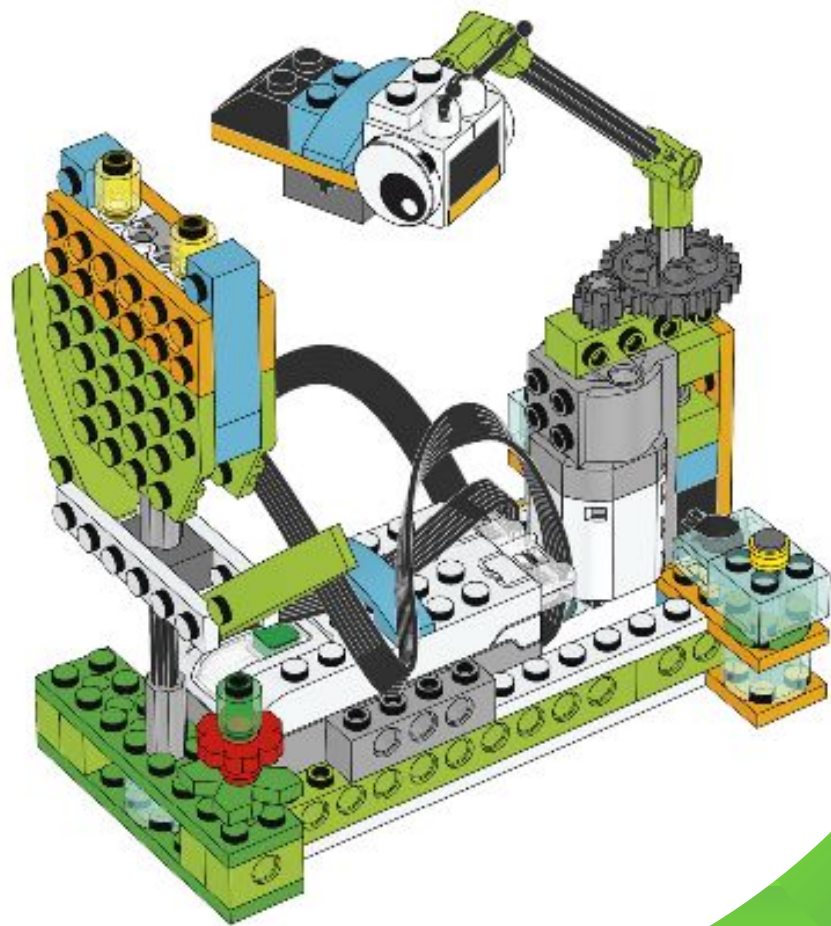


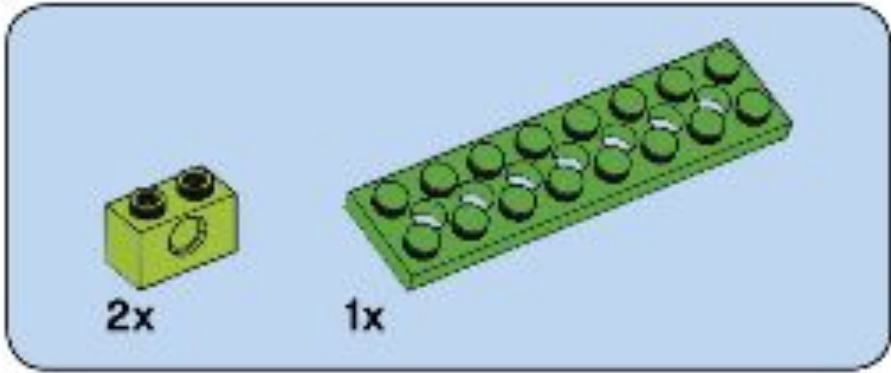
Тема: «Растения и опылители»



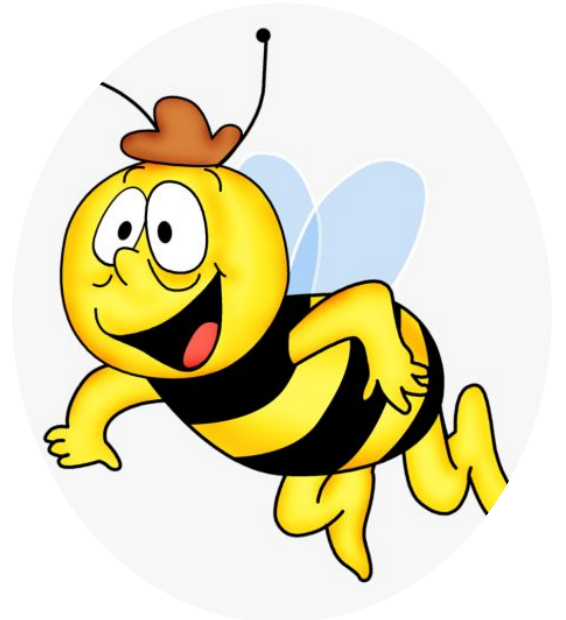
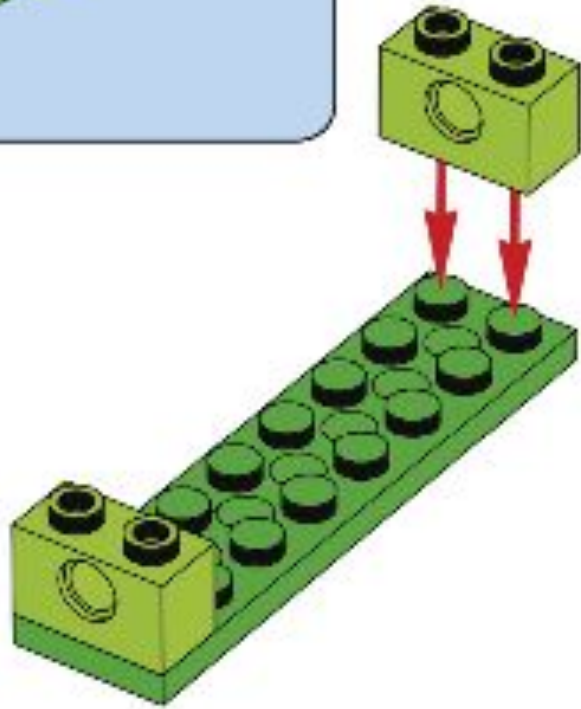
(практическое занятие)

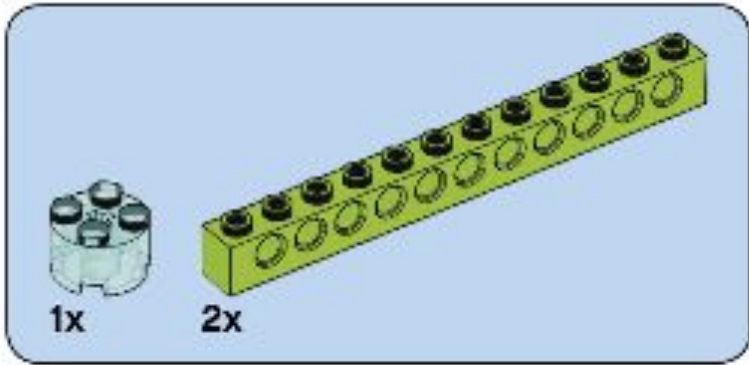
*Используя детали конструктора
«LEGO=WeDo 2.0 построим
модель пчелы летающей вокруг
цветка, заполненного пыльцой,
согласно инструкции,
размещенной ниже.*



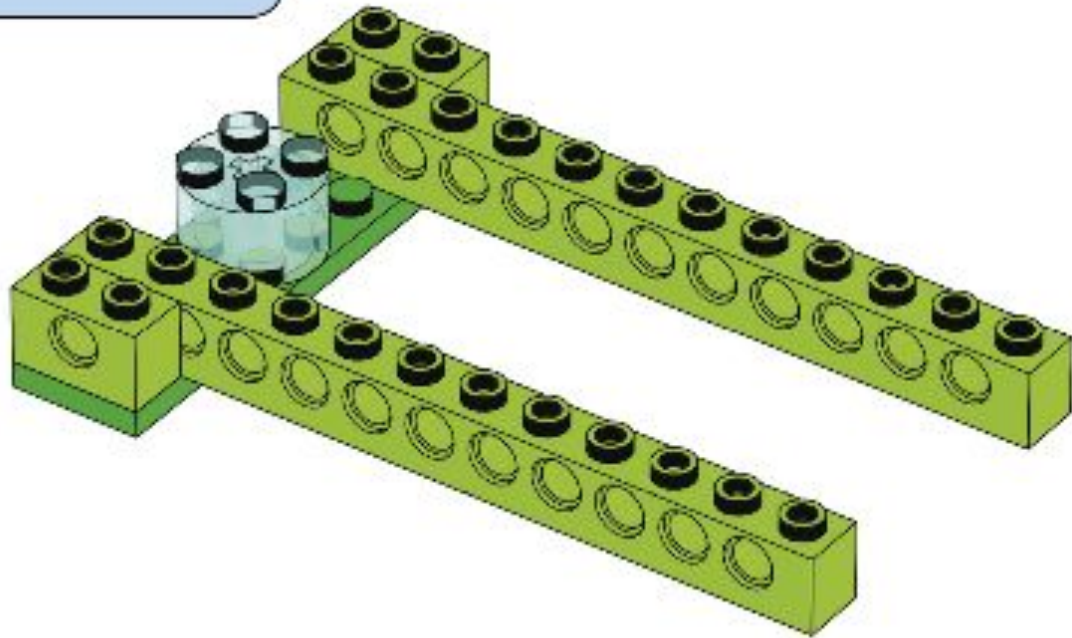


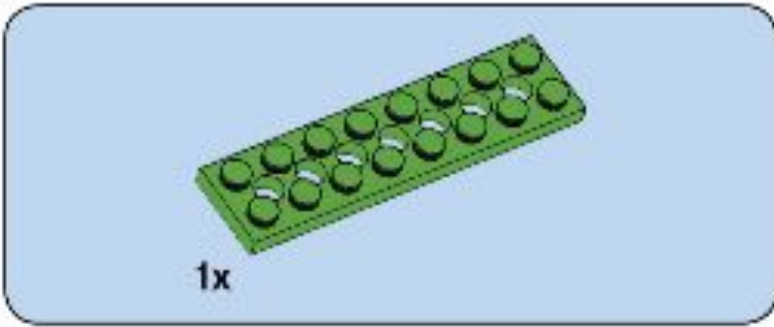
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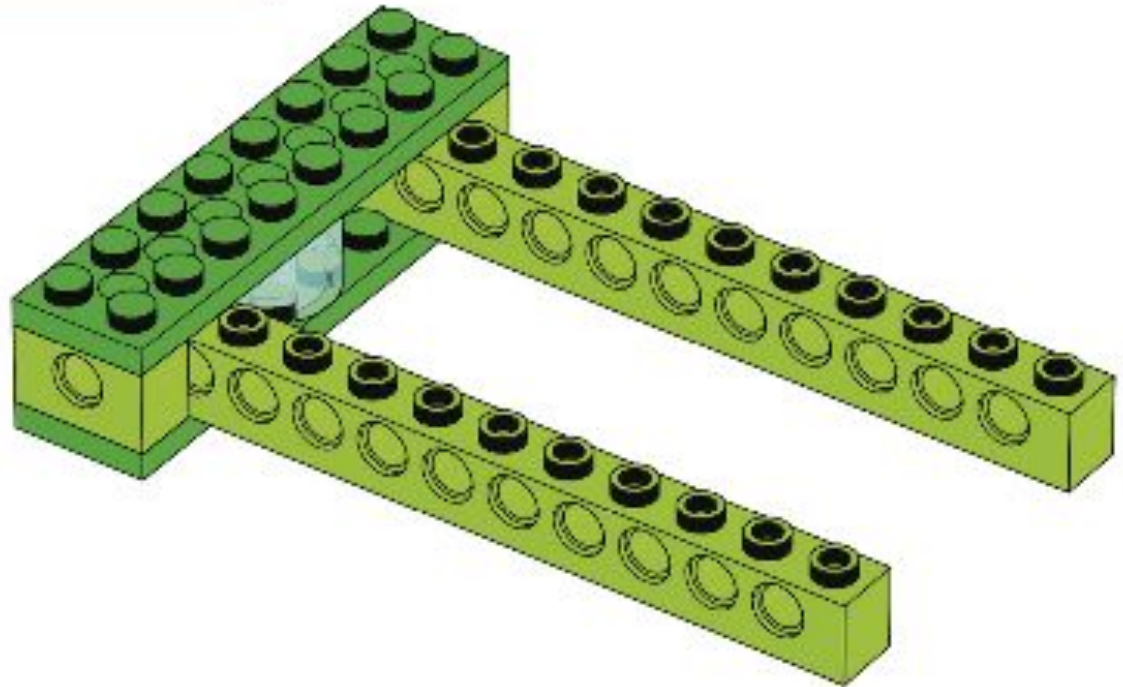


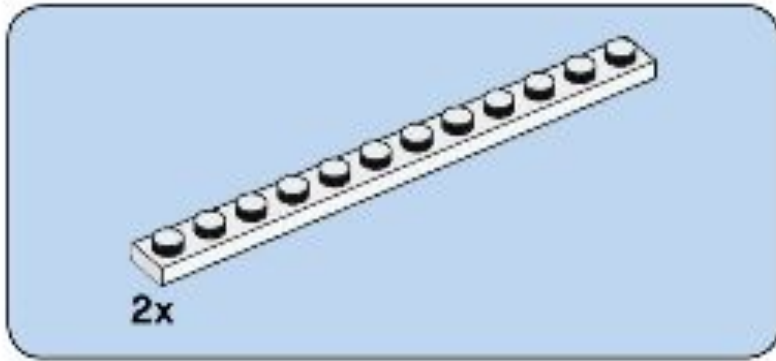
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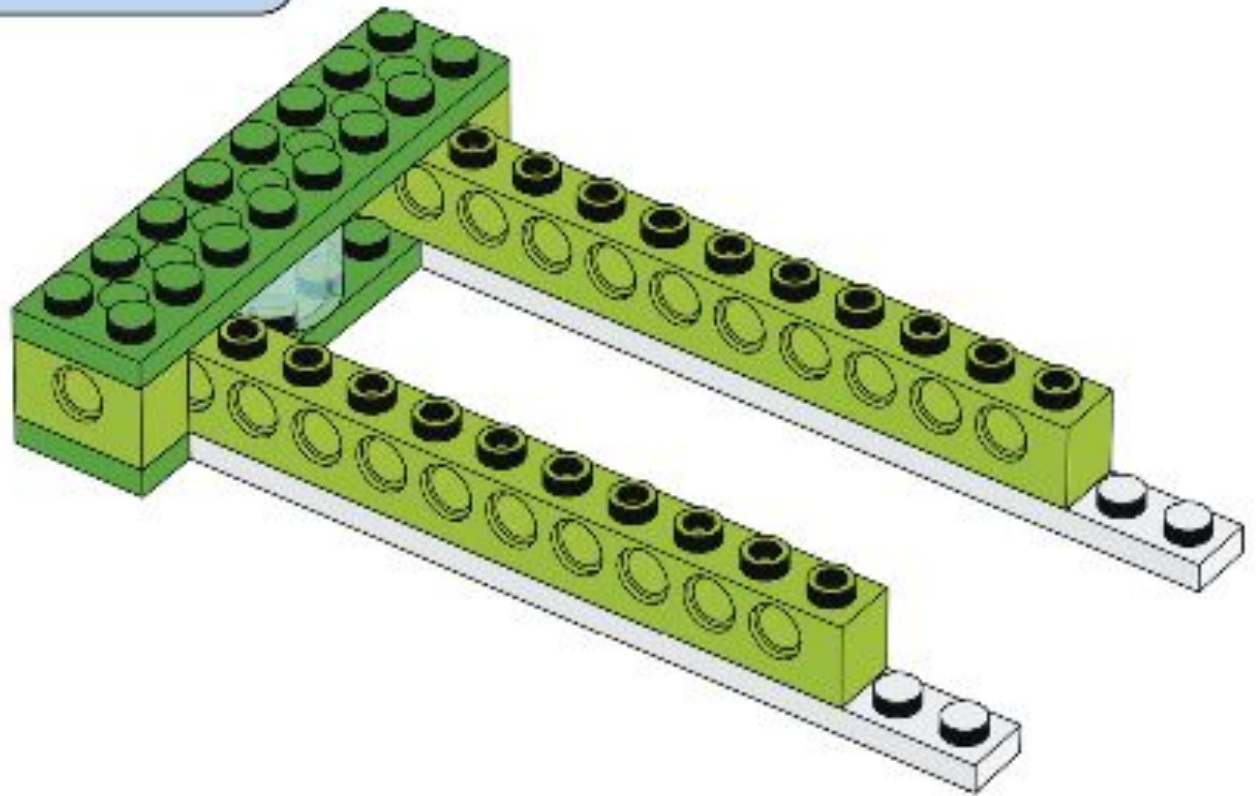


