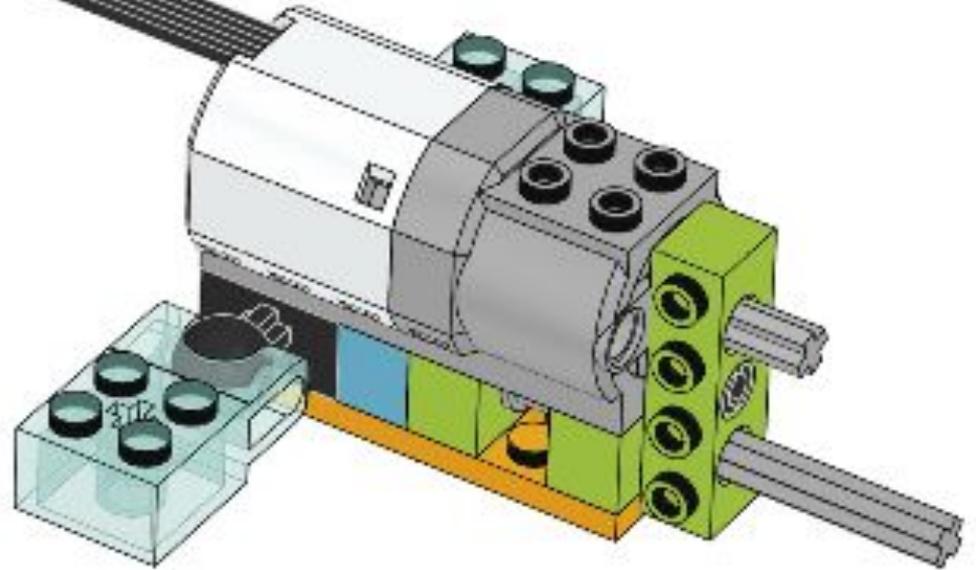
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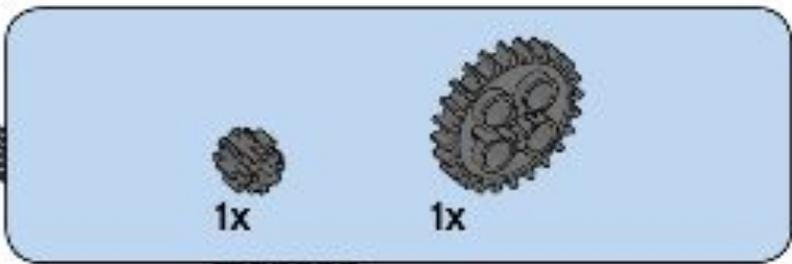




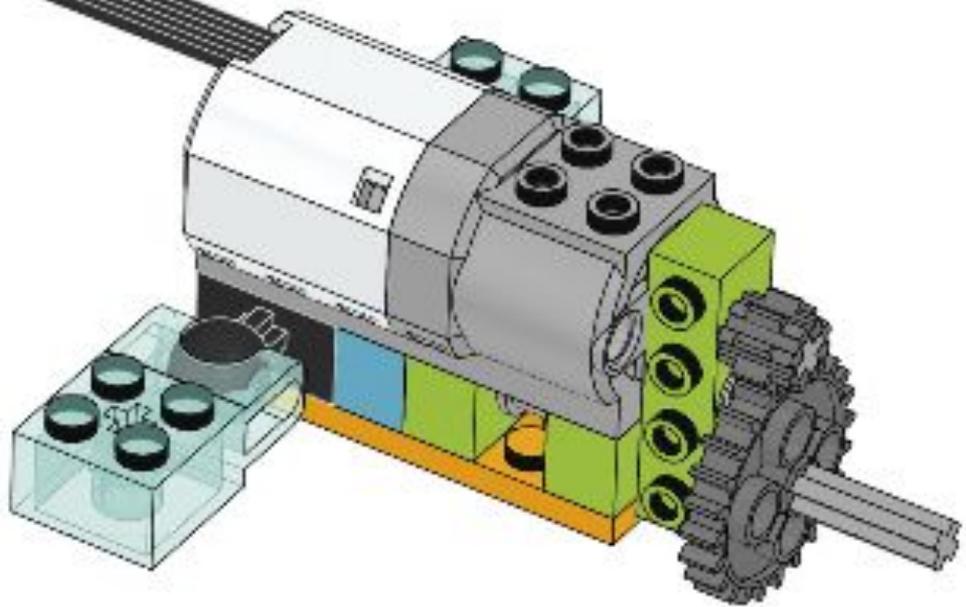
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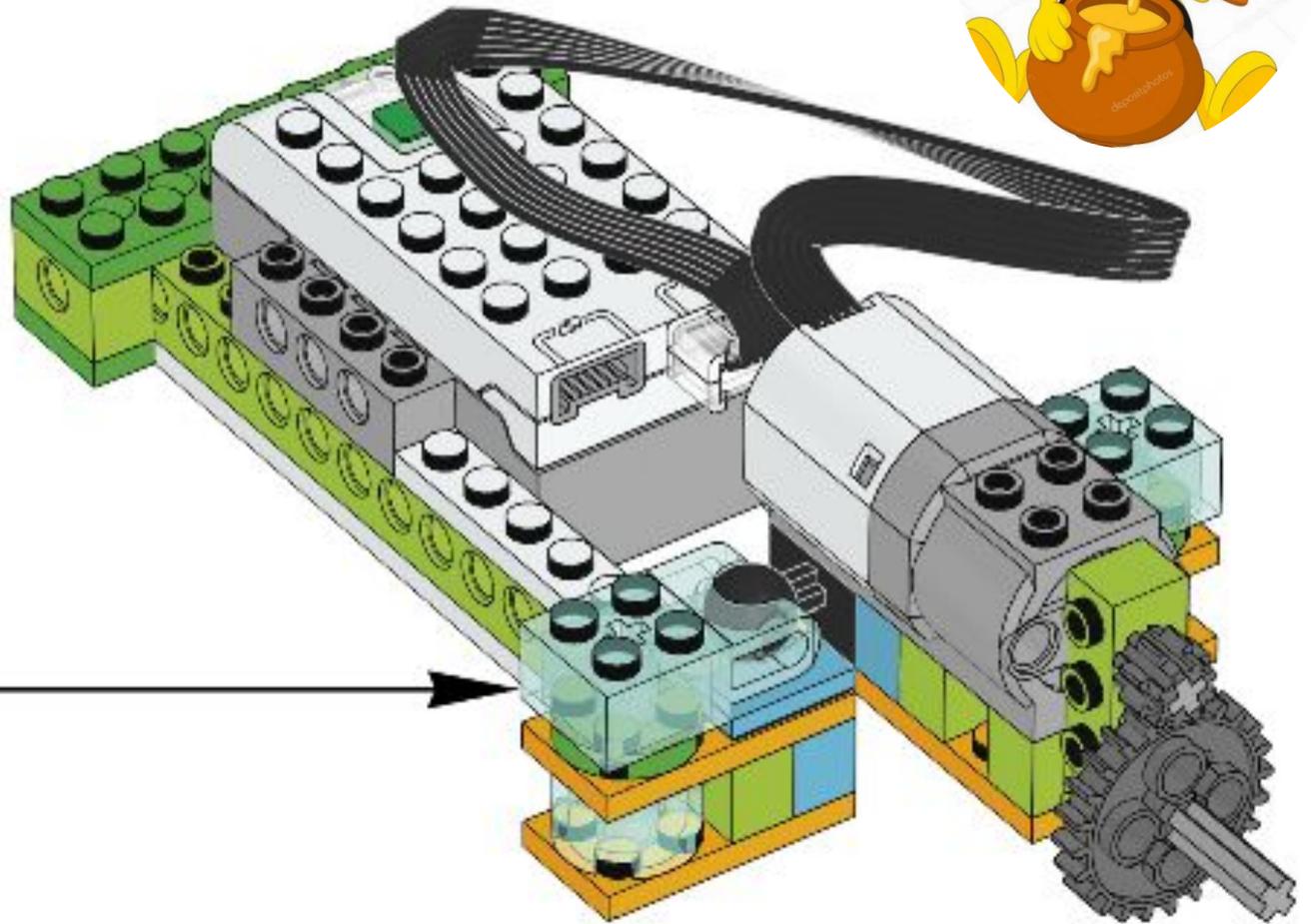


