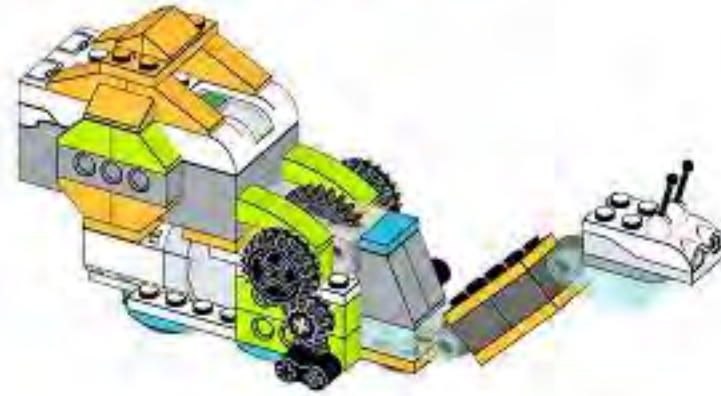
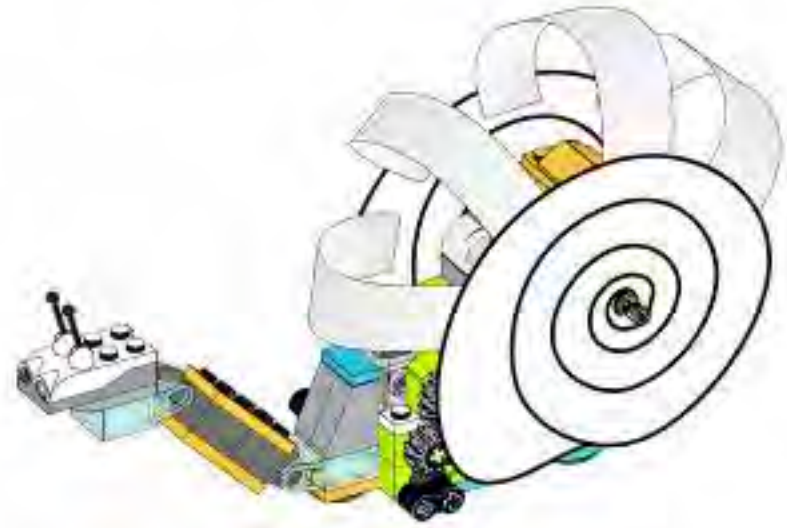


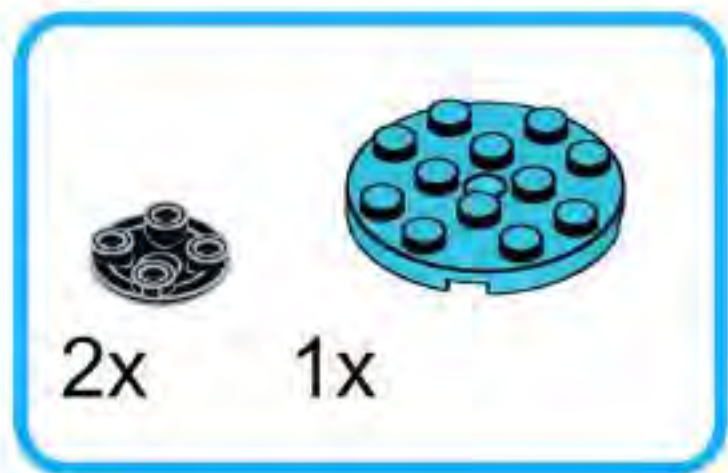
snail robot  
