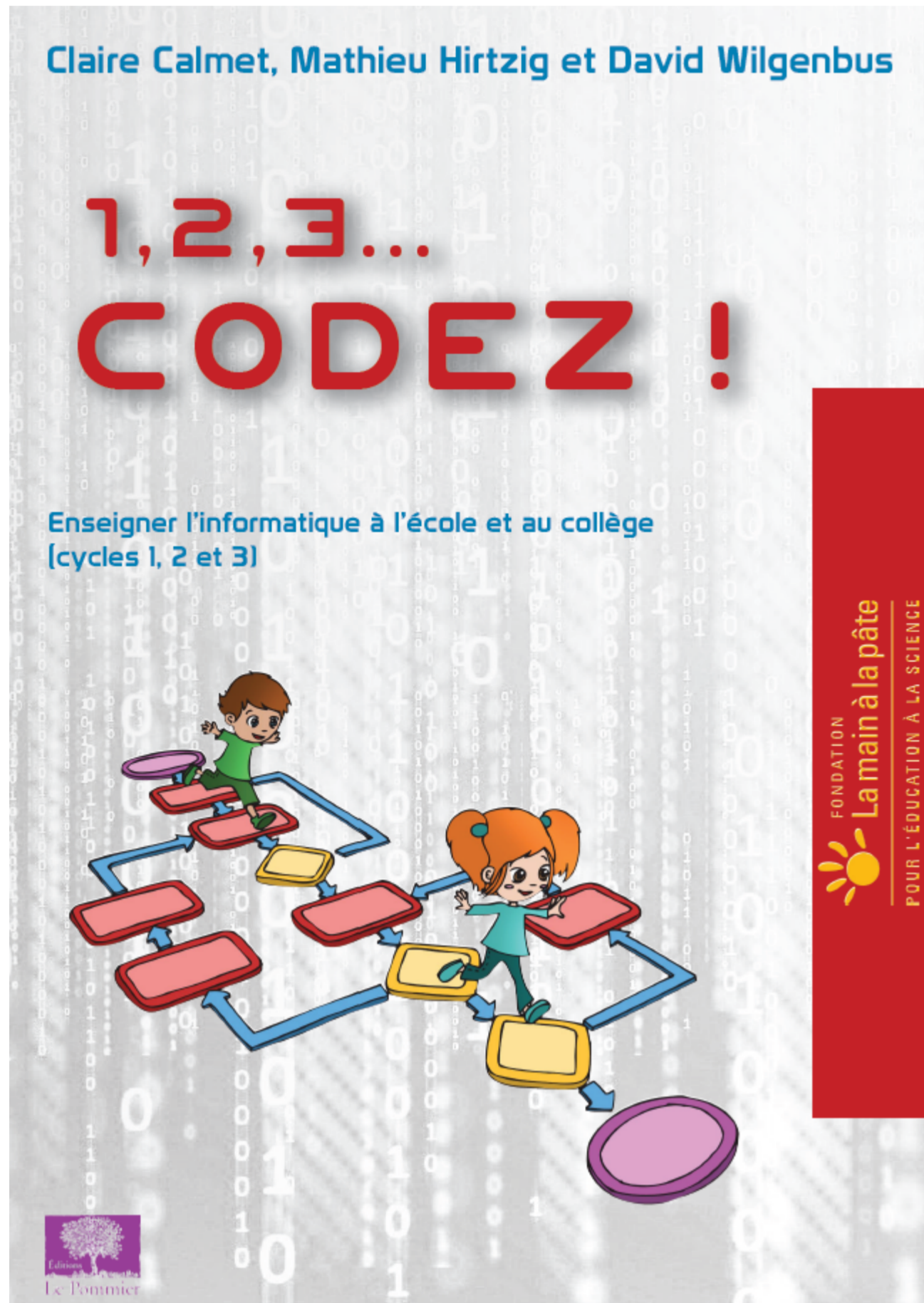


1, 2, 3, code! - For teachers

Do you want to teach computer science to your students? To work on the notions of algorithm or information? To do robotics or initiate the pupils to programming?

Welcome on the "1, 2, 3... code!" website! It is aimed at **primary school** and **highschool** teachers and tutors.



[Discover the project](#)

Context, objectives, summary, powerpoint presentation...



[Read the pedagogical module online](#)

sequences in class, handouts, videos...

([registration](#) to the site needed)



Source URL: <https://www.fondation-lamap.org/fr/node/65689>

[Download handouts and ressources](#)

The handouts can be projected or printed out.

The ressources will be useful during the plugged lessons.

[Access to online exercises](#)

These can be done in class or as homework.

Marquage d'oiseaux ★ ★ ☆ ☆

Version ★ ★

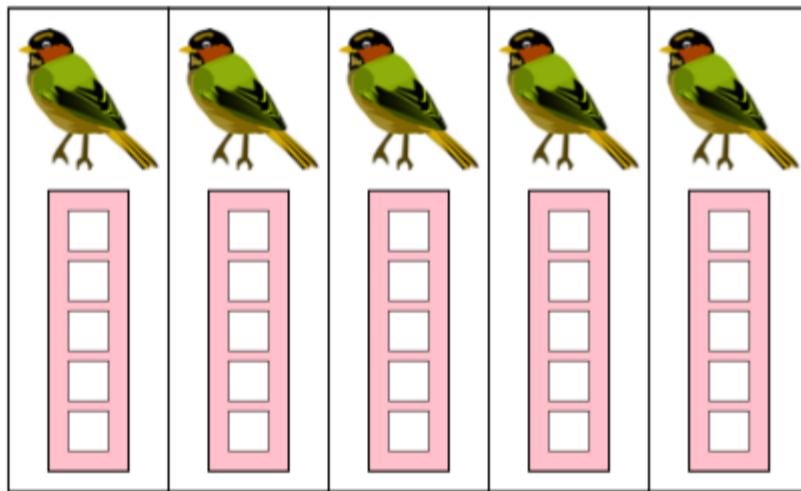
Version ★ ★ ☆ ☆

Version ★ ★ ★ ★

Cliquez sur les cases pour dessiner des motifs différents sur les pattes des oiseaux.

Cliquez ensuite sur le bouton pour les laisser s'envoler.

Les oiseaux se mélangeront, et il vous faudra les remettre à leur place d'origine.



Laisser les oiseaux s'envoler

Effacer les marques



[Play the Scratchgame: "whirlwind"](#)

This is the spital exploration game developped in the plugged lessons of cycle 3. It is testable here. (it is an export in flash)

You have to gather as many as possible ressources while dodging the obstacles!

[Read the bibliography](#)

Children's books, scientific or educational documents about computer science.