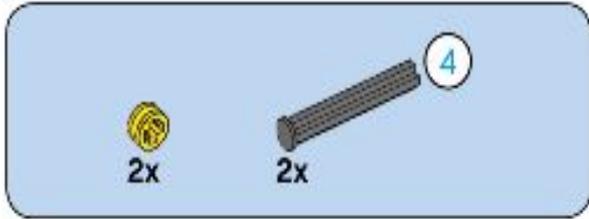


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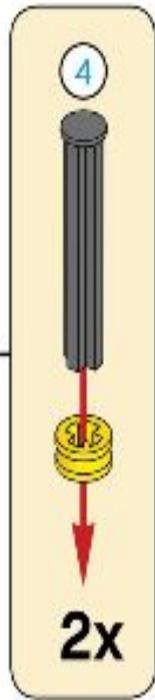
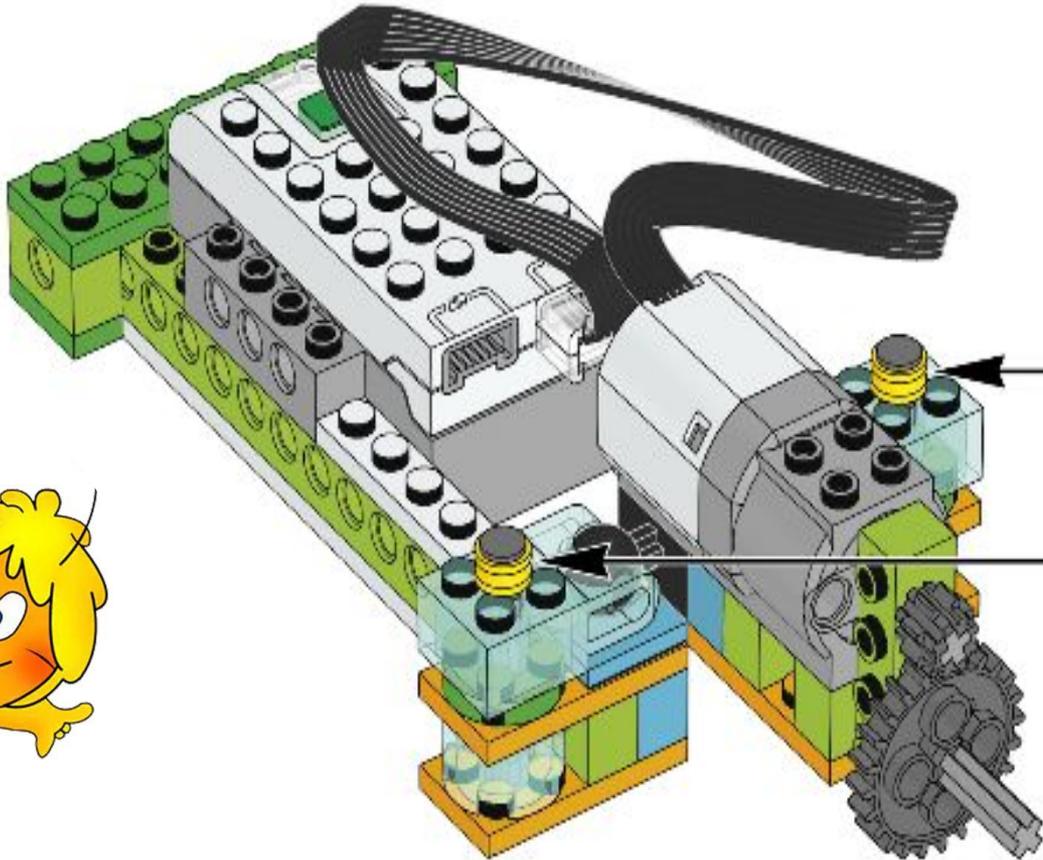


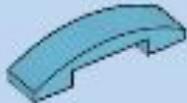
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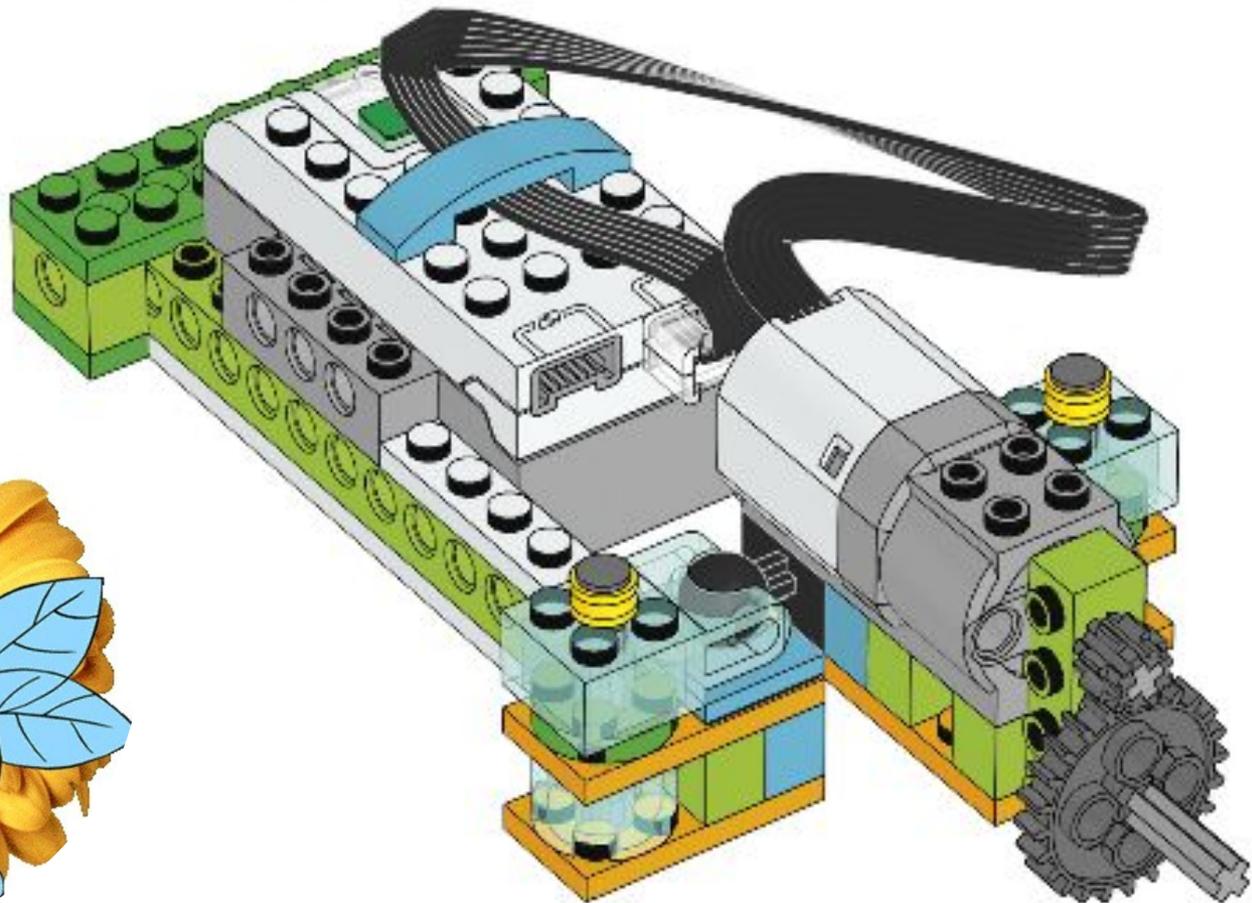
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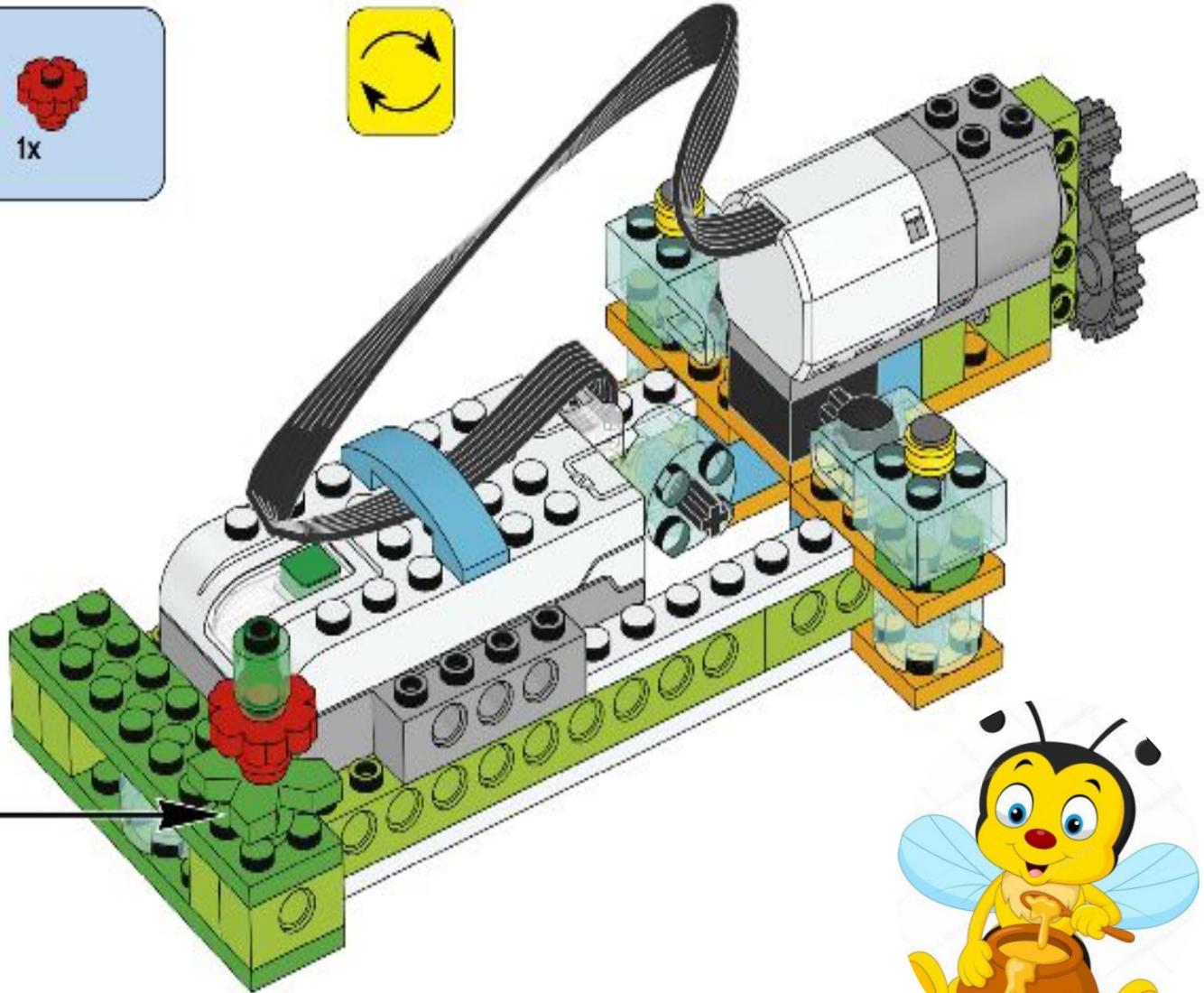
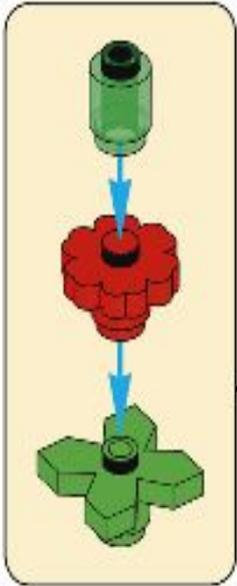
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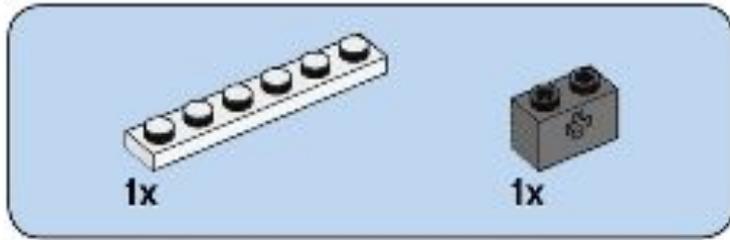