unofficial building instruction



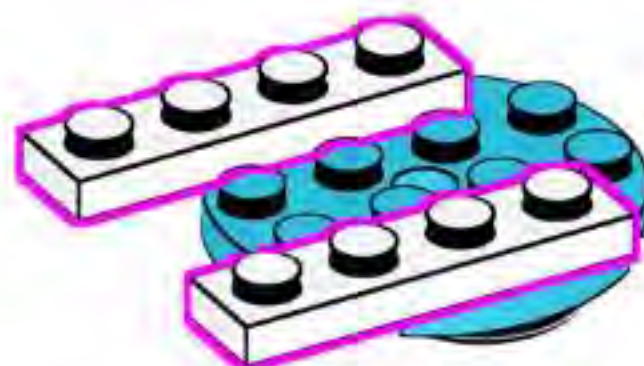
# Snail

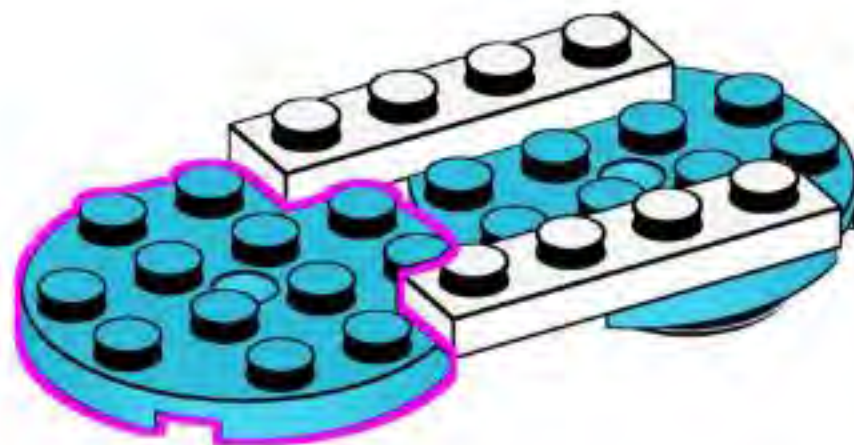