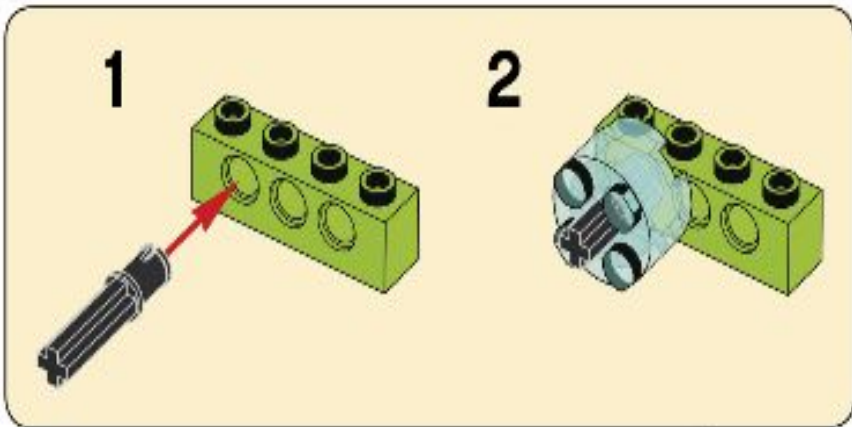
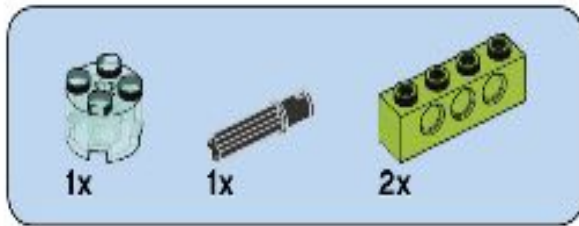
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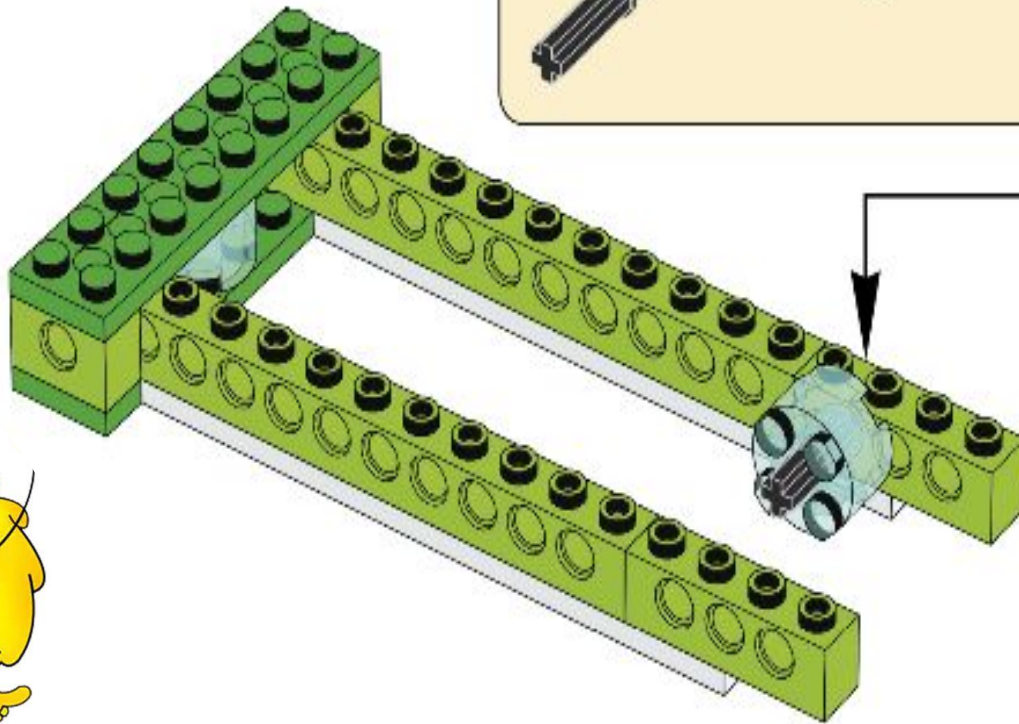


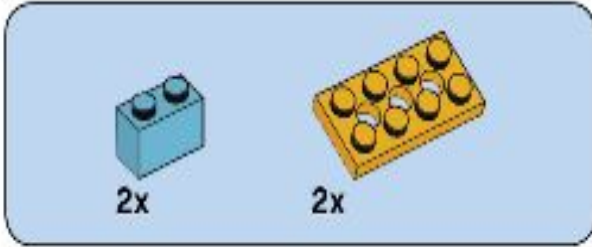
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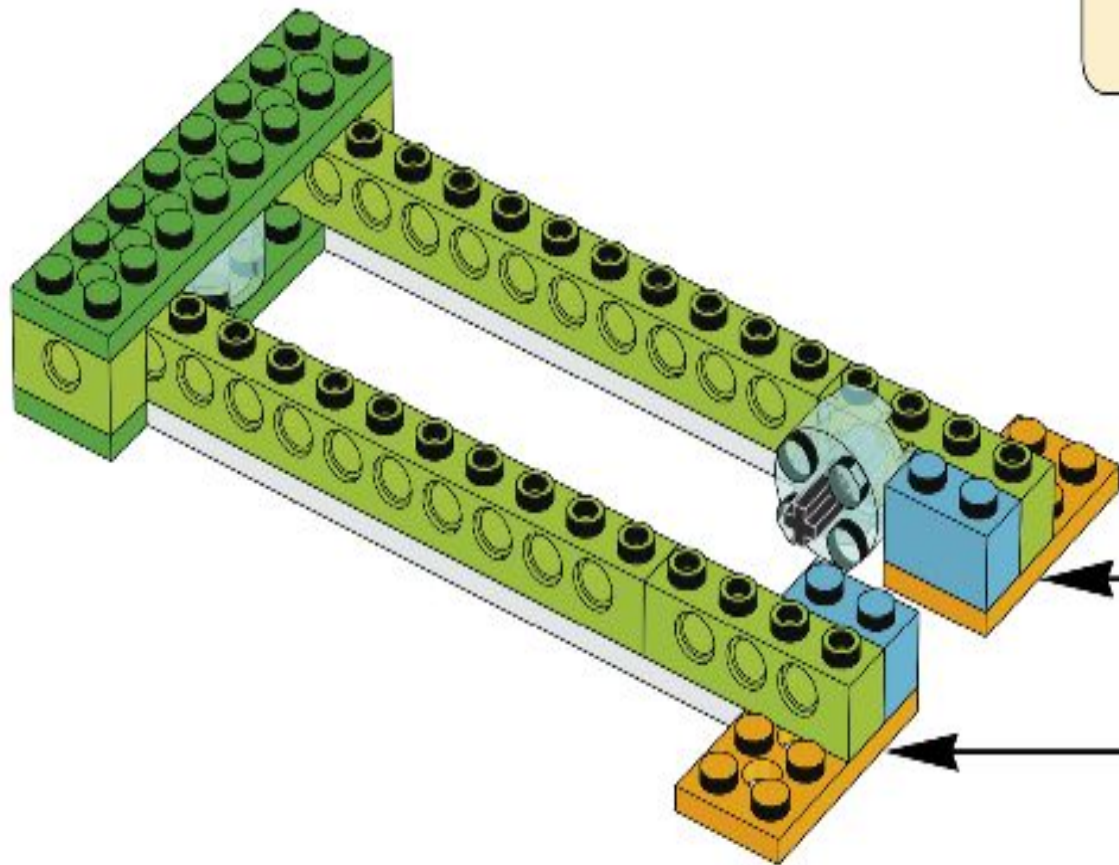
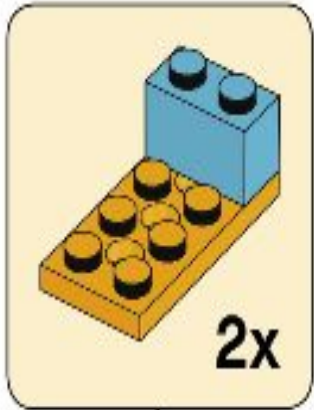


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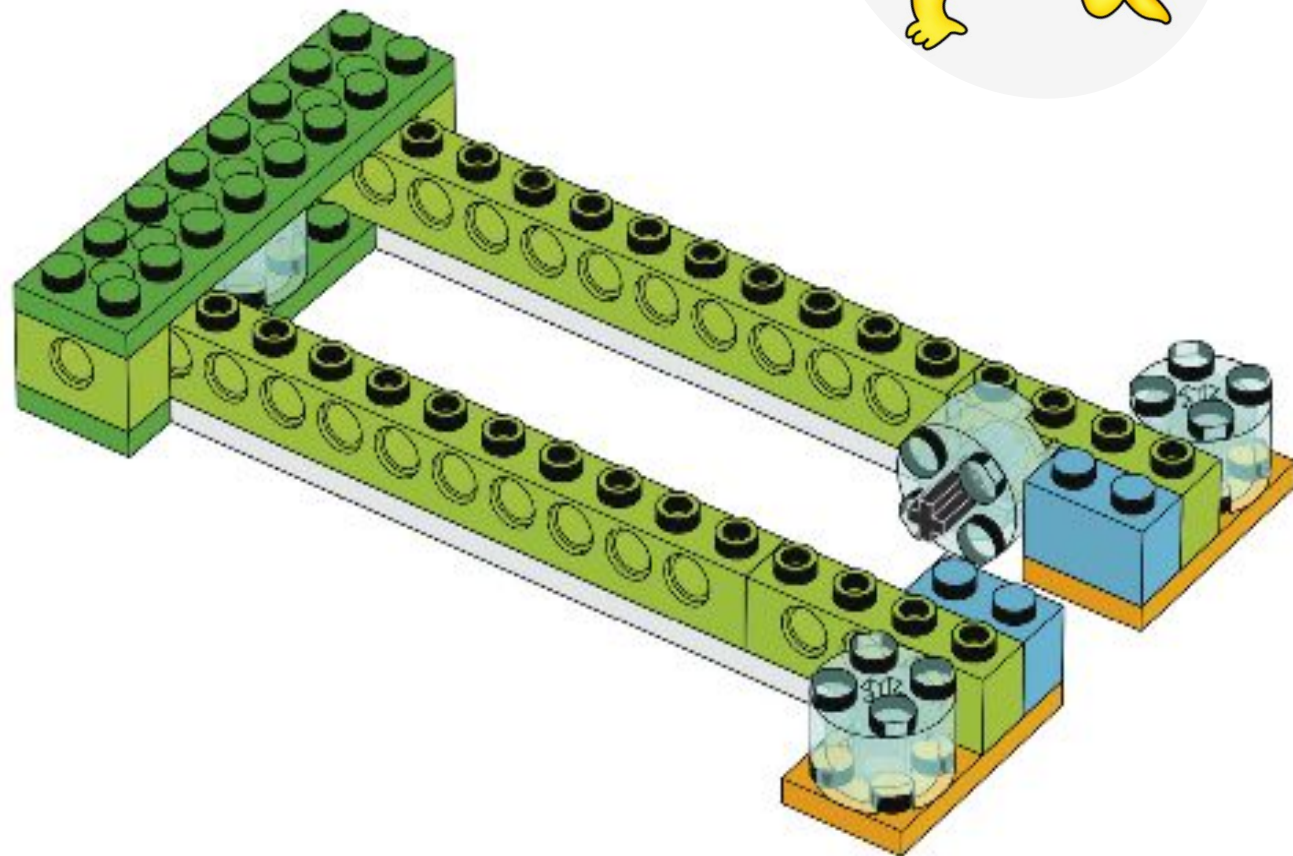
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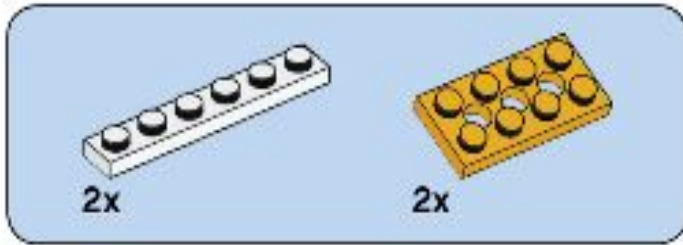




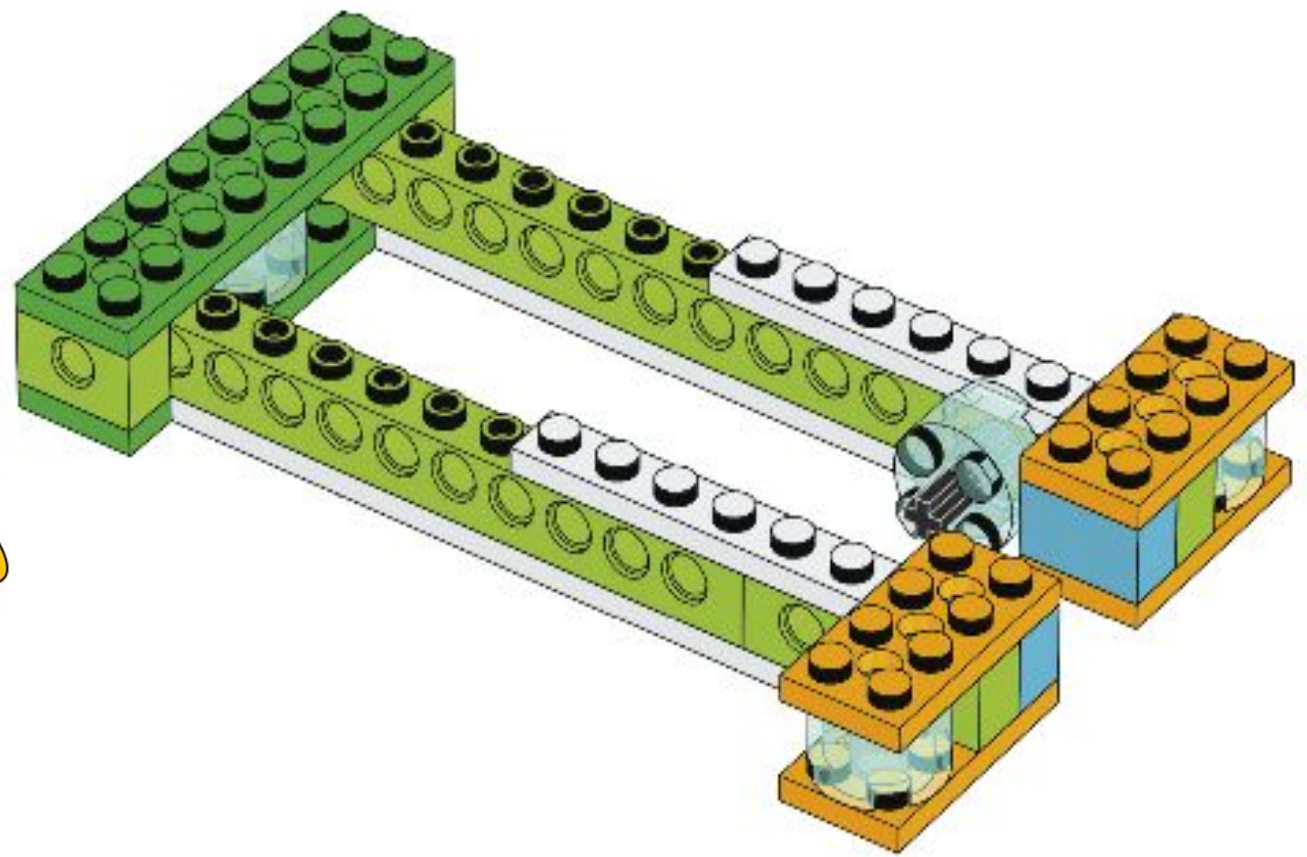
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7