1x  1x  1x 

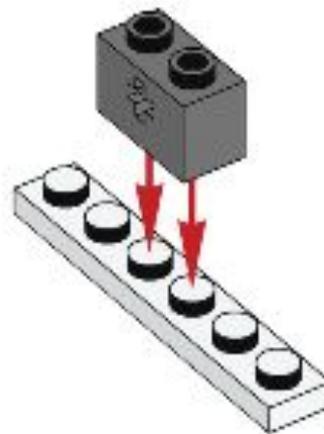


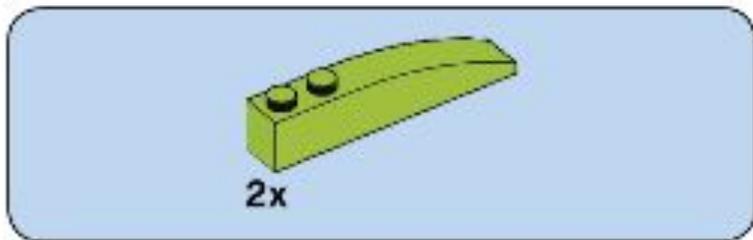
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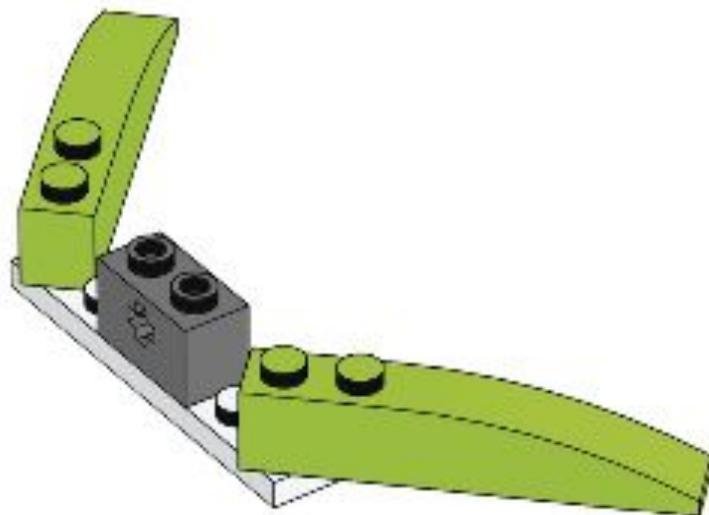


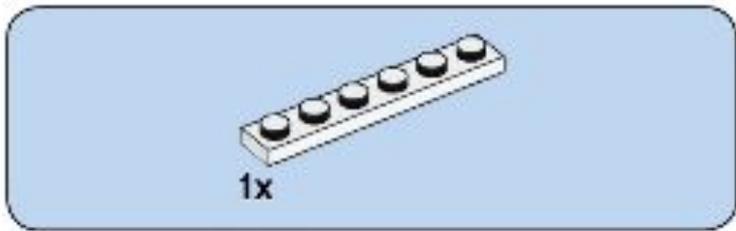
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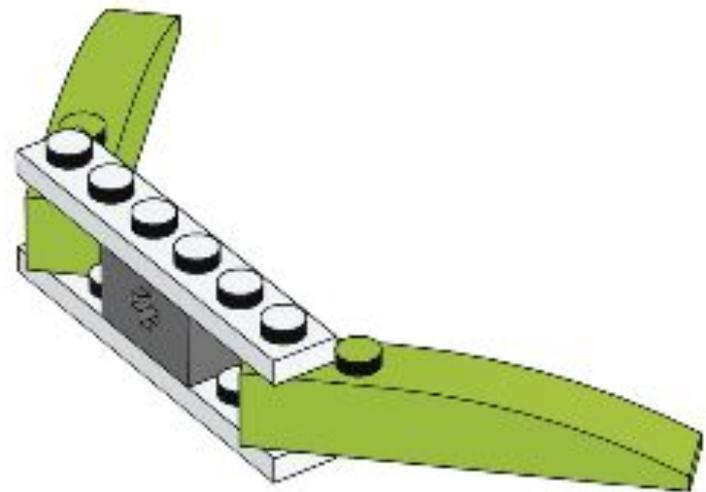