for Lego® WeDo 2.0  
45300

Gergert's lab



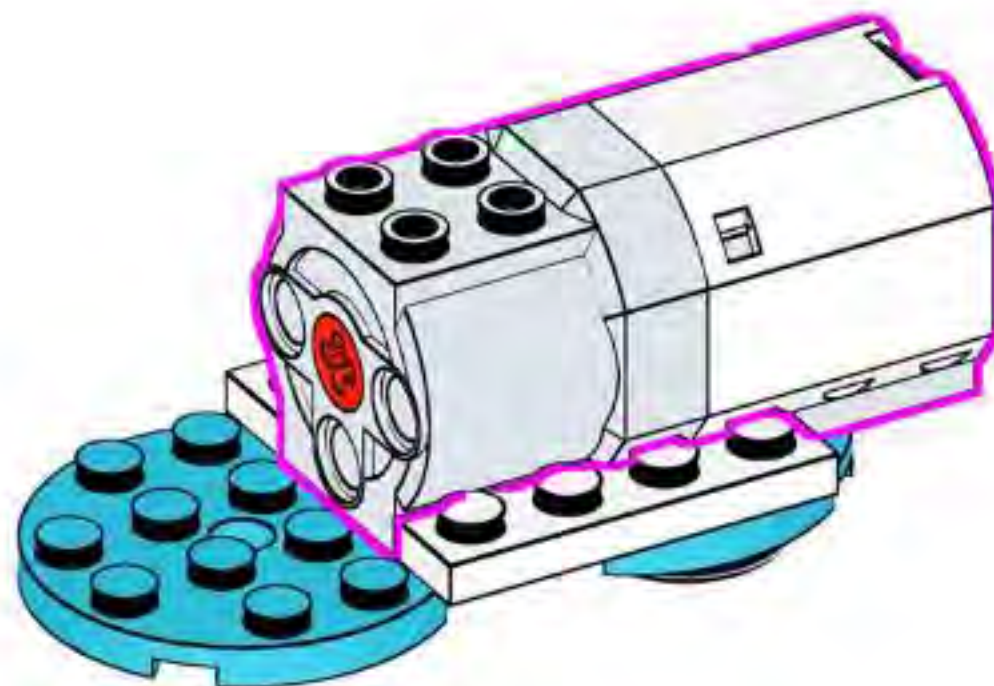




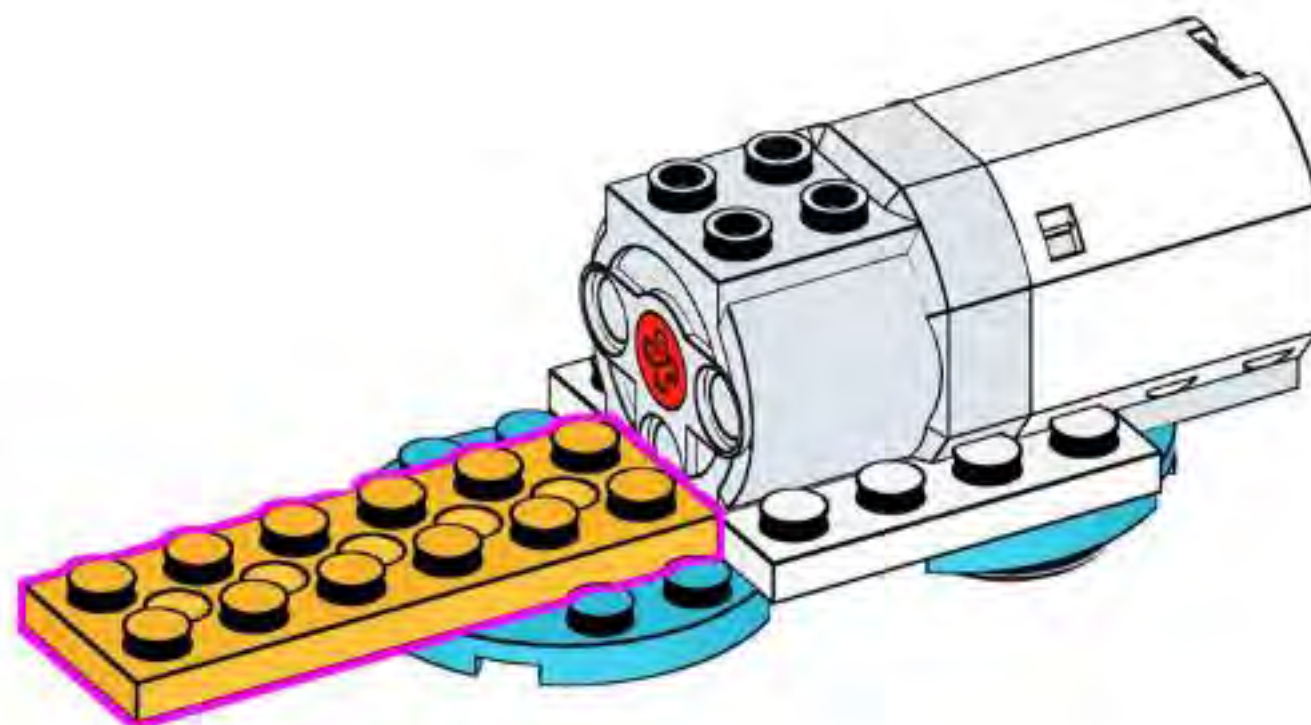