8



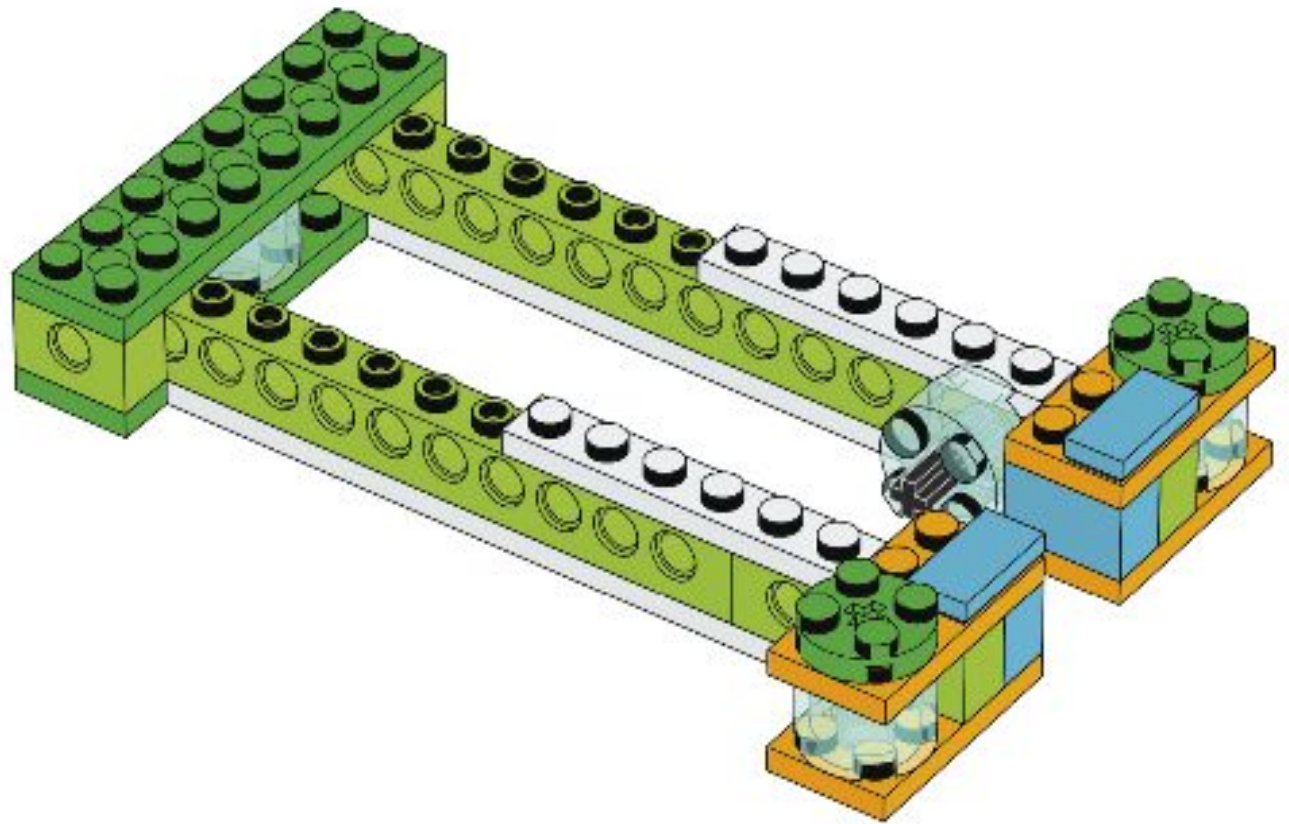


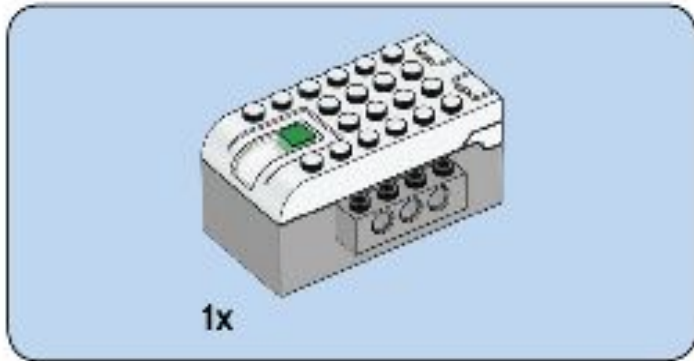
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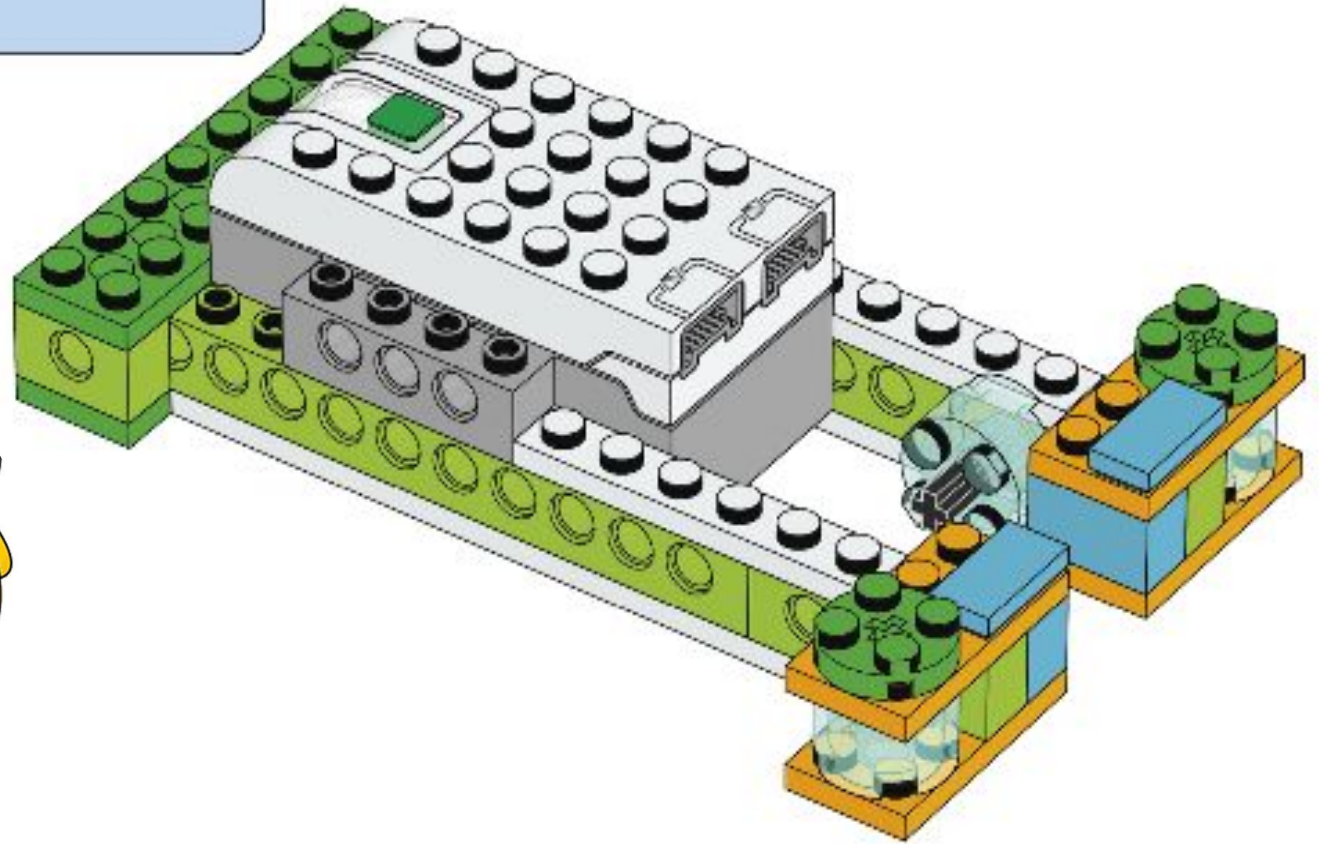
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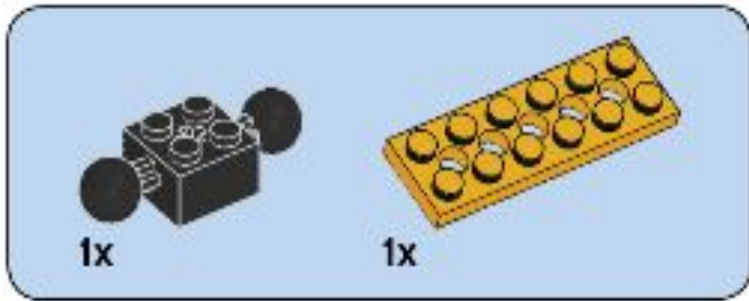
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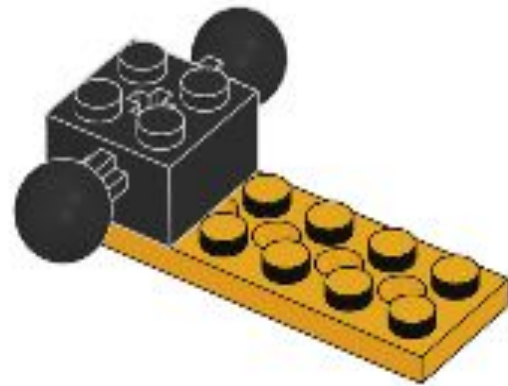
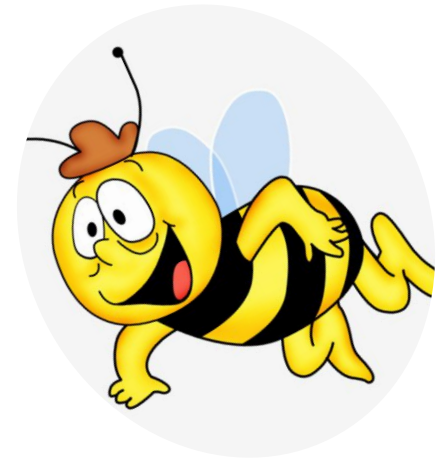


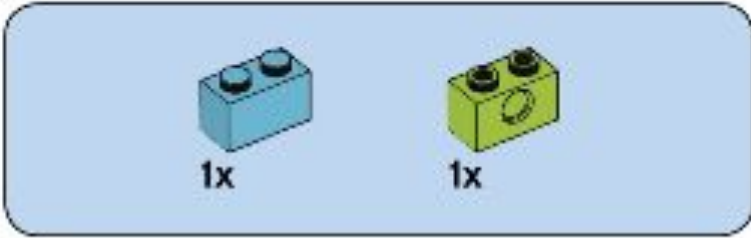
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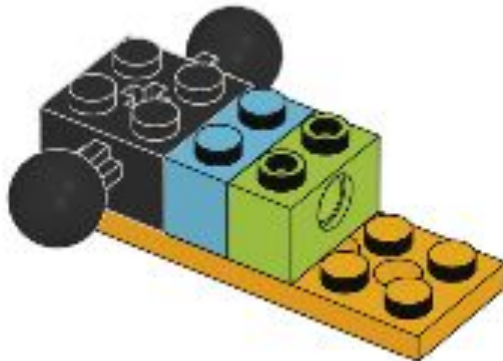
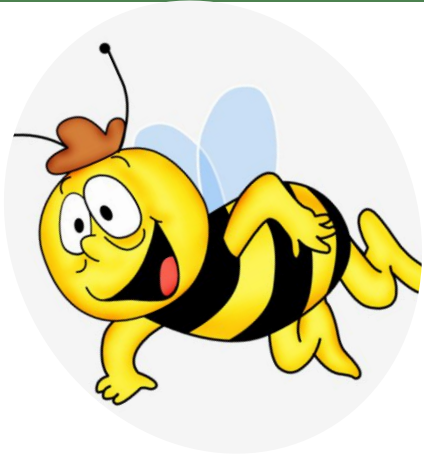


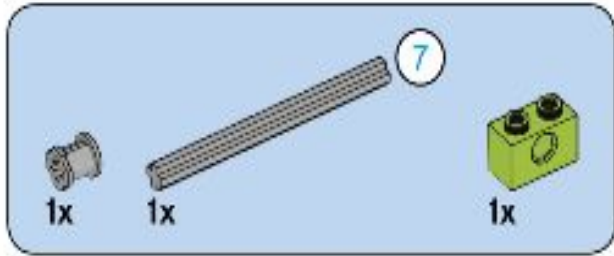
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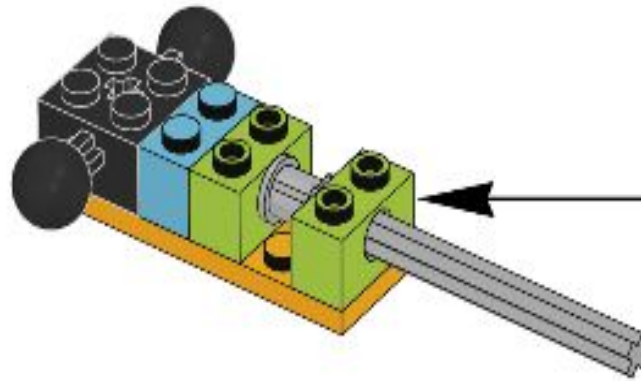
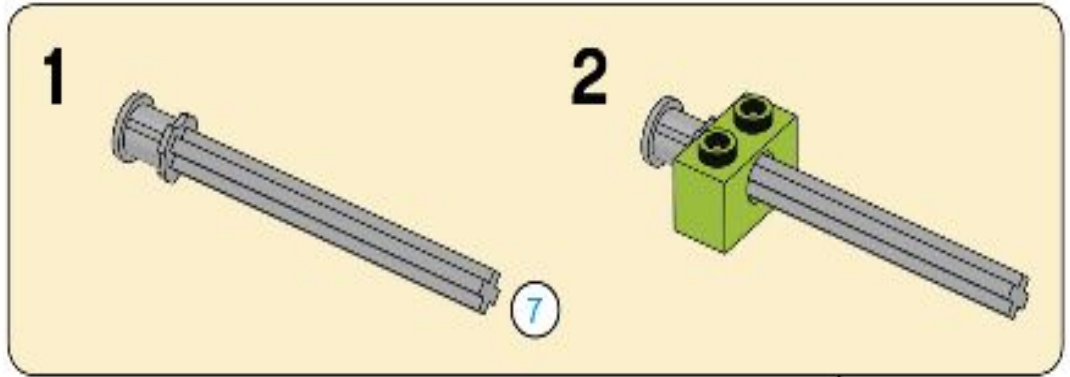


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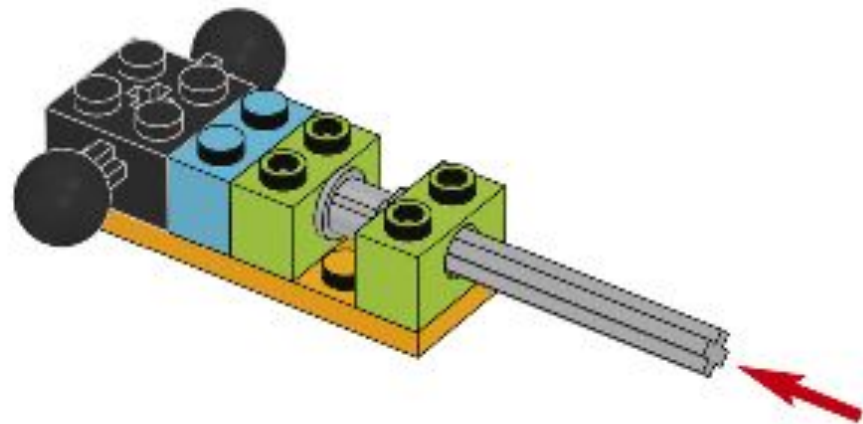