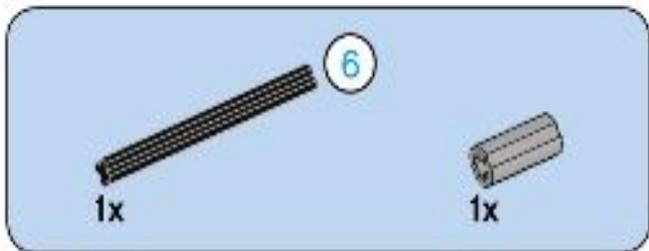
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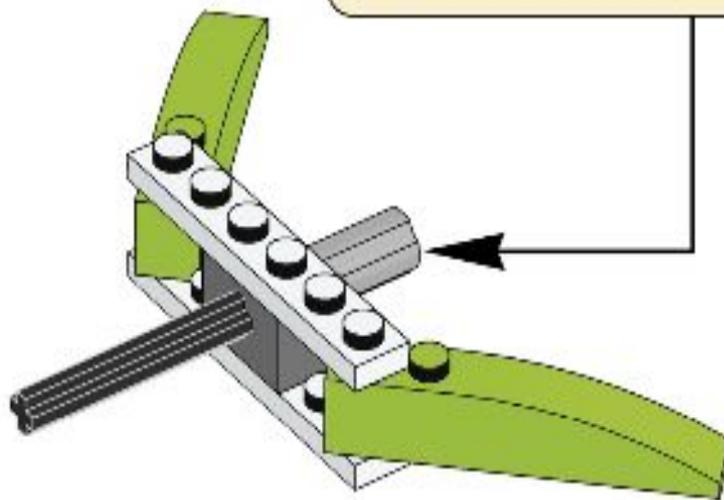
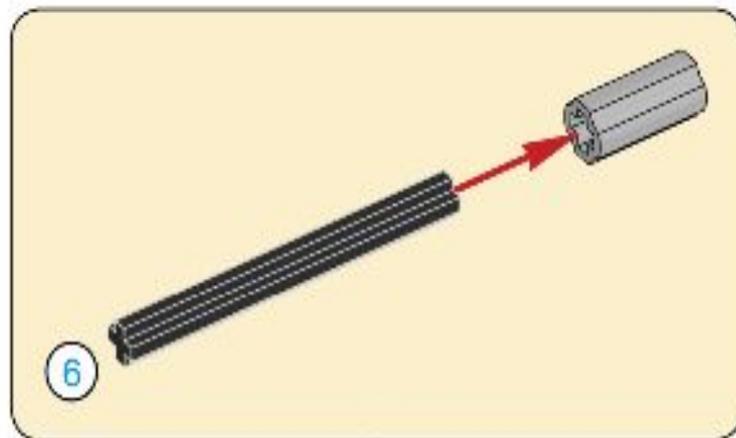


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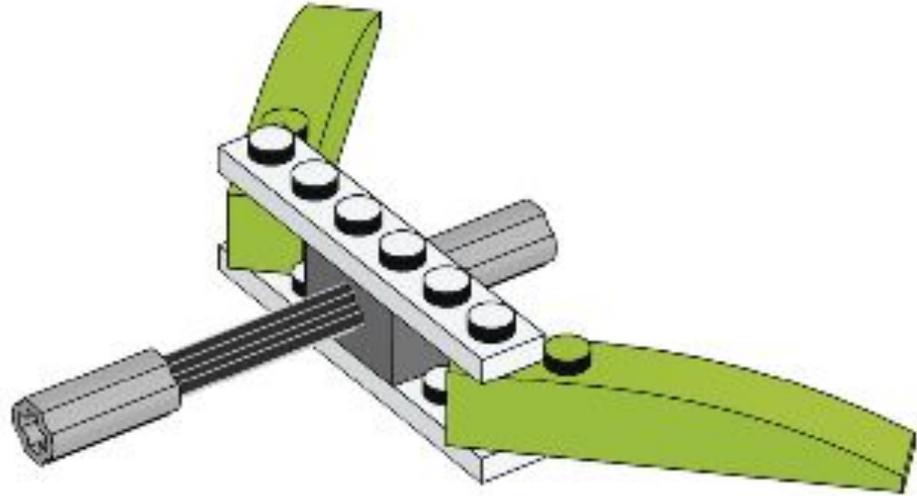
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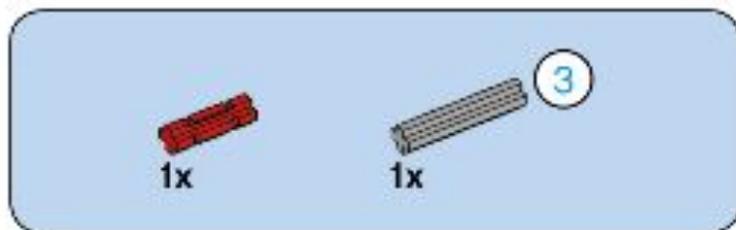




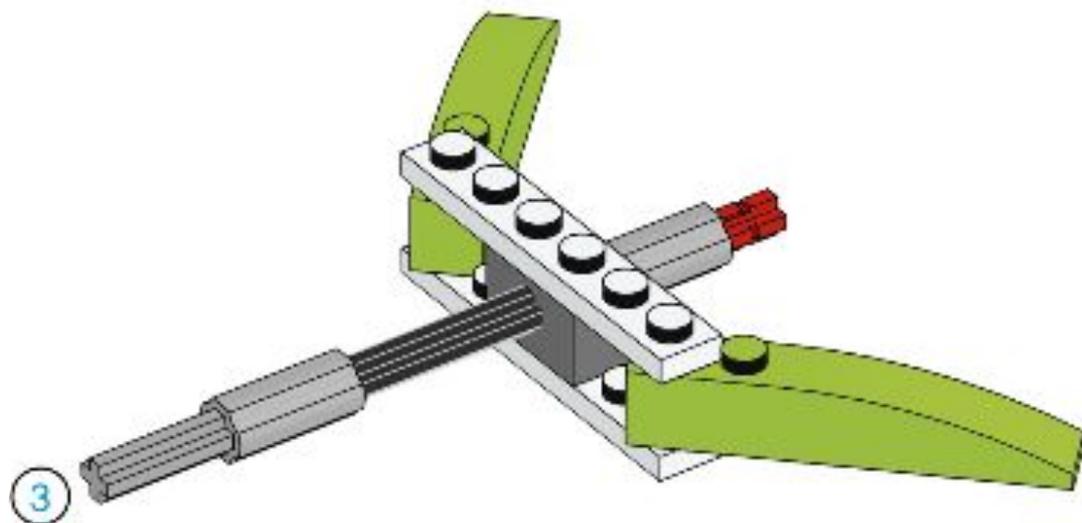
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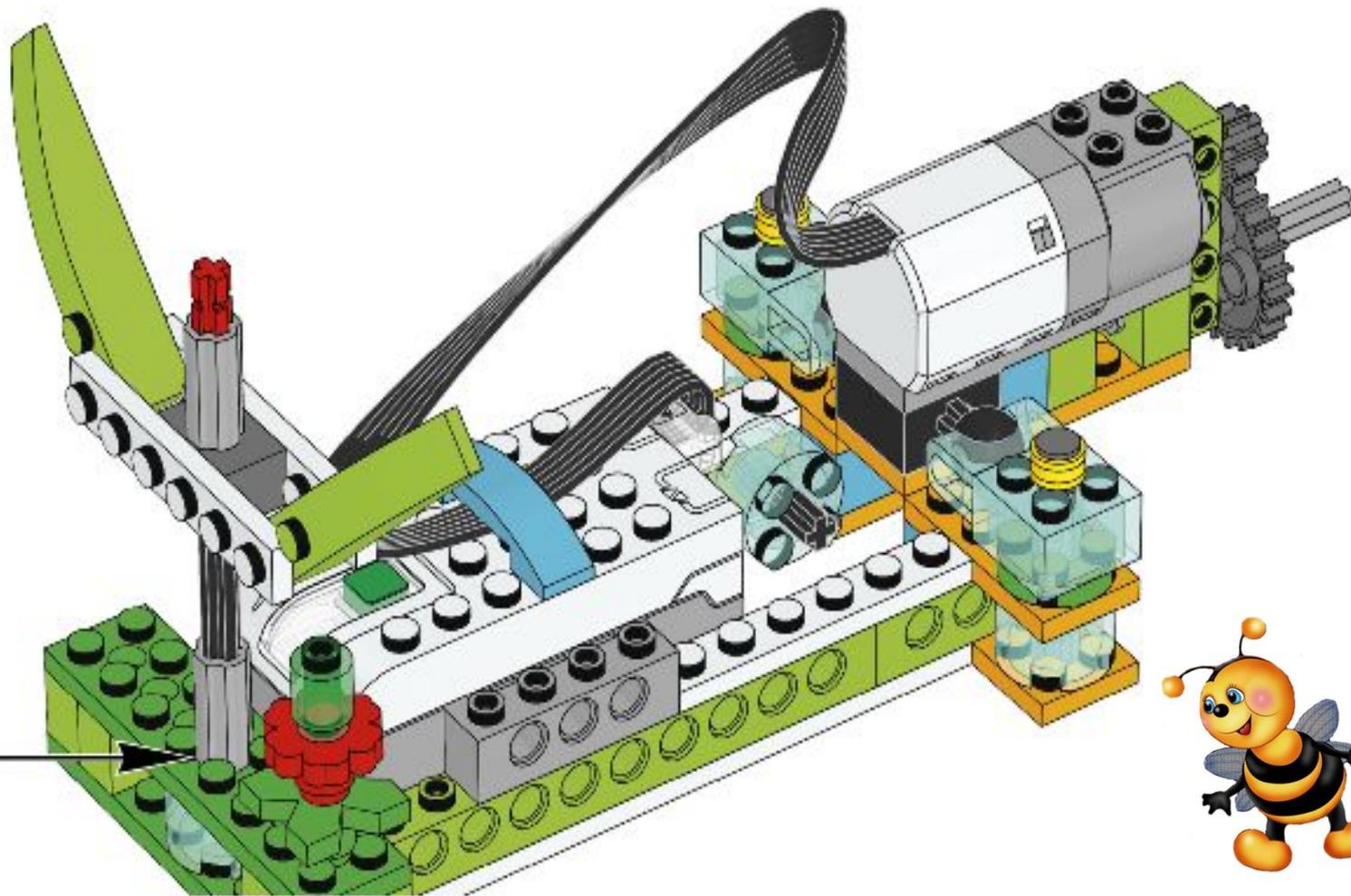