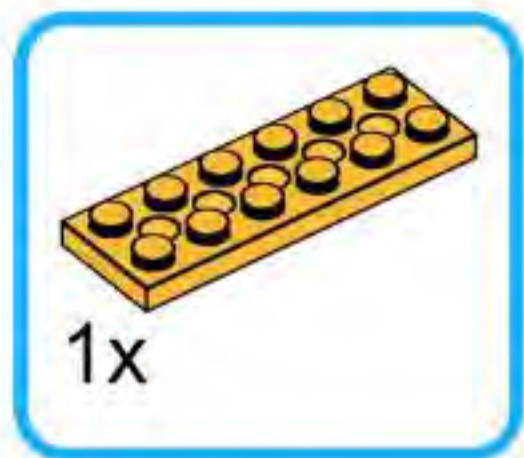


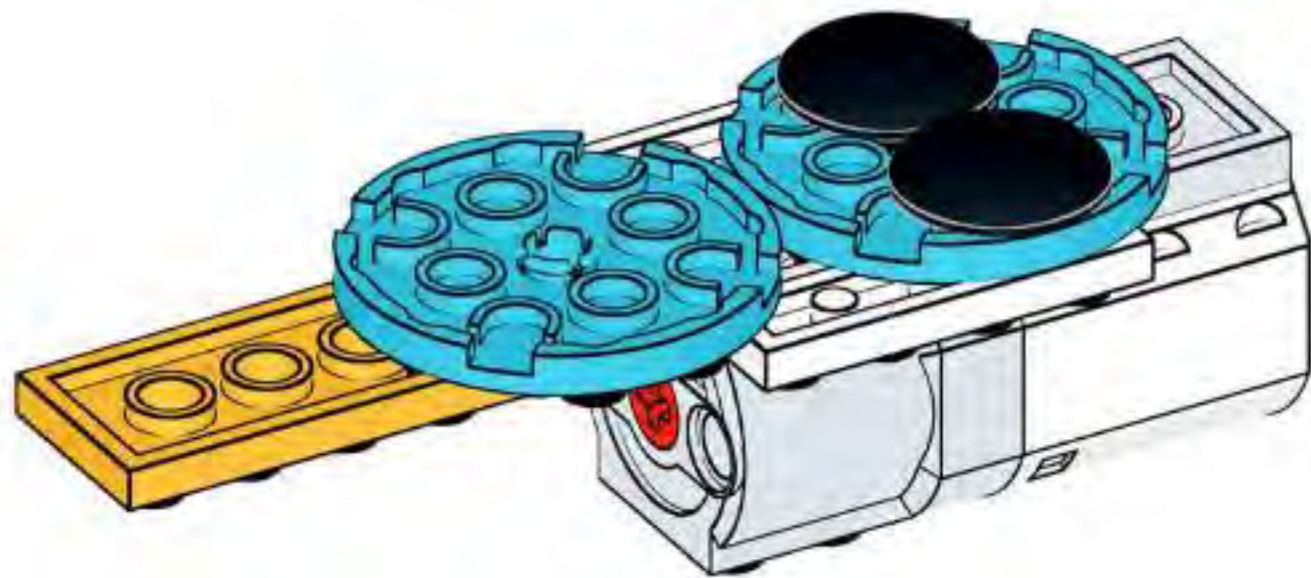


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