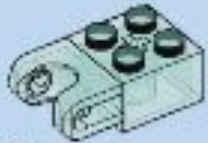


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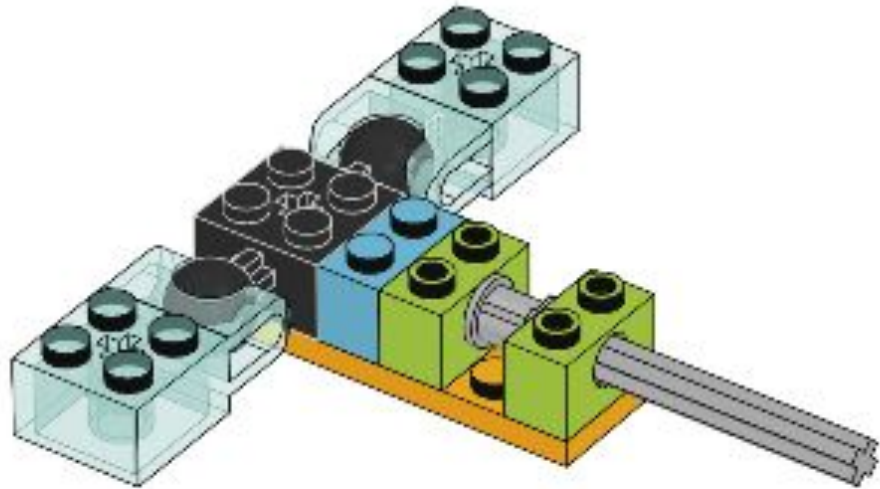
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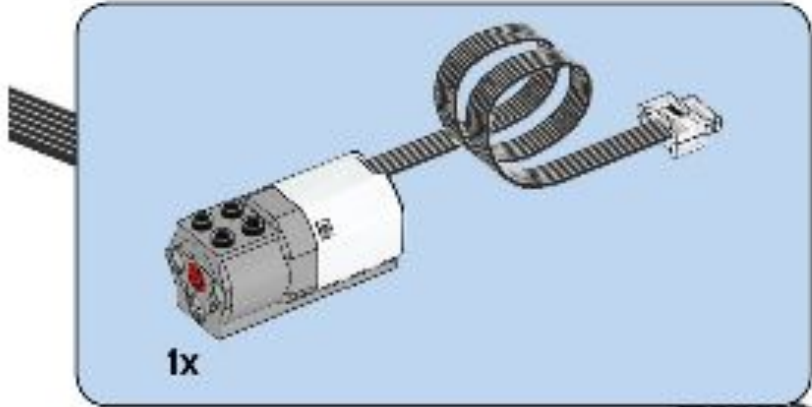




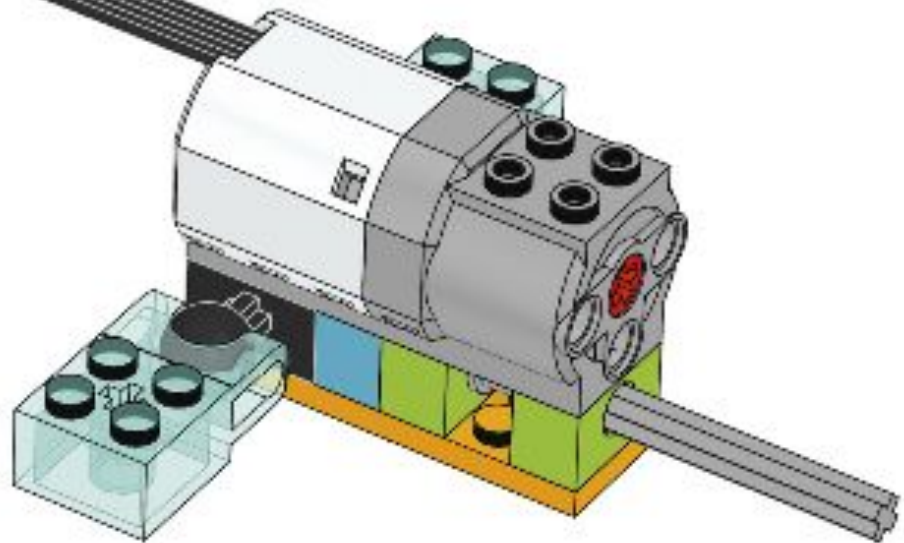
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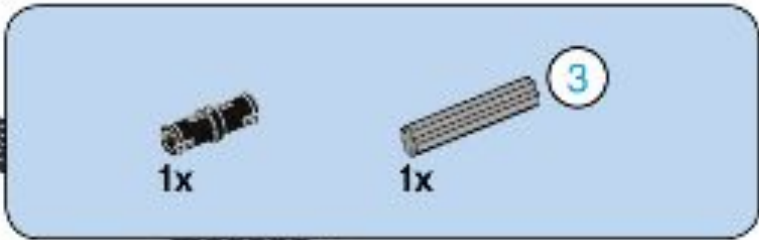
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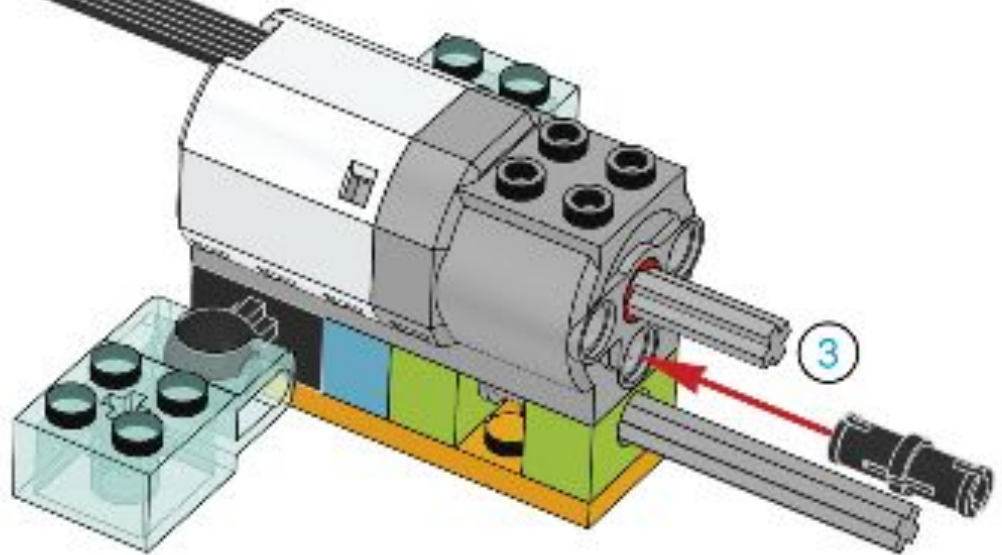
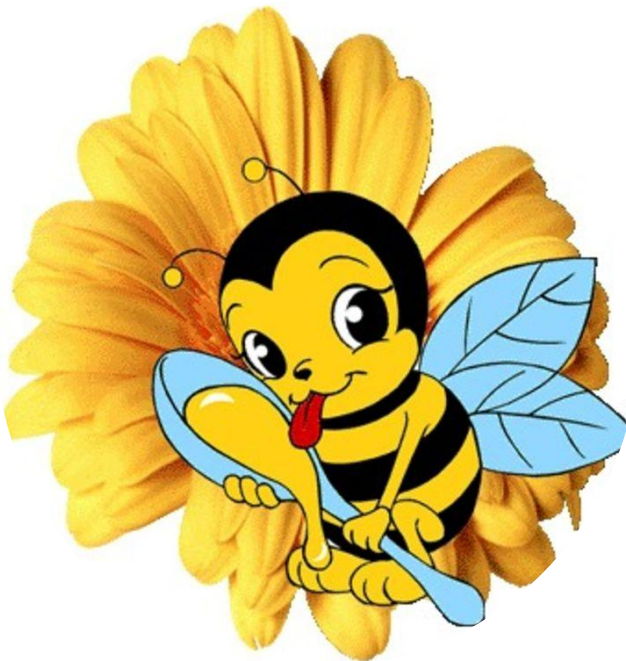


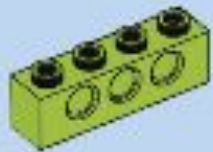
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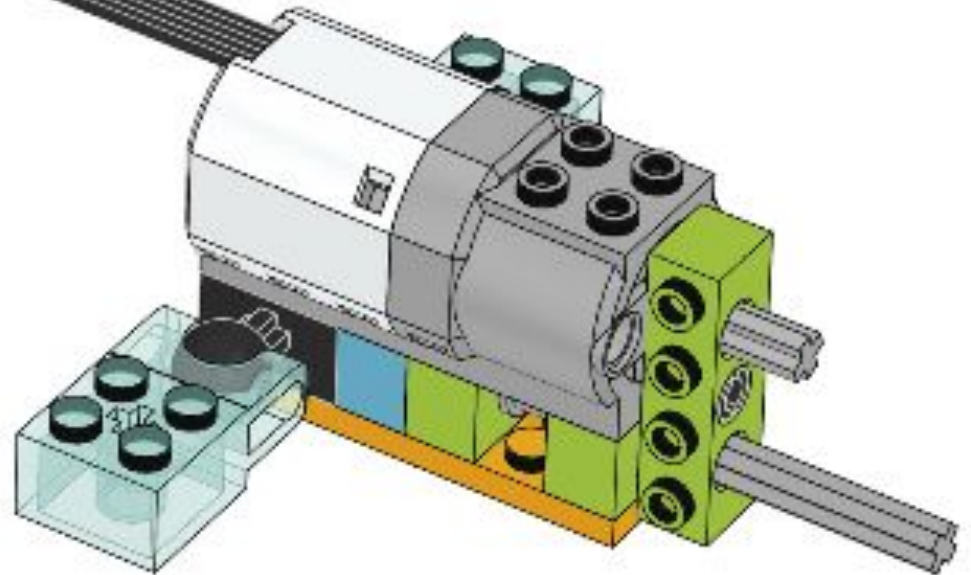
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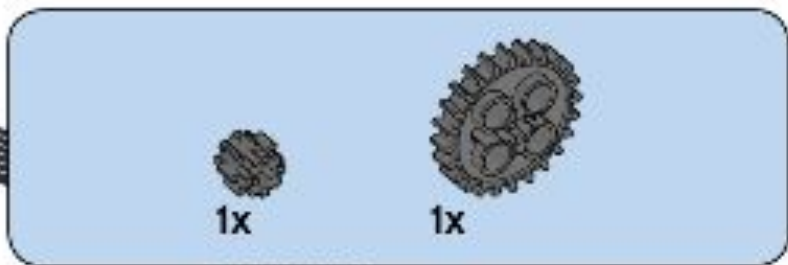




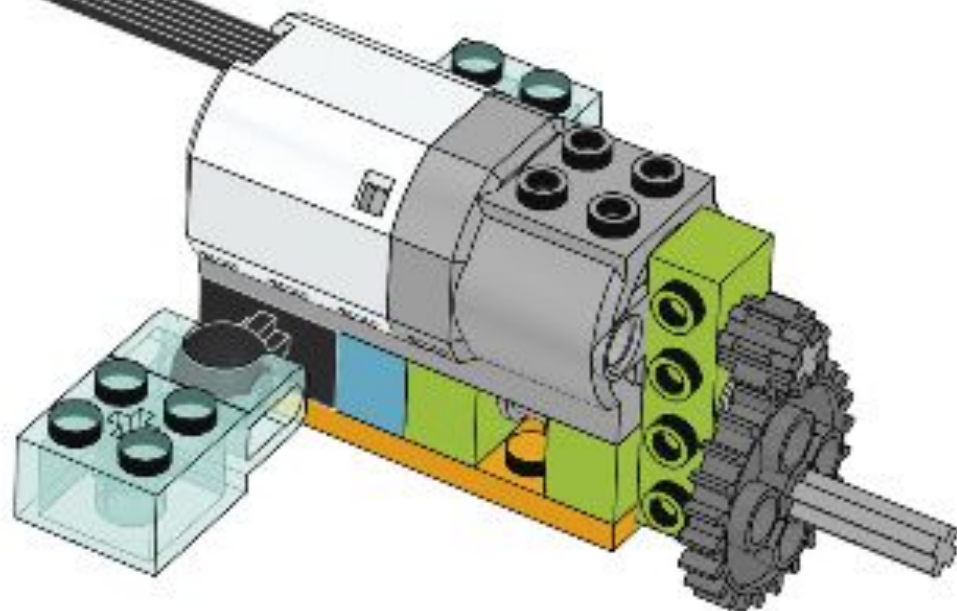
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18