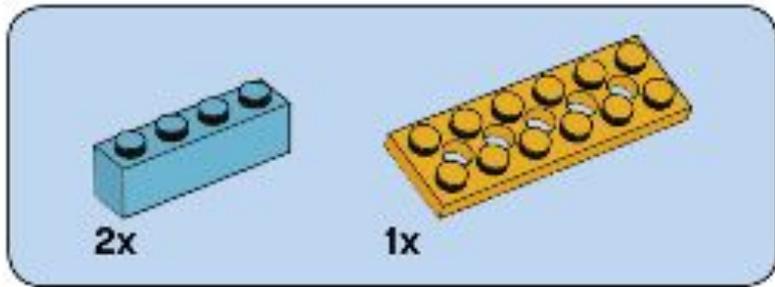


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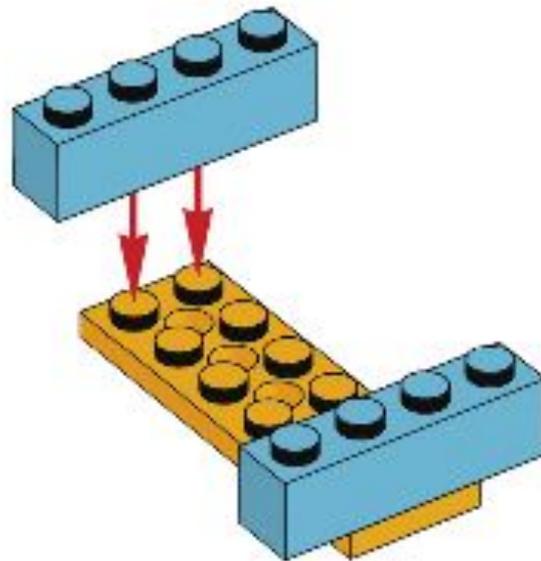


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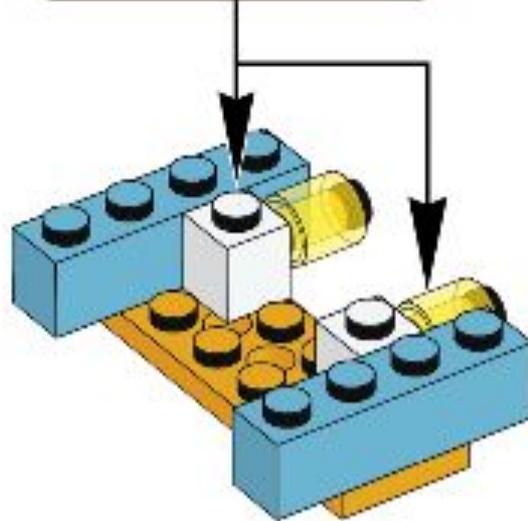
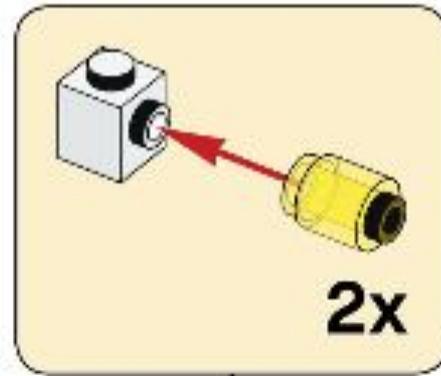


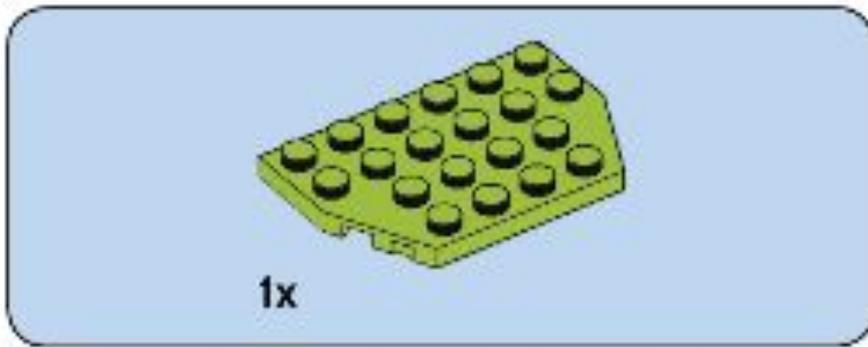
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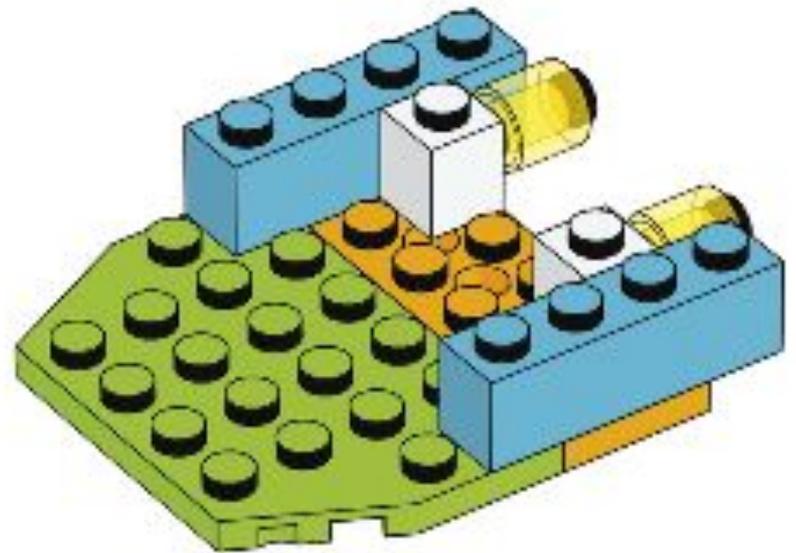