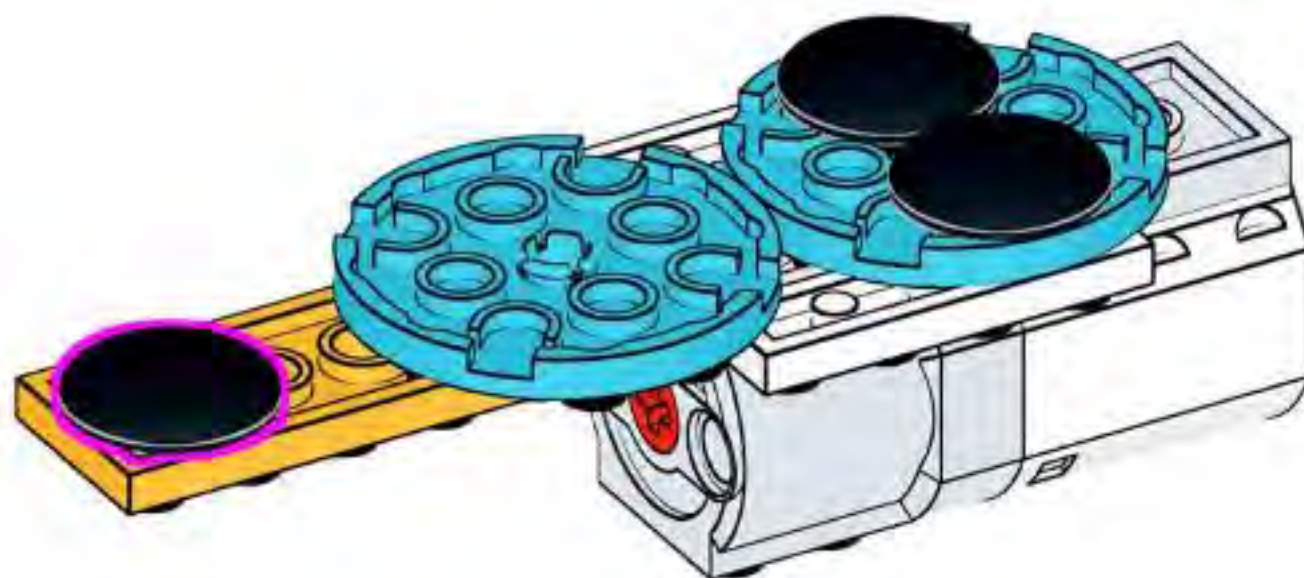


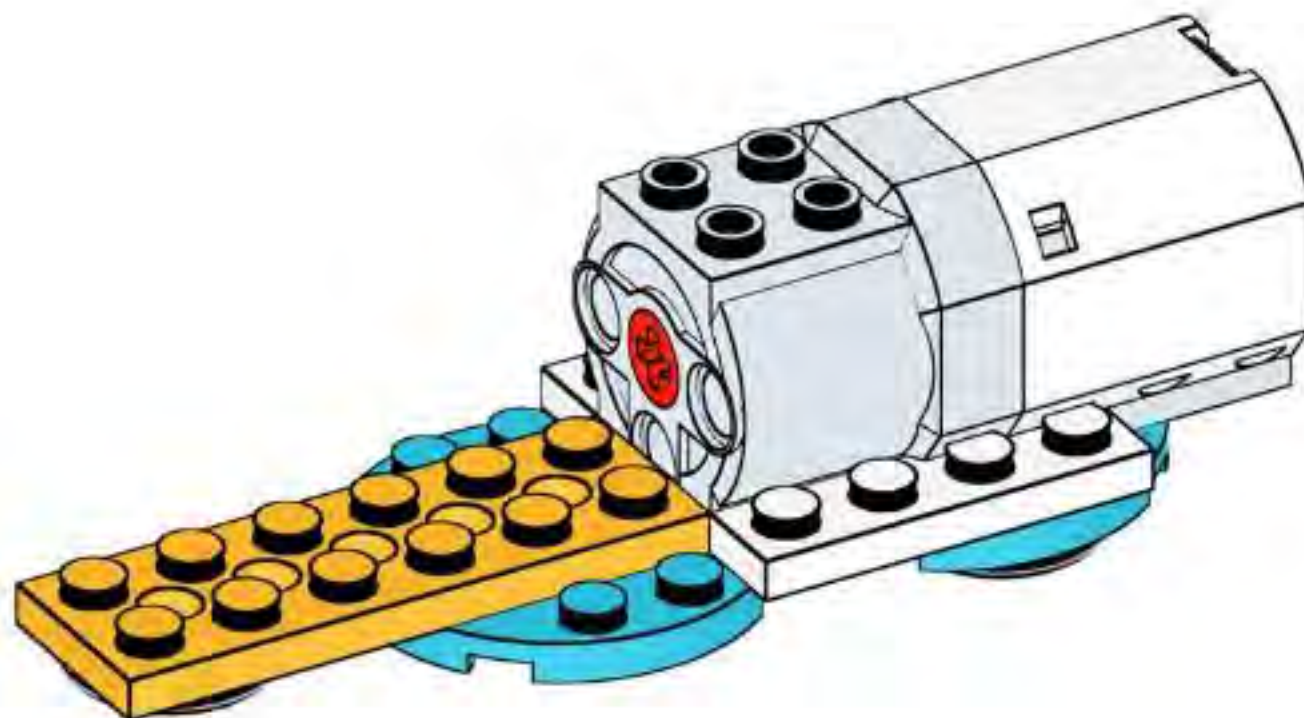














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