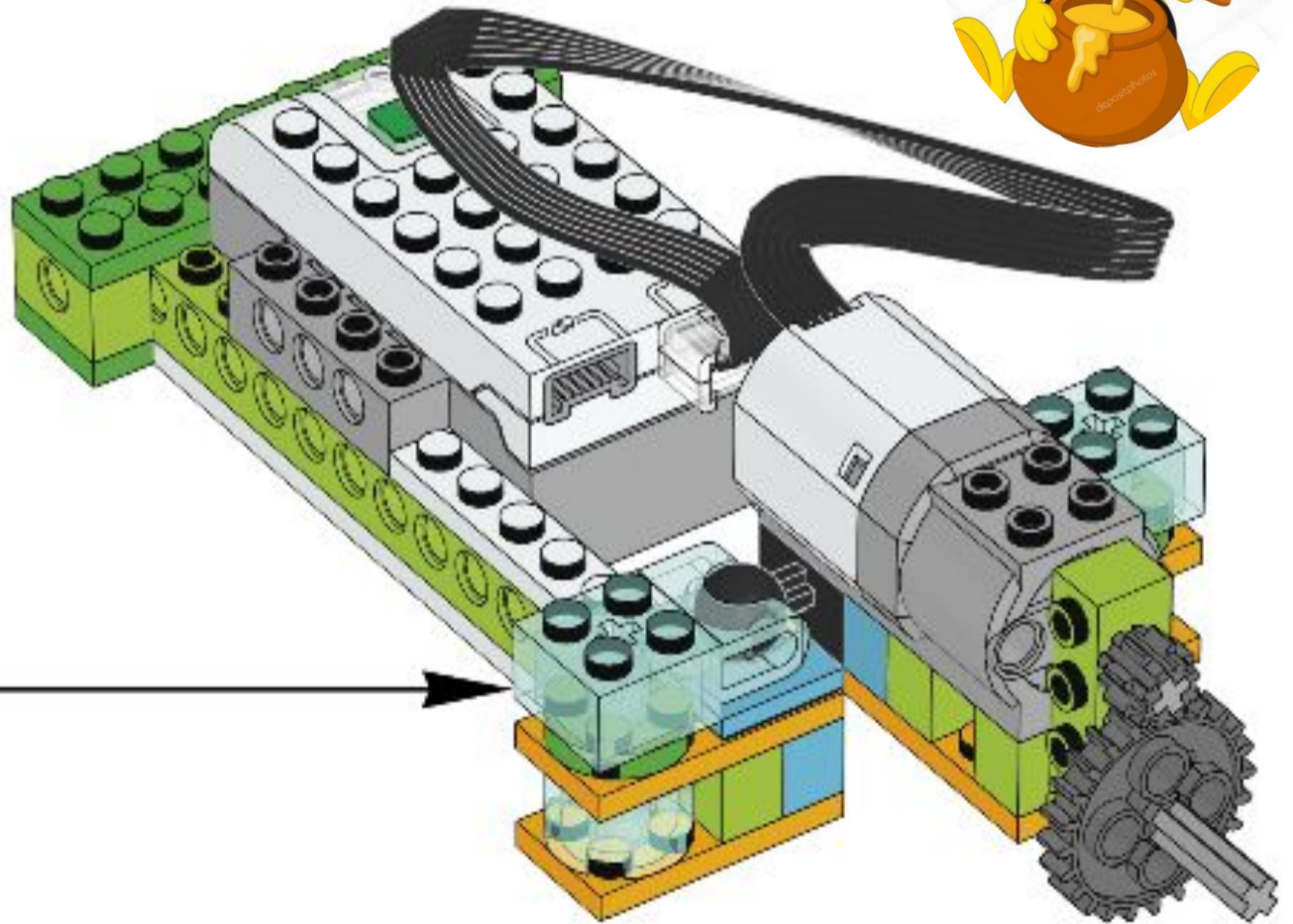


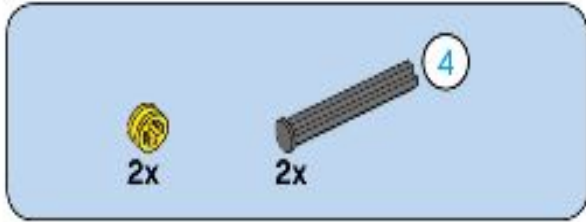


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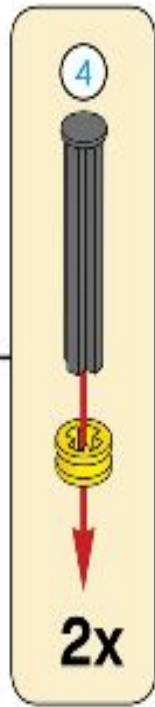
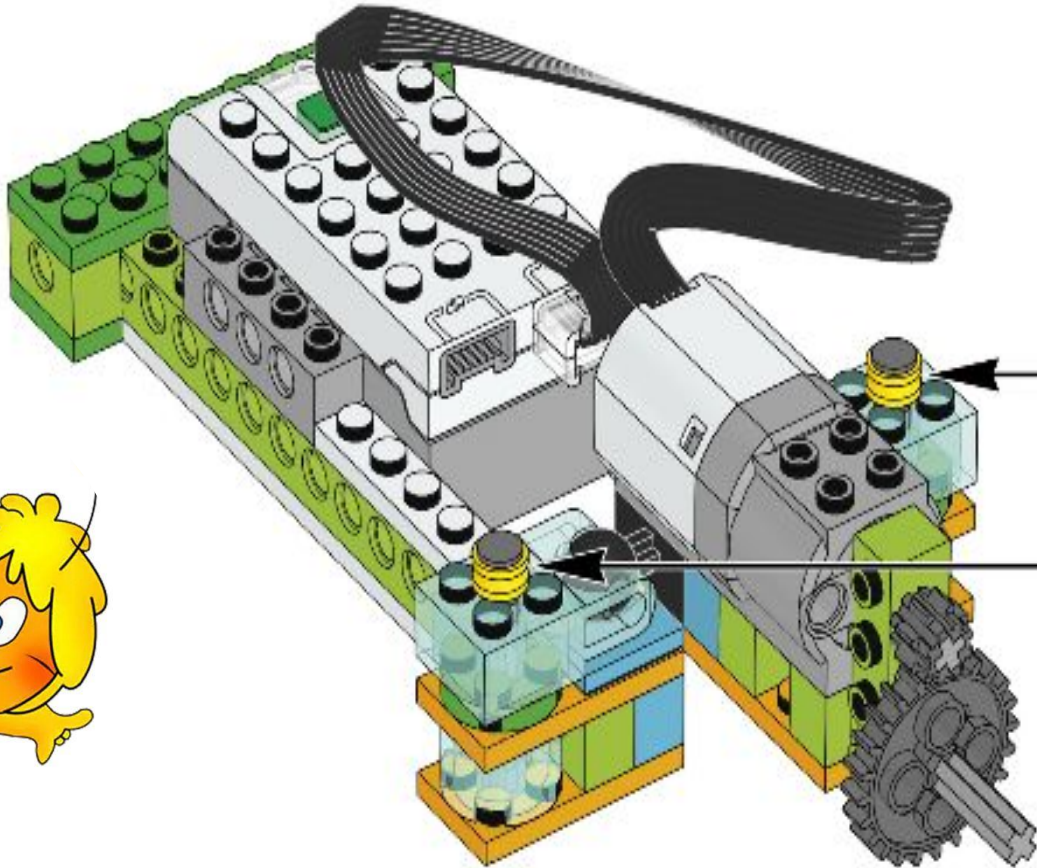


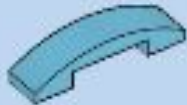
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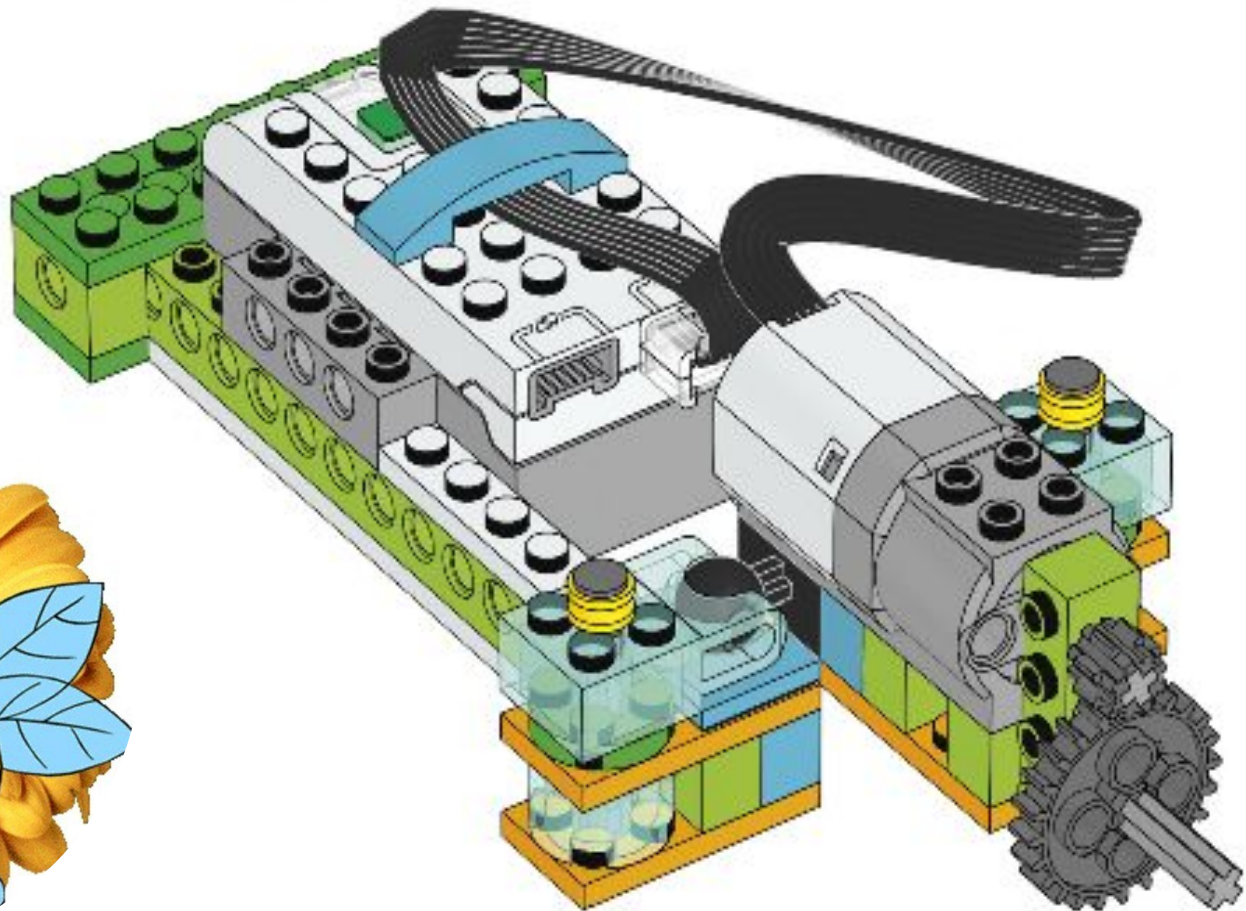
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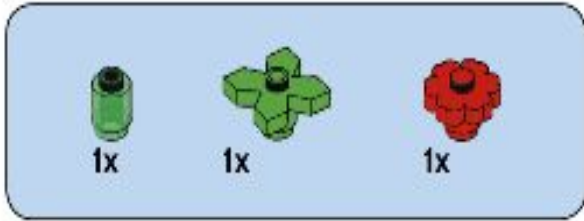




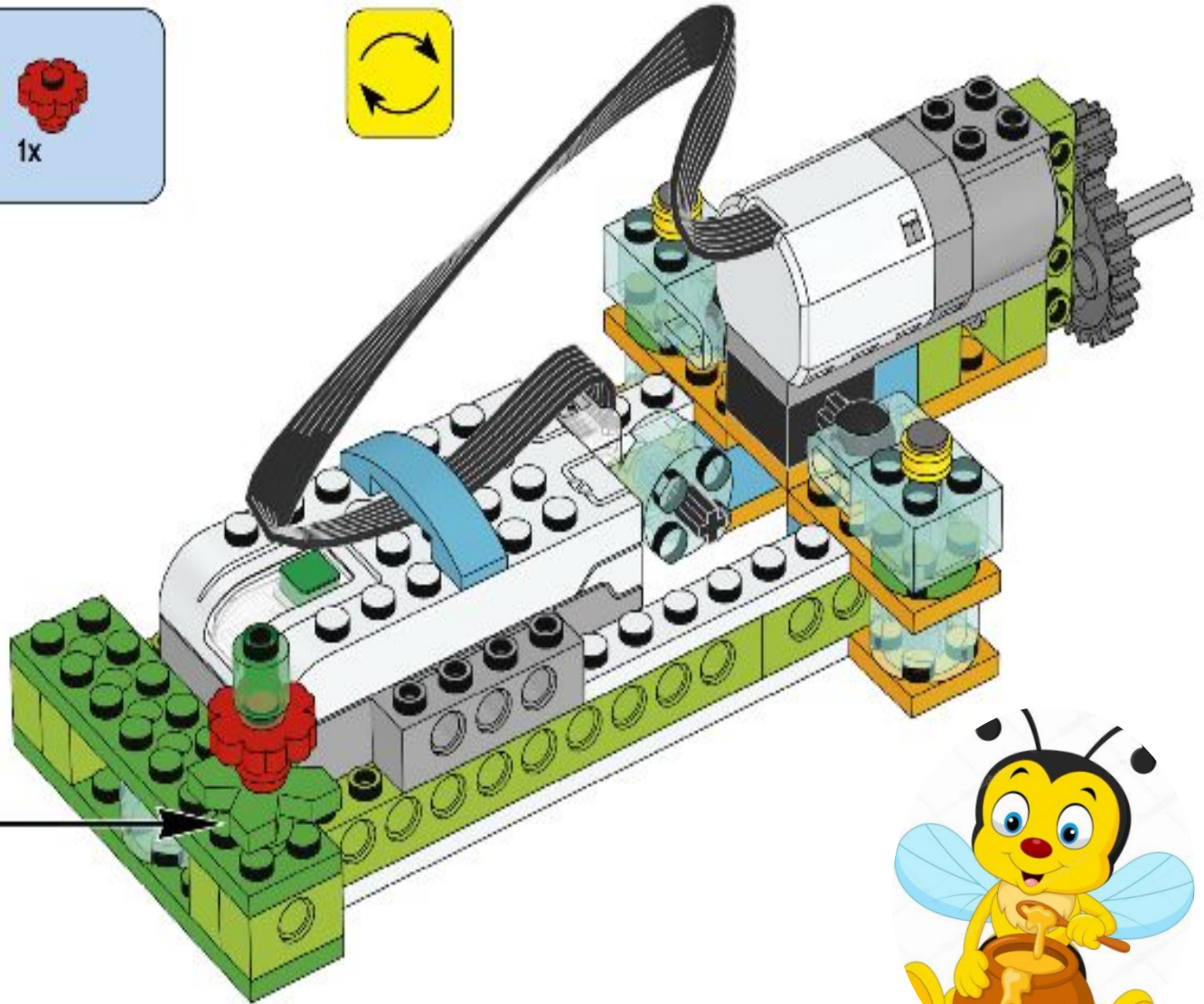
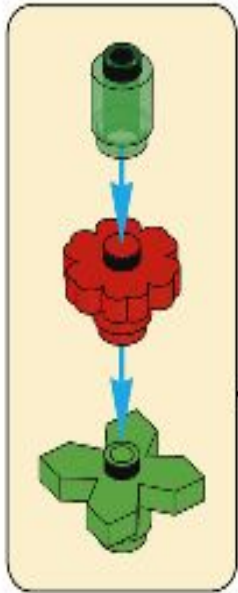
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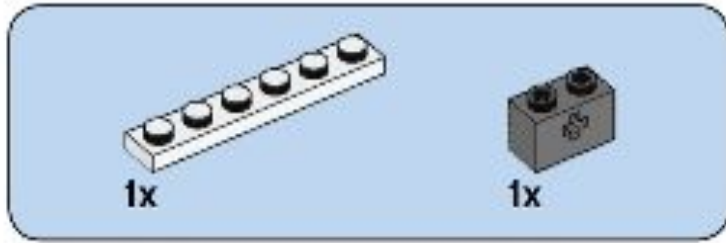
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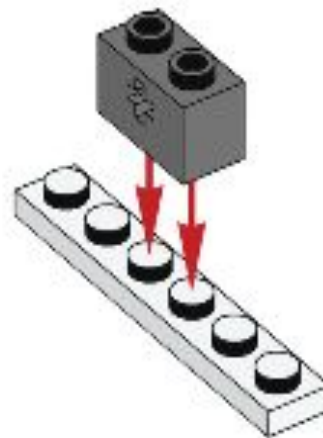


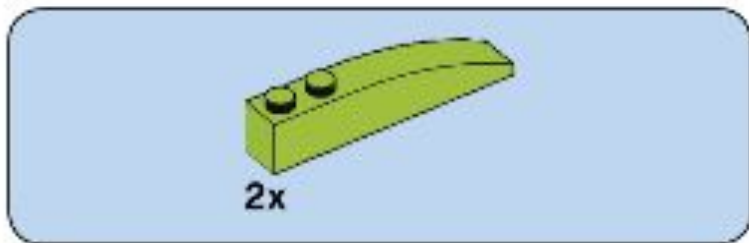
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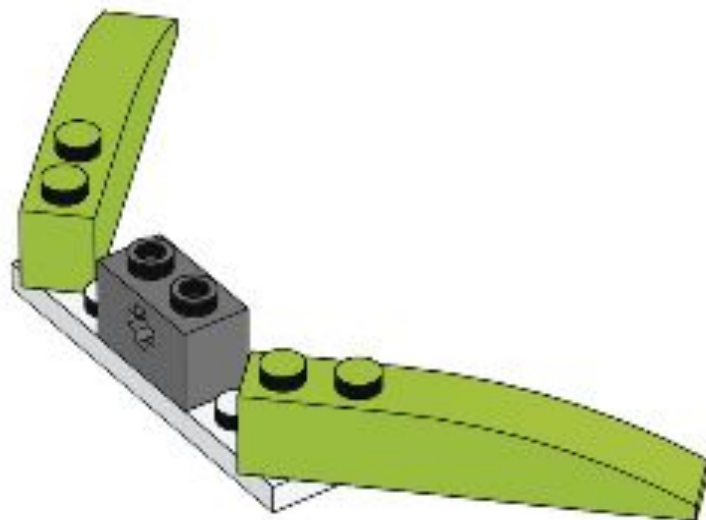