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33



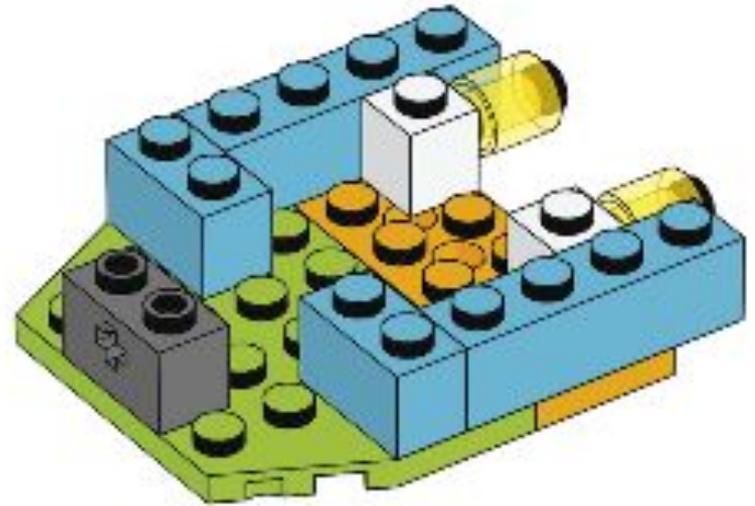


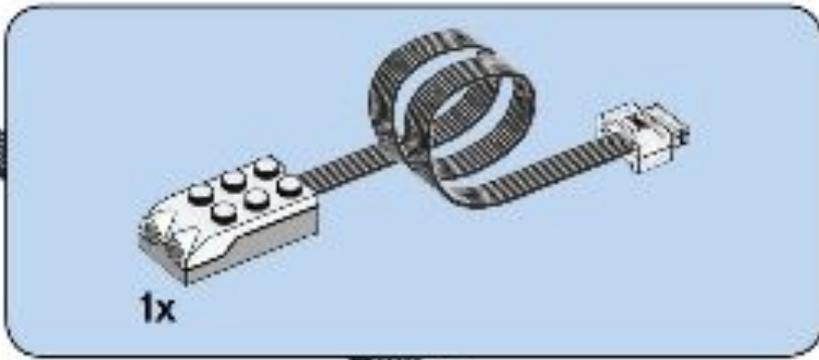
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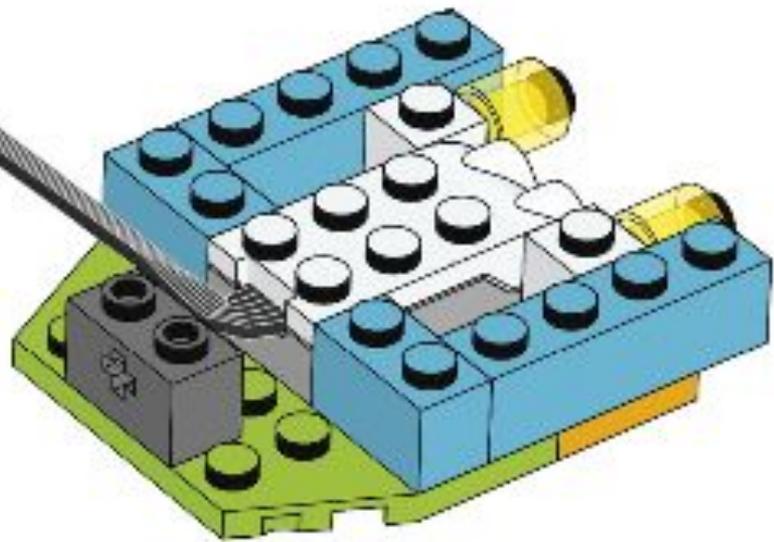
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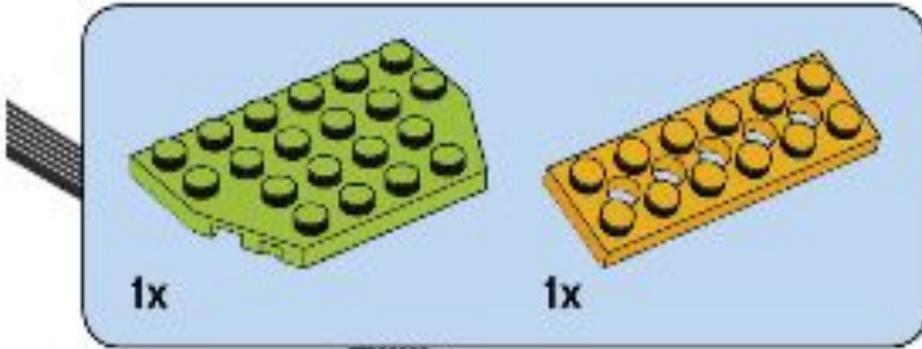
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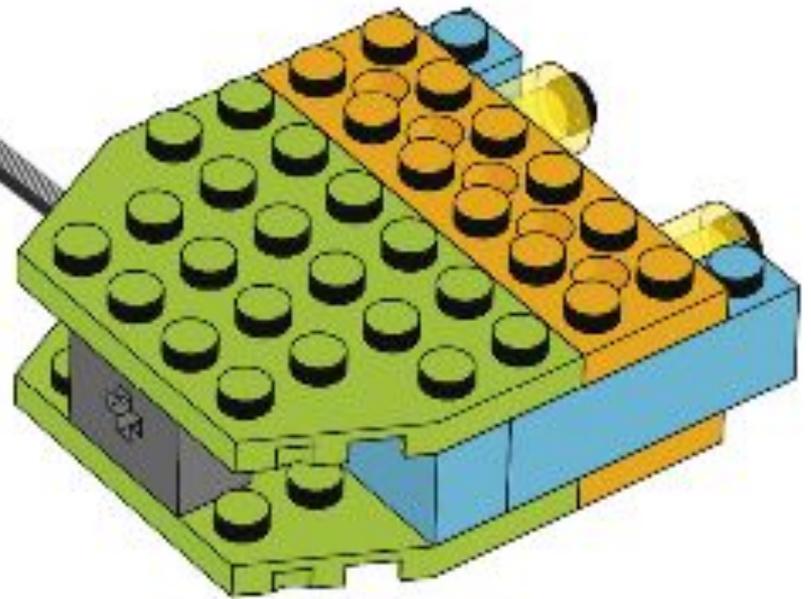


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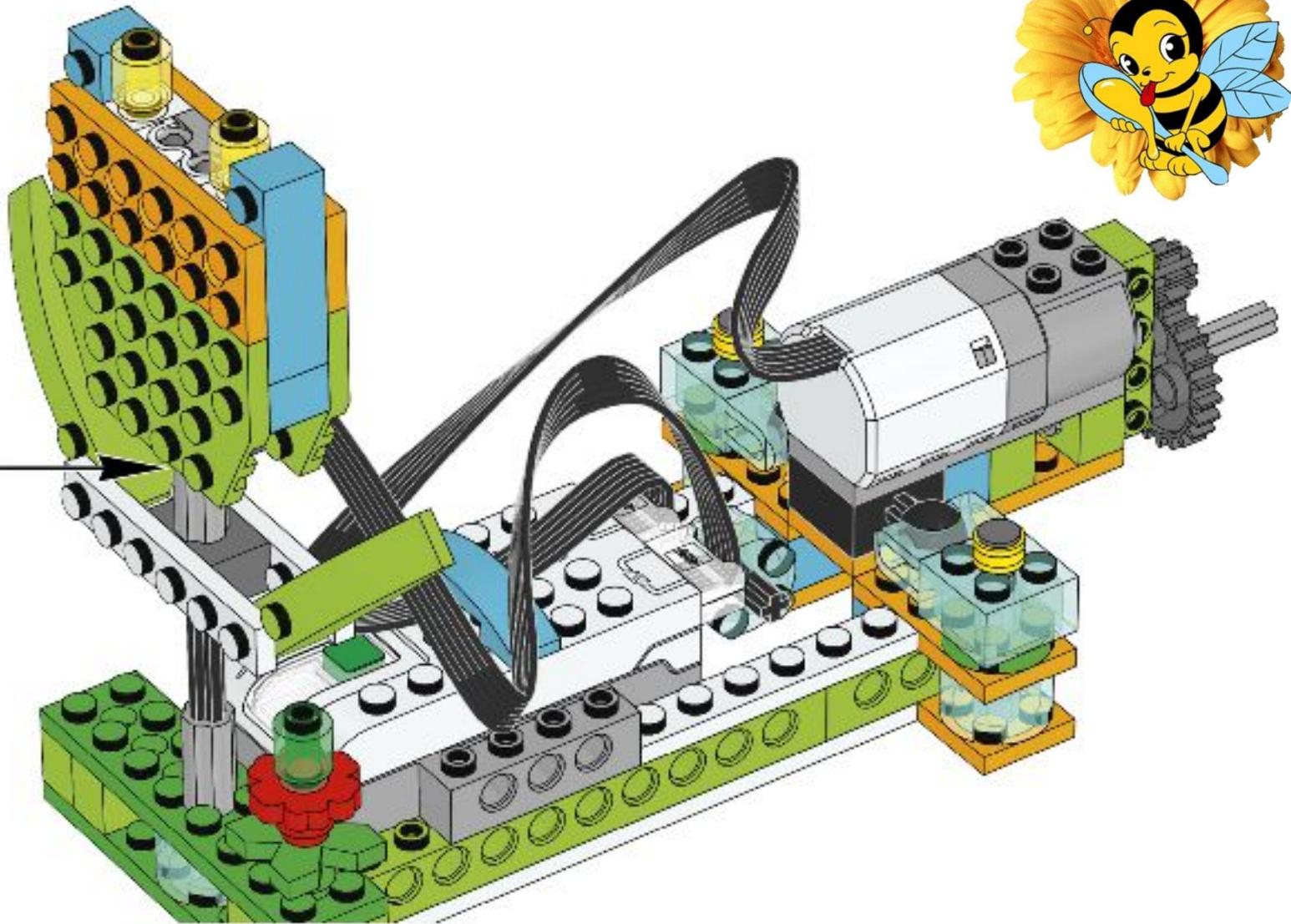