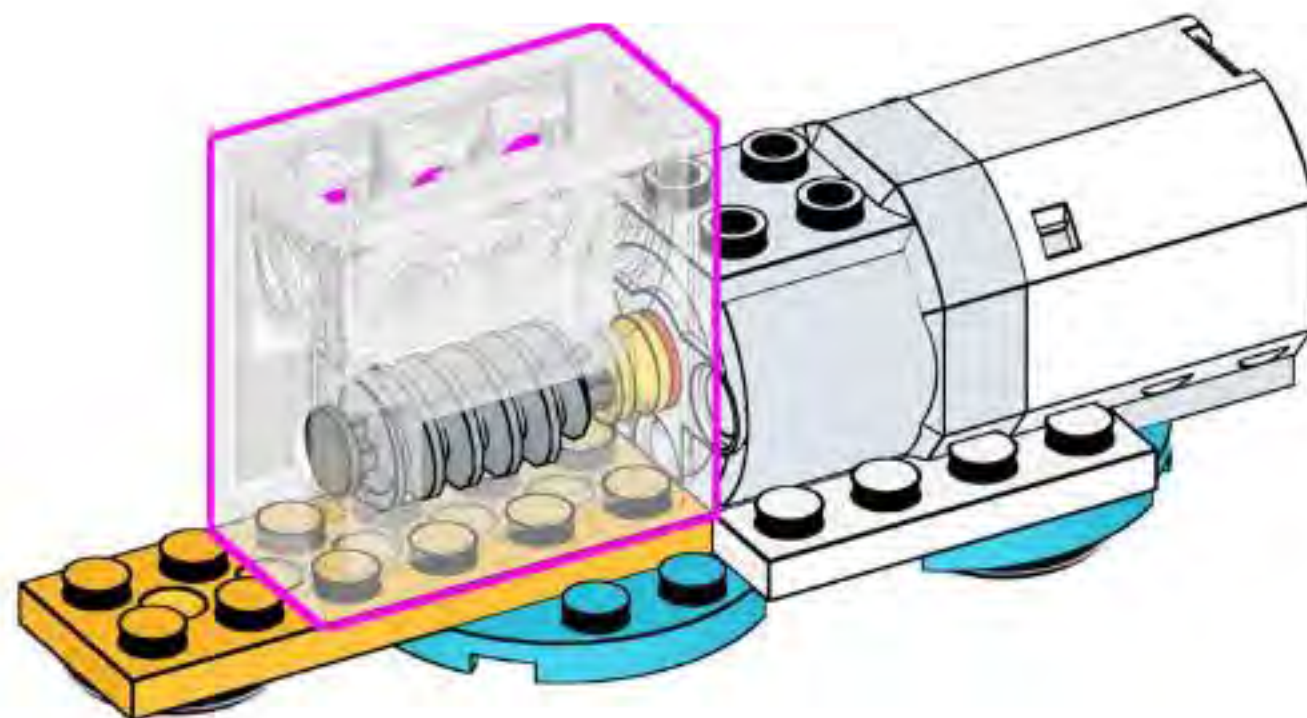
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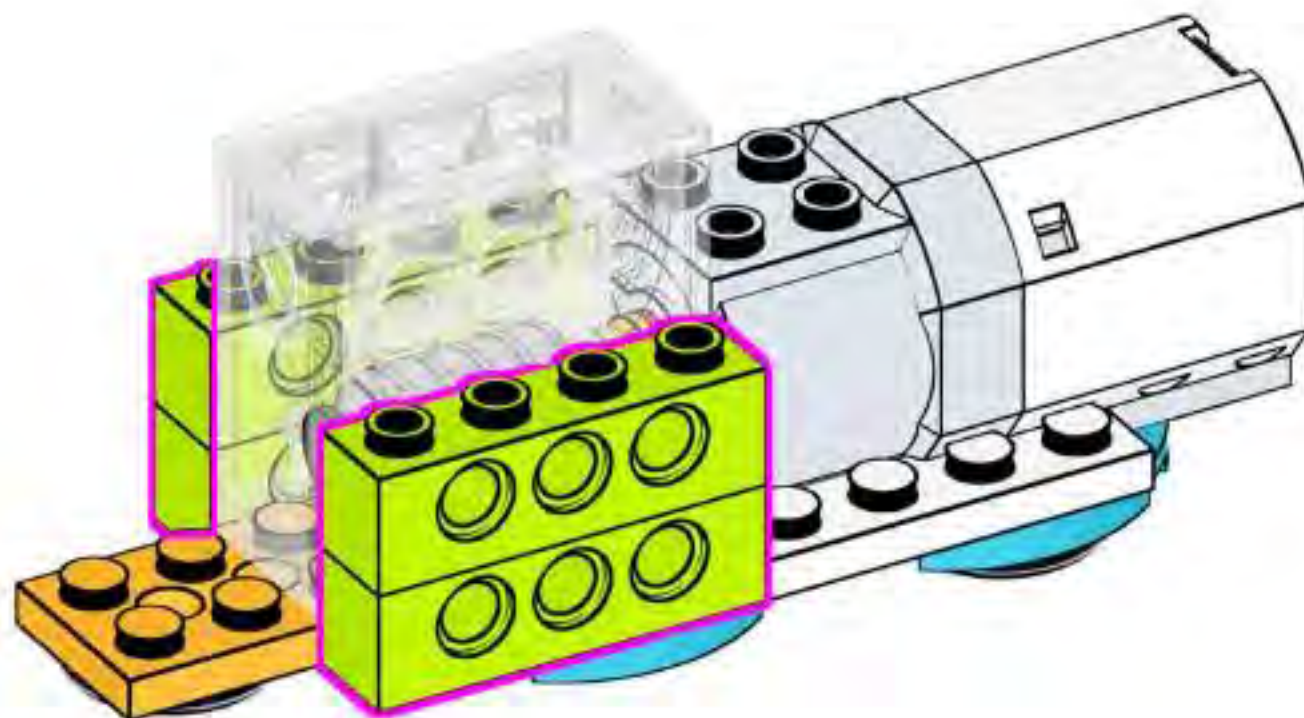