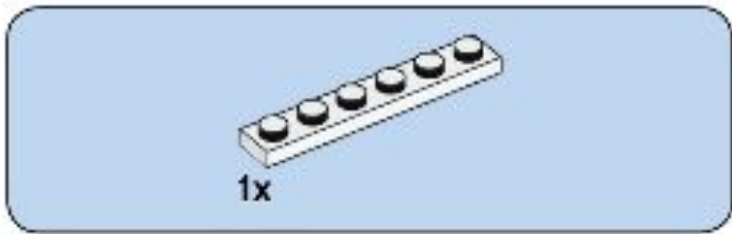
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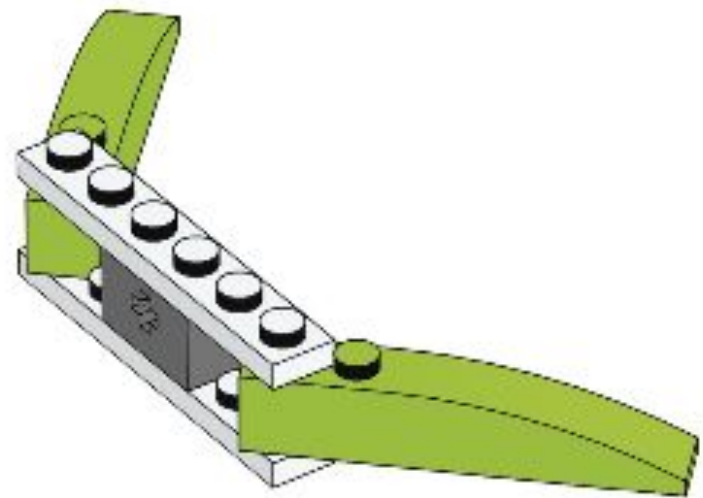


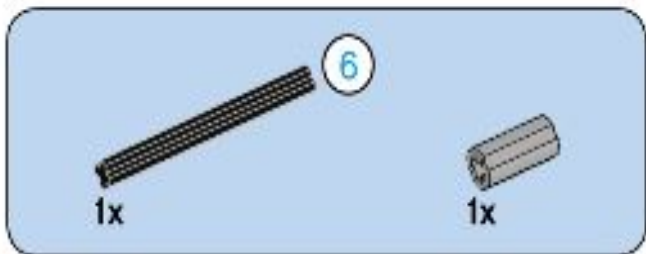
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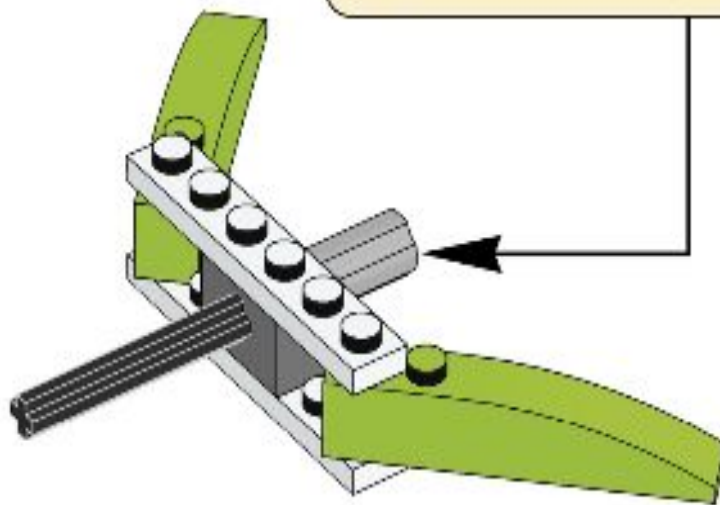
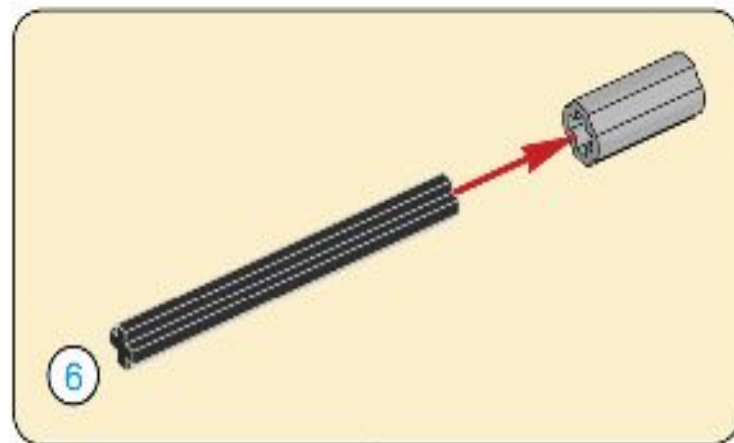


26





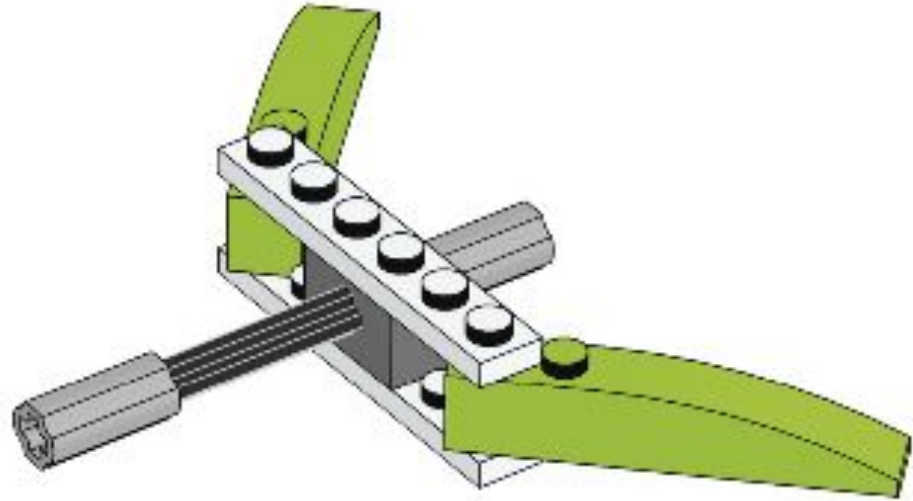
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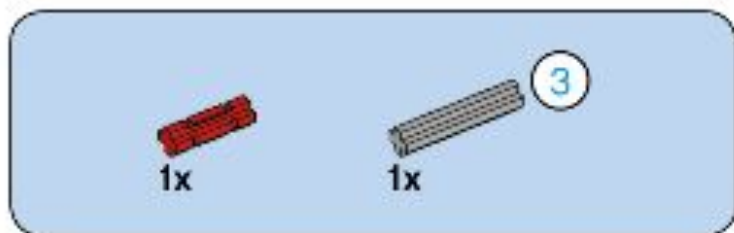




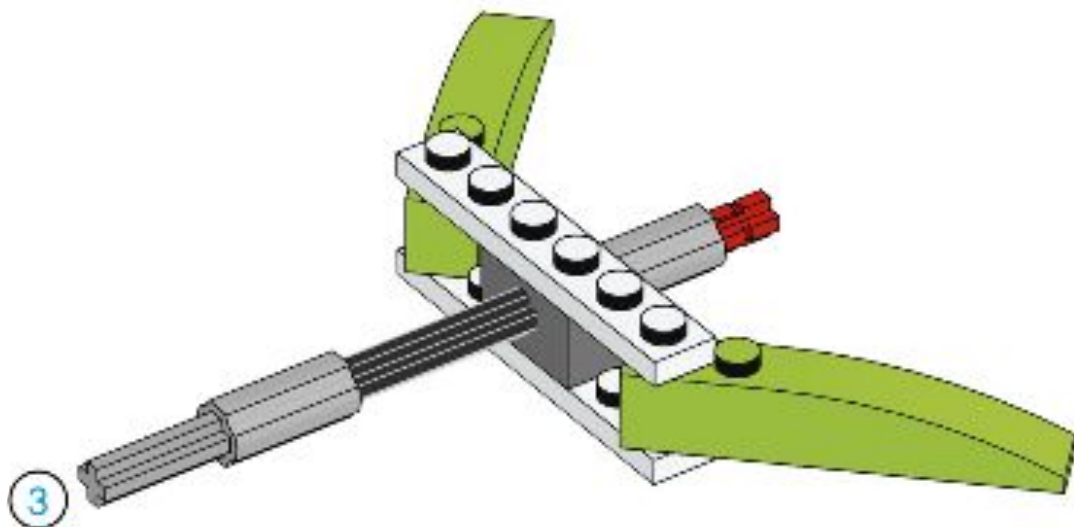
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28

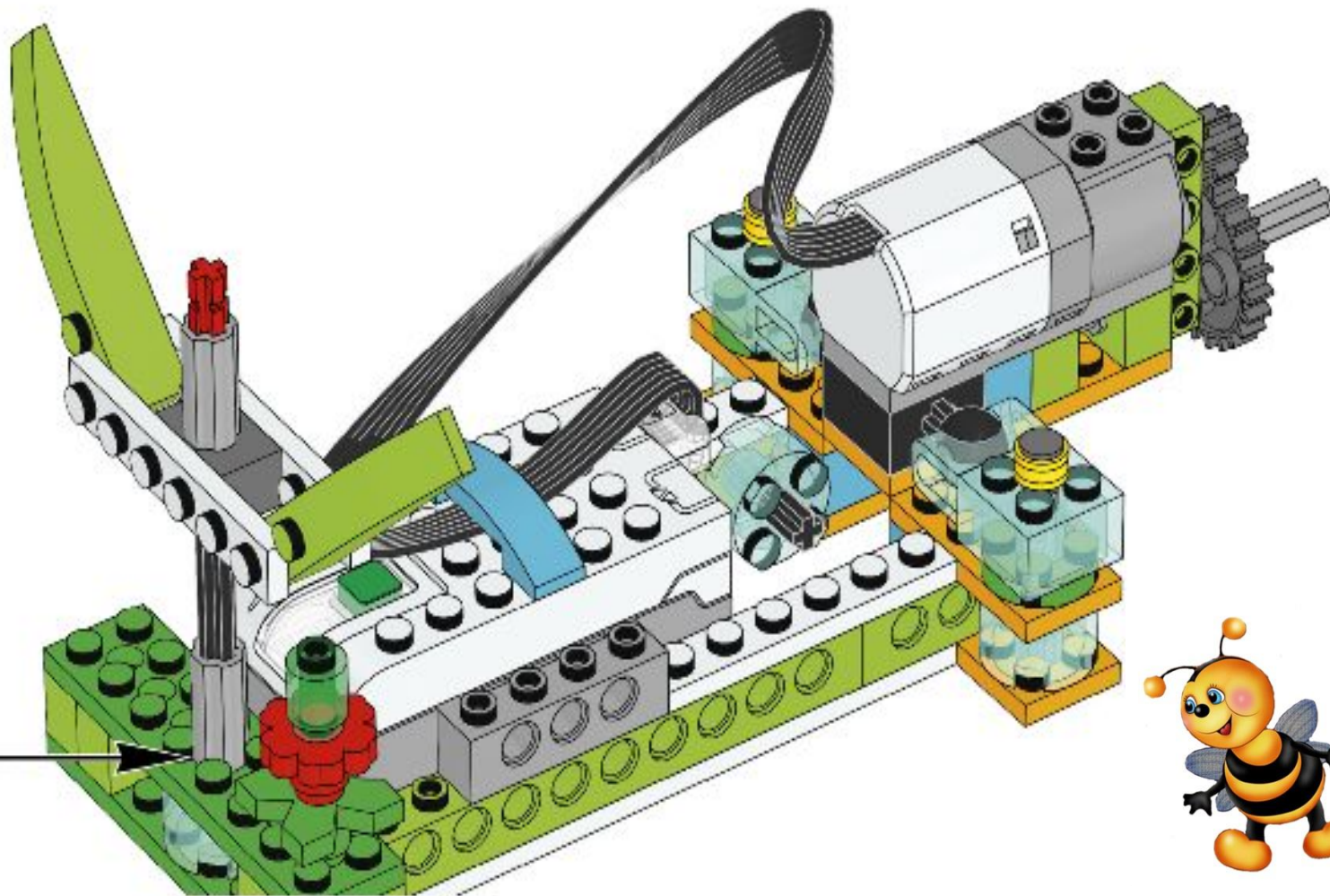


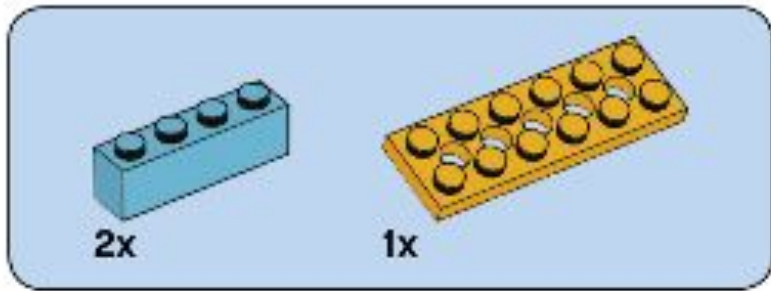


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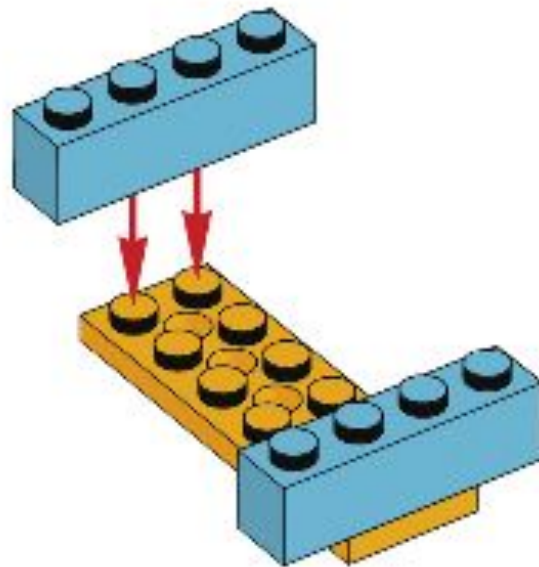


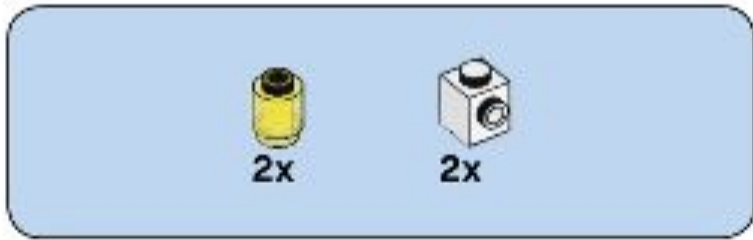
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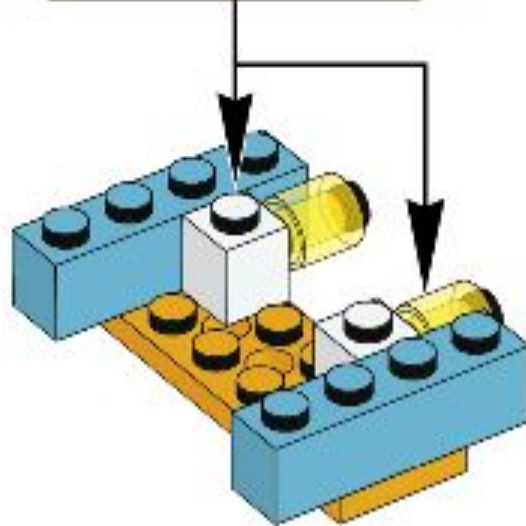
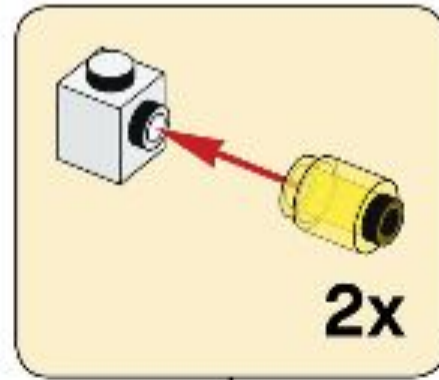
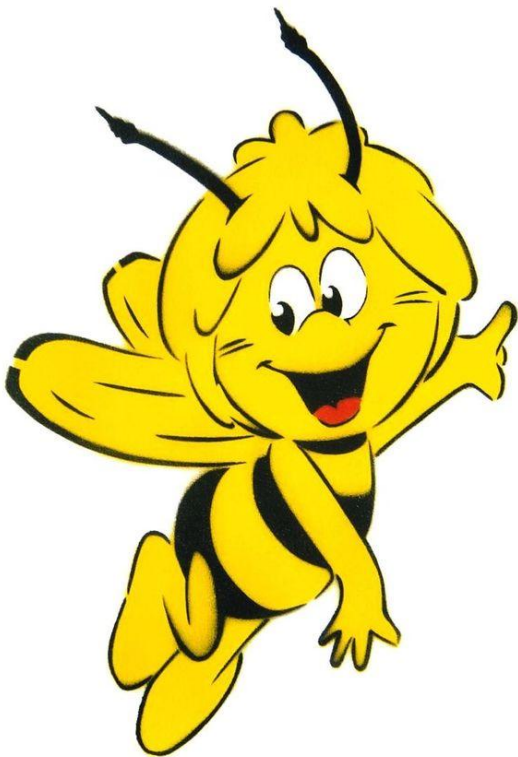