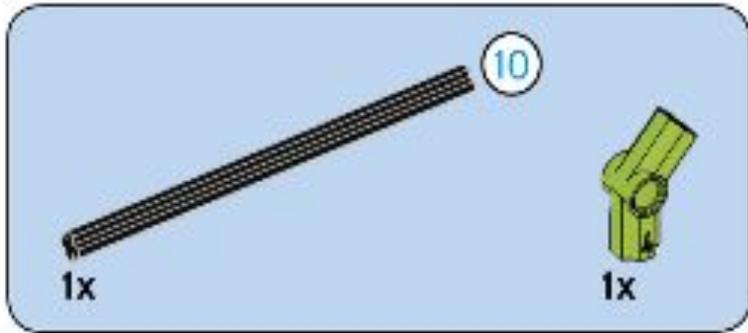


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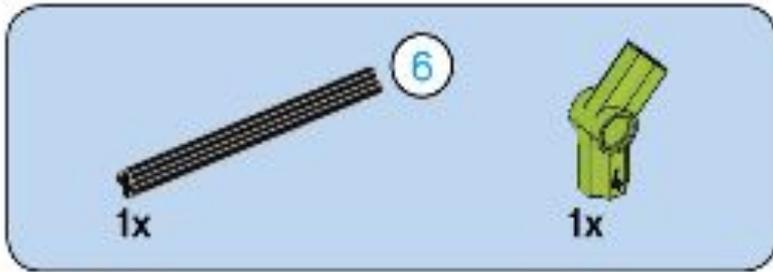
37





38

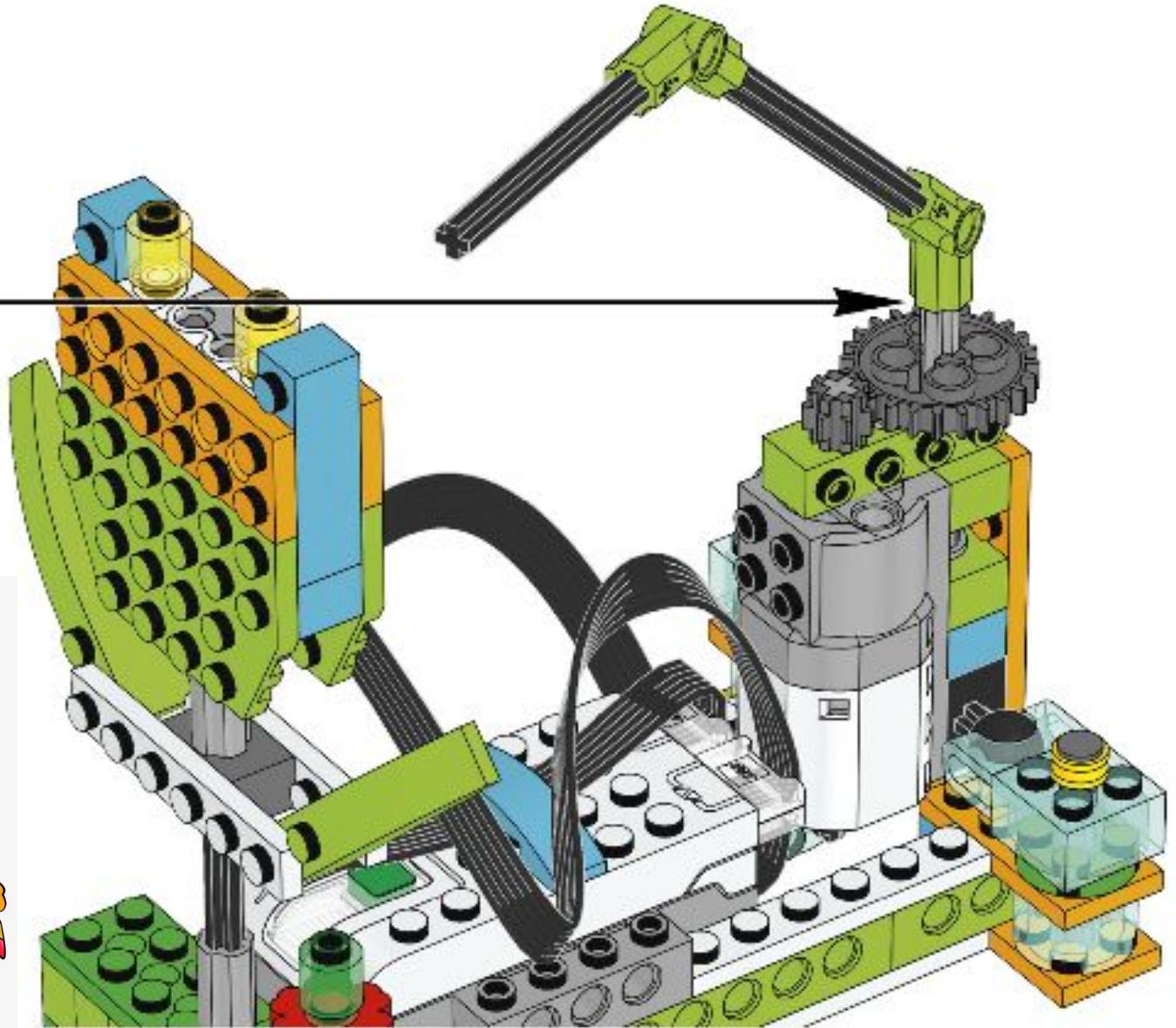


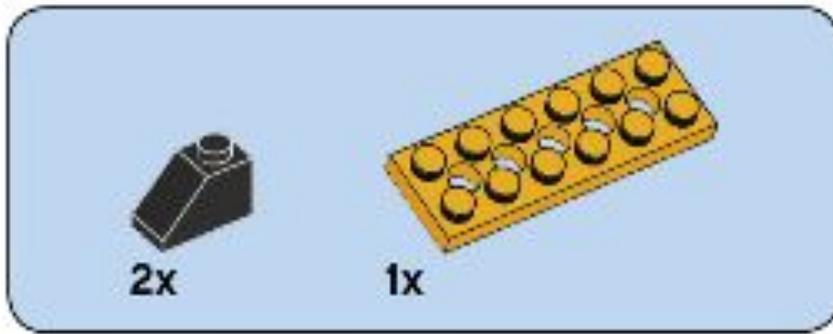


**39**

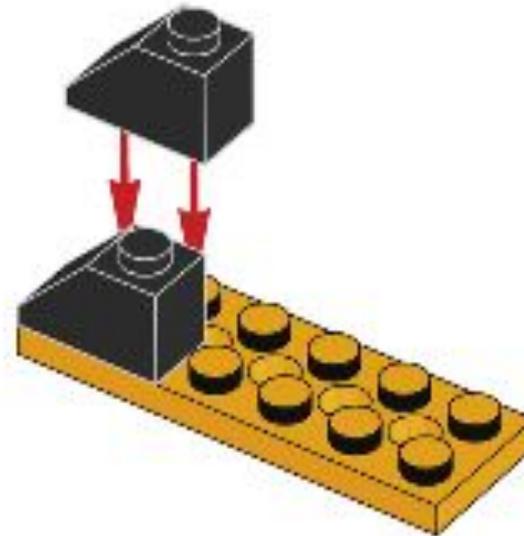


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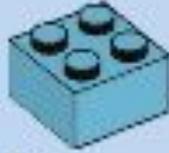


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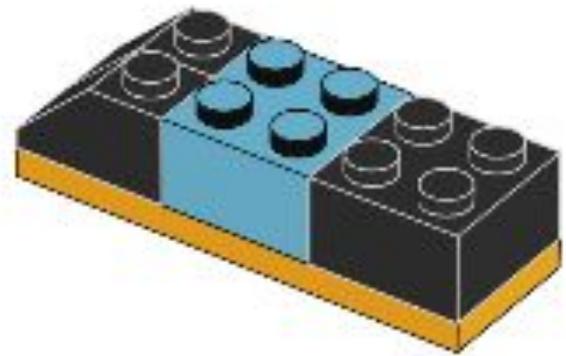


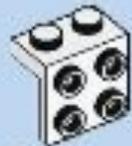
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1x