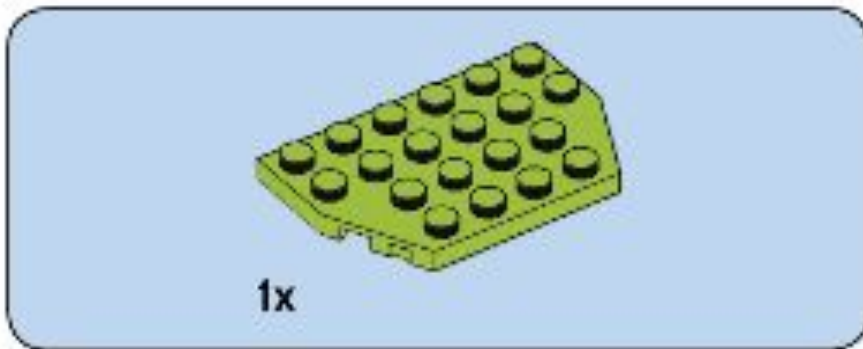
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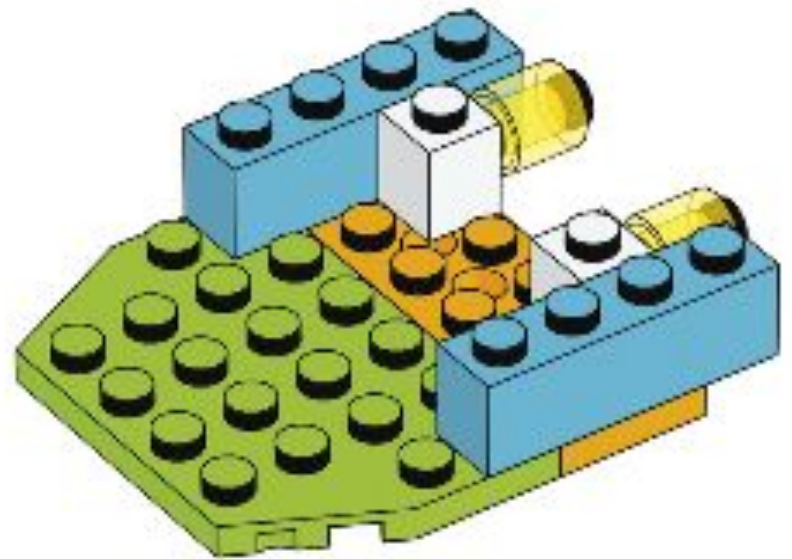


32





33



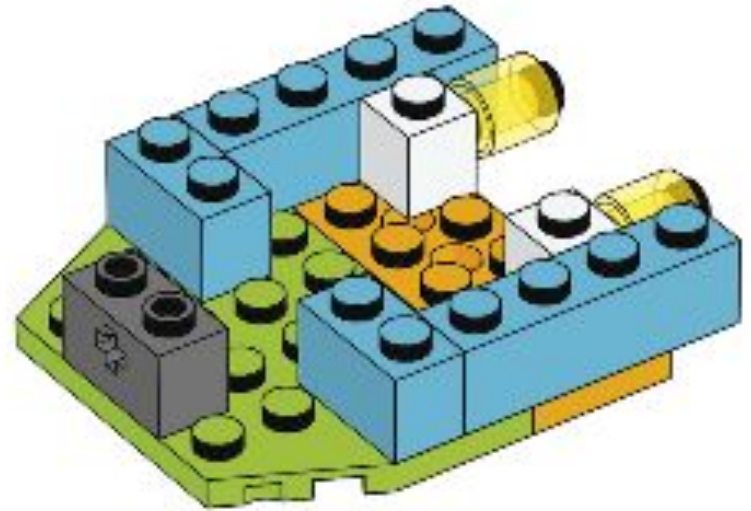


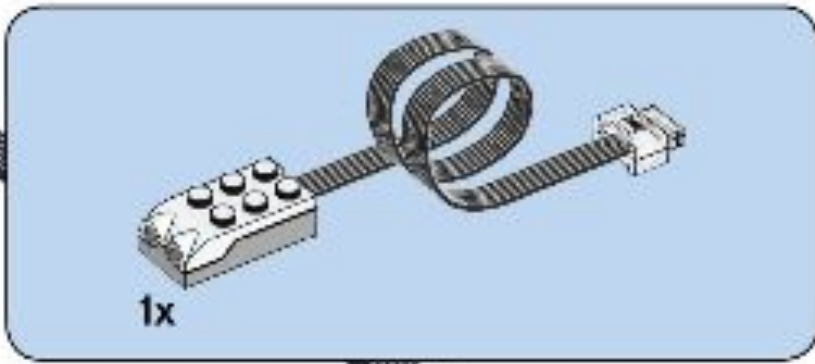
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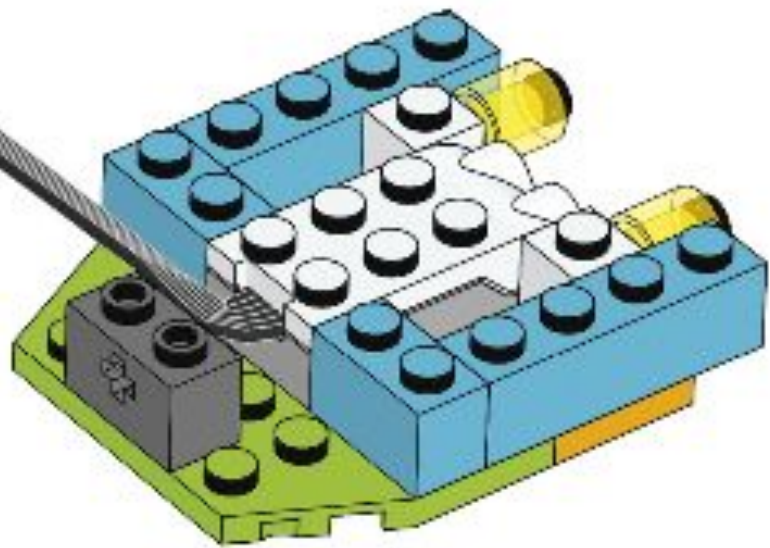
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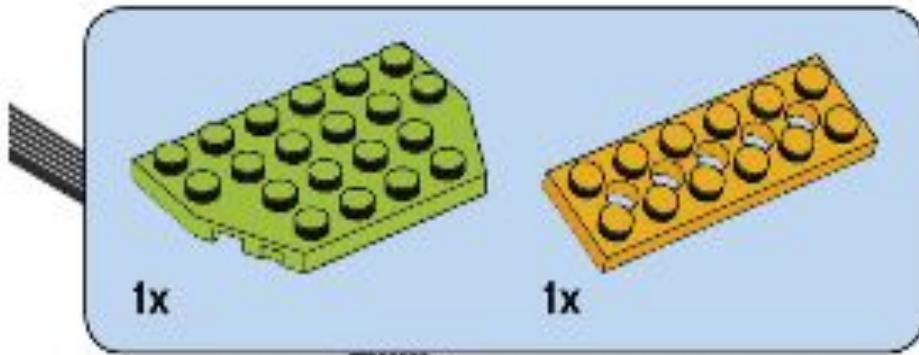
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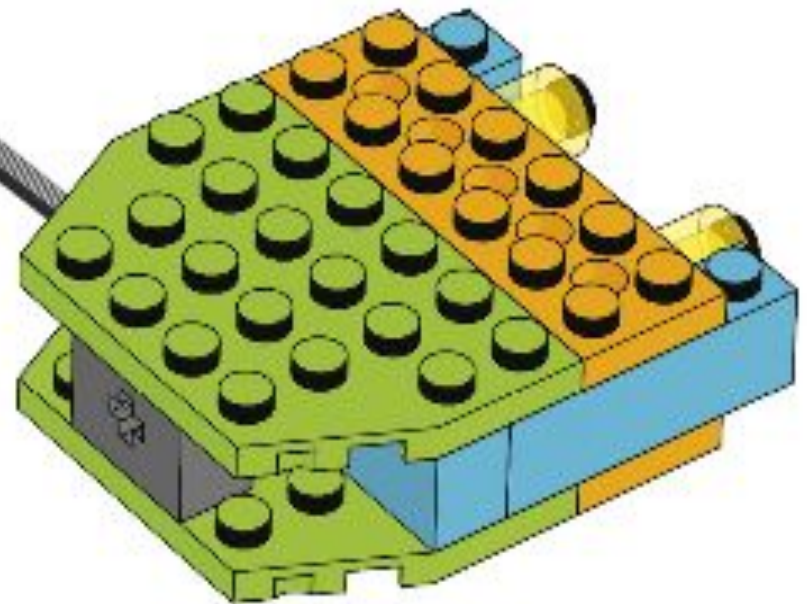


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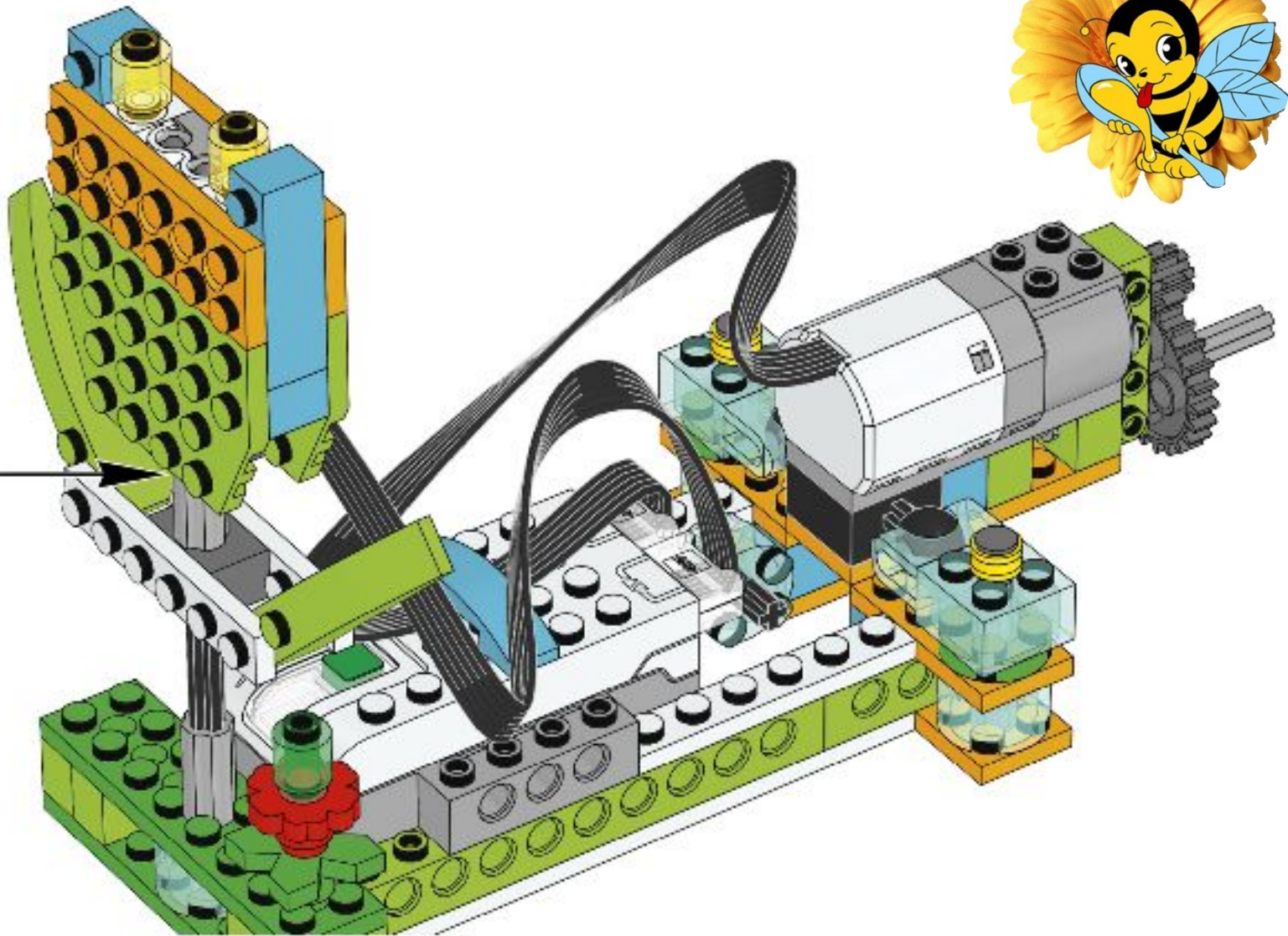


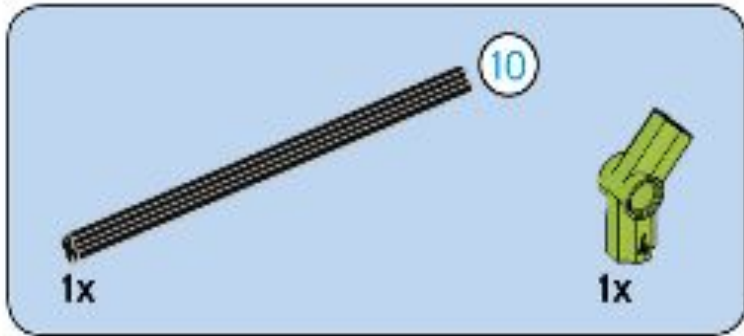


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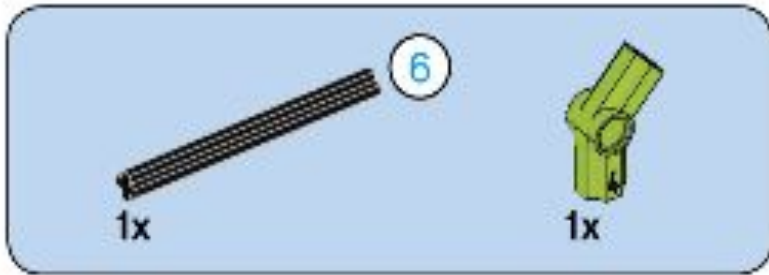
37