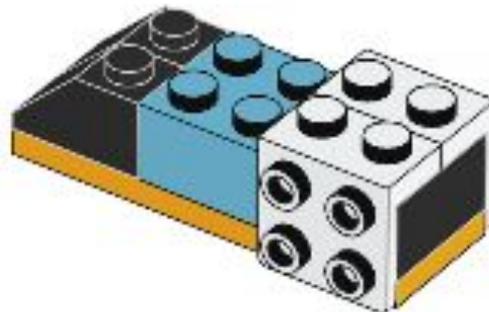
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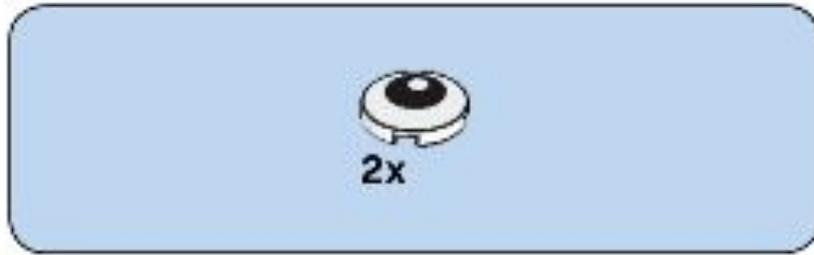




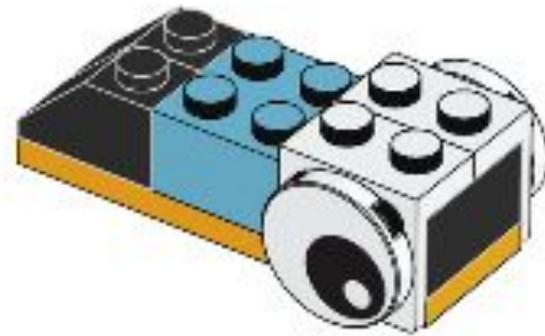
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# 43





44



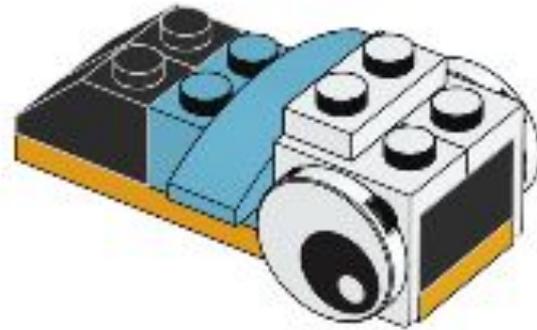


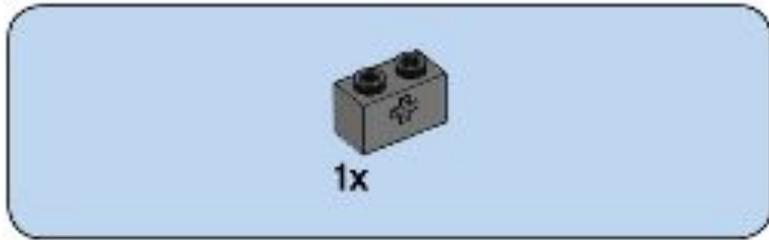
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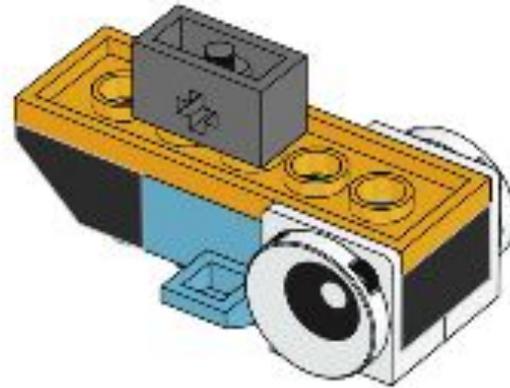
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# 45



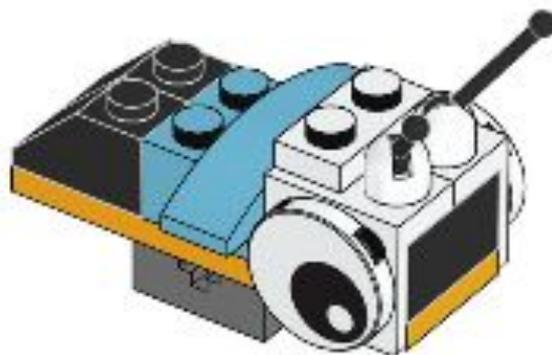


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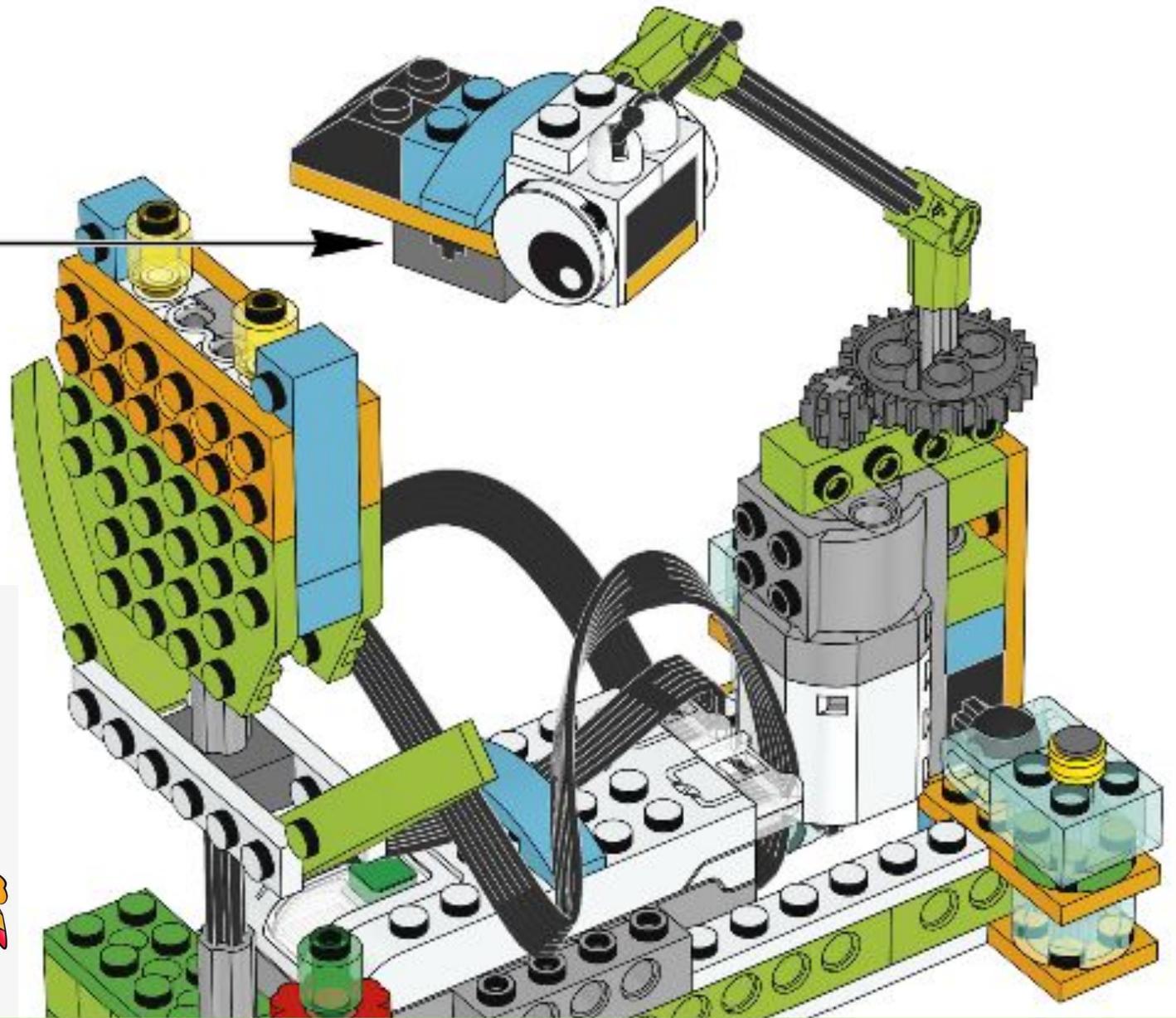




47



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*Используя блоки программного обеспечения конструктора «LEGO=WeDo 2.0 составим программу работы модели.*



# **Найдите ответы на вопросы нашего занятия**

- 1.Какие детали использованы при конструировании модели?**
- 2.Какие детали приводят модель в действие?**
- 3.Какие блоки программирования использованы при программировании?**
- 4.Опишите алгоритм работы модели?**



Наше занятие закончено.  
Спасибо за работу.