38

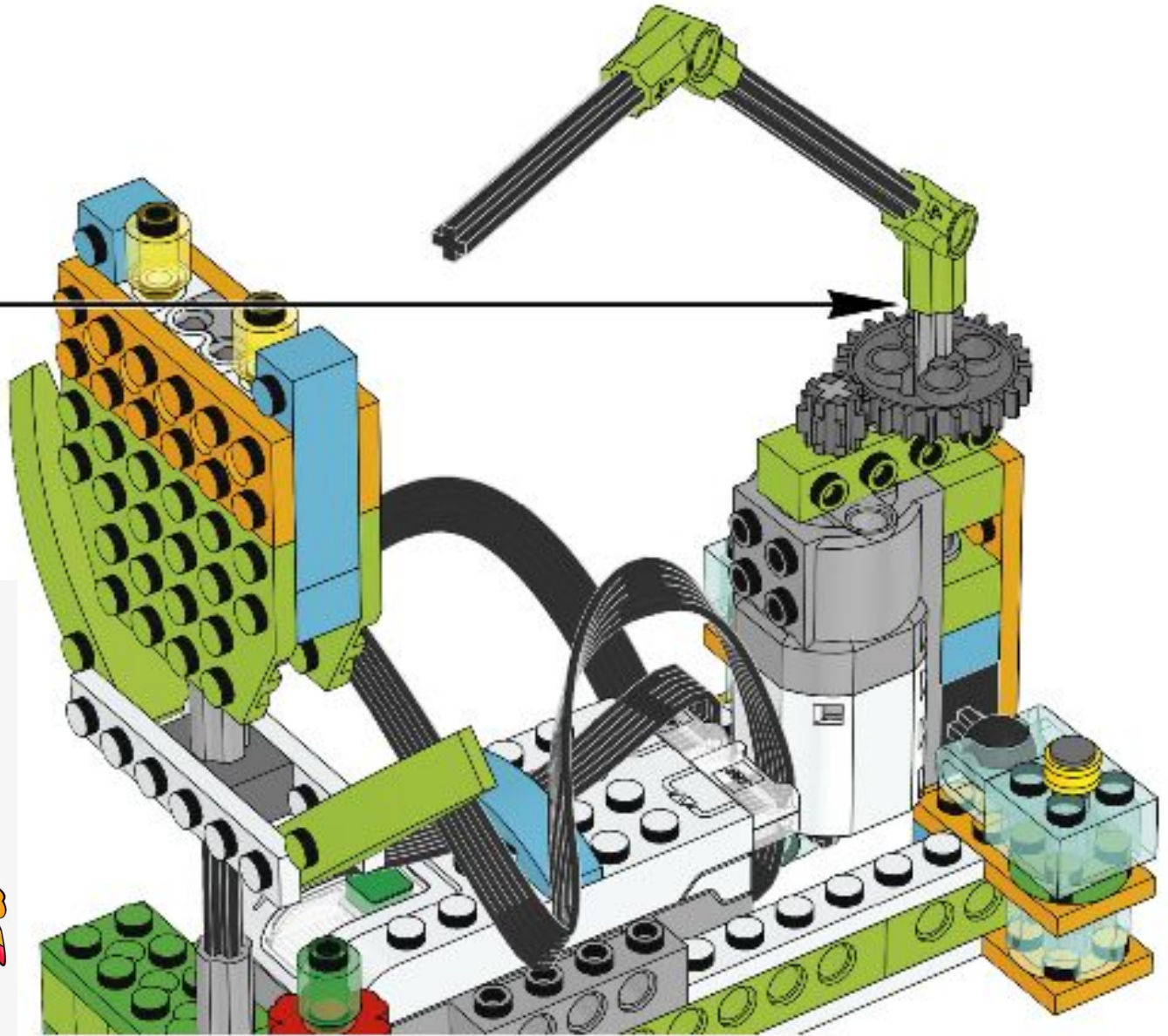


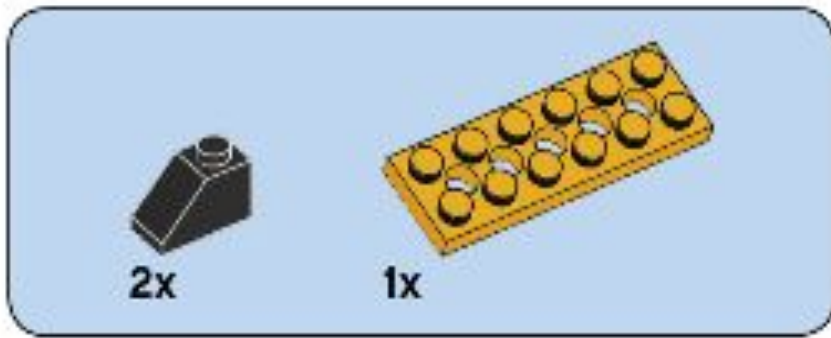


39

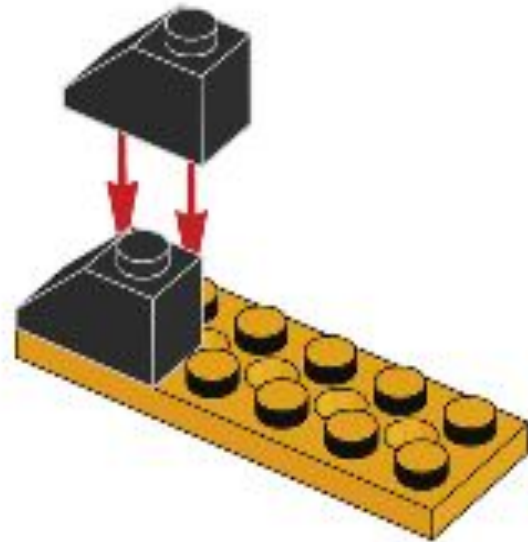


40



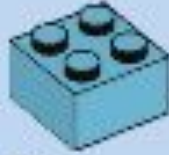


41



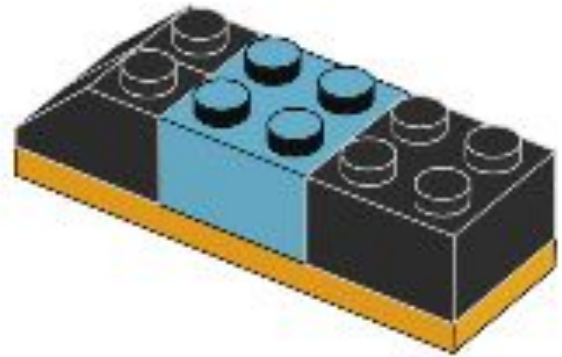


1x



1x

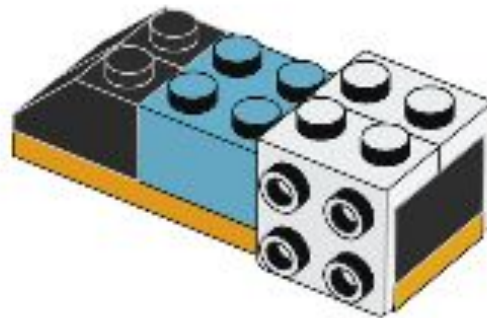
42

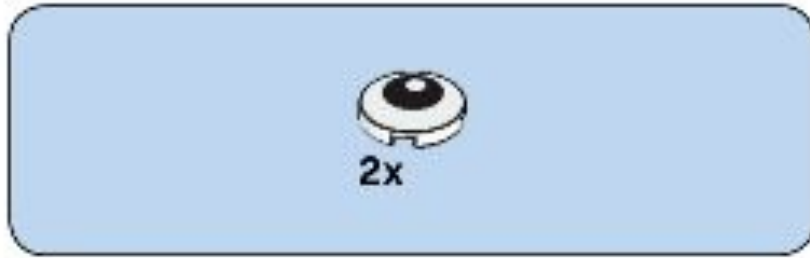




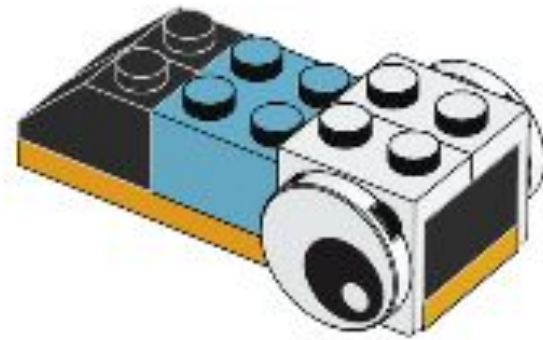
2x

43



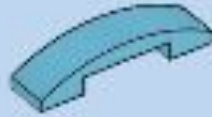


44



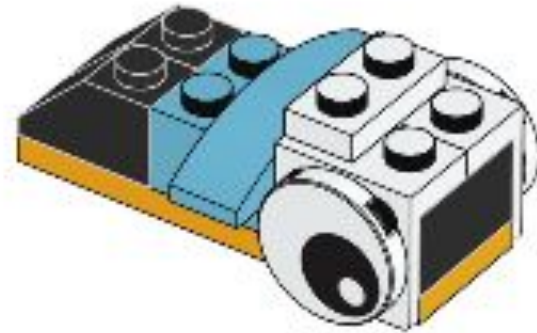


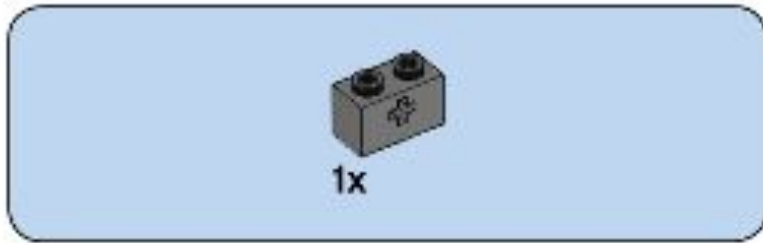
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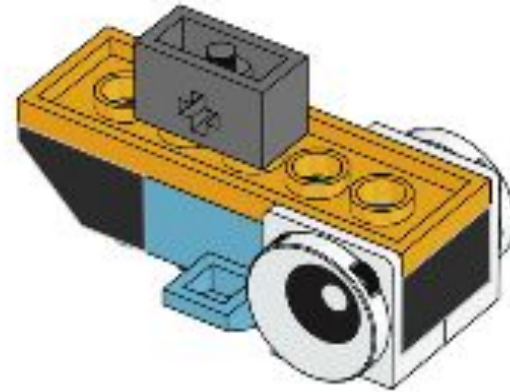
1x

45



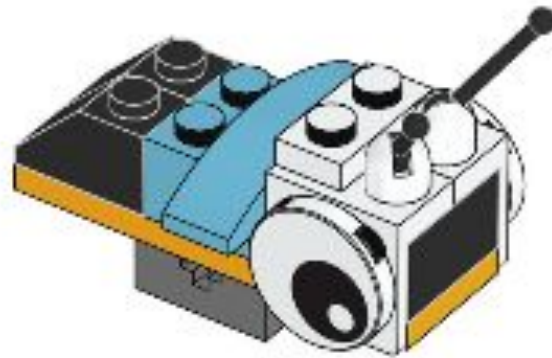


46

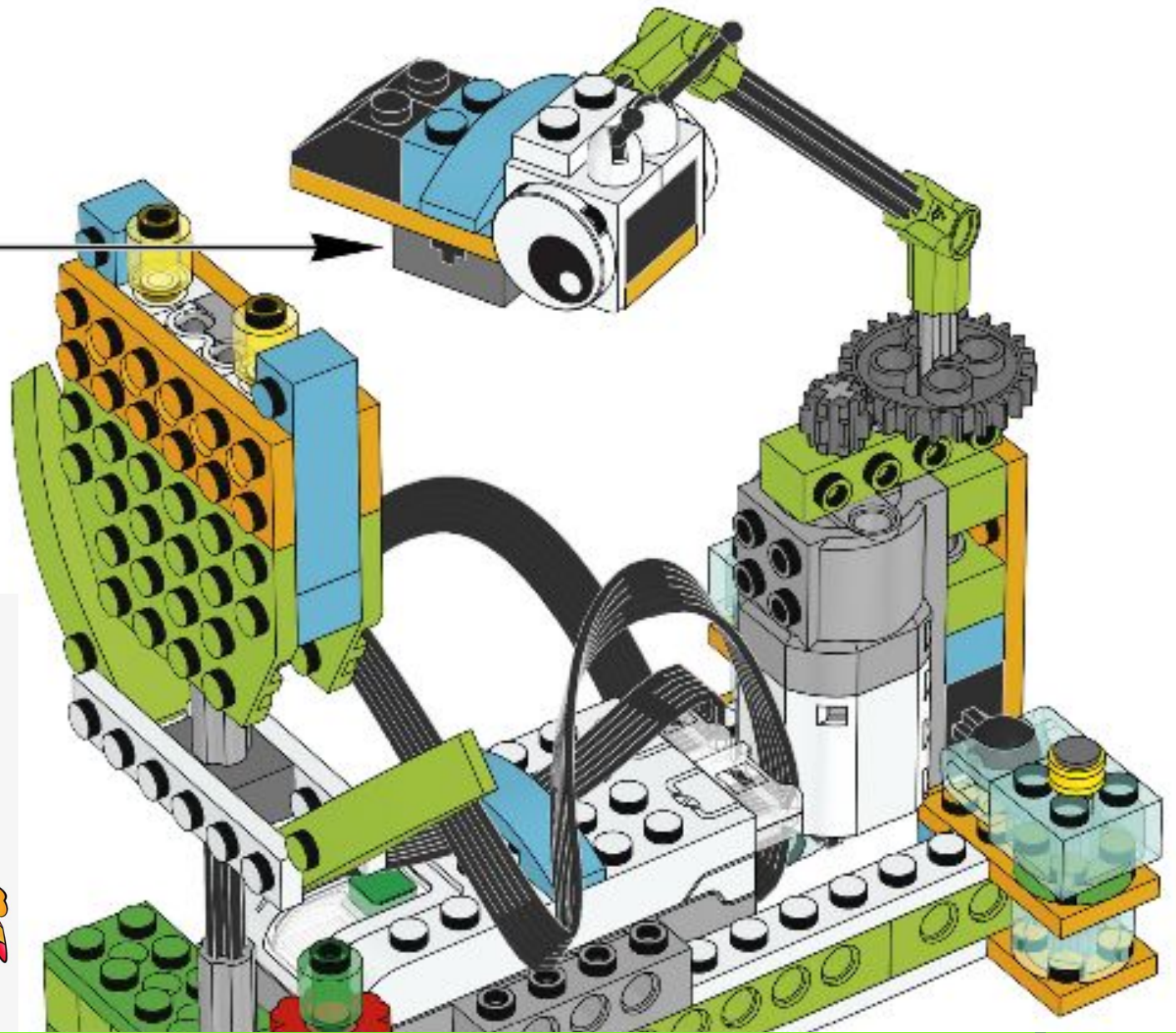




47



48

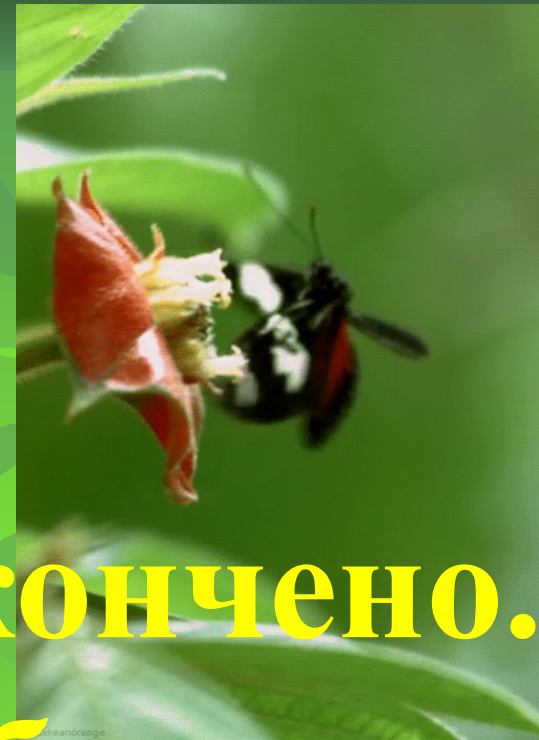


Используя блоки программного обеспечения конструктора «LEGO=WeDo 2.0 составим программу работы модели.



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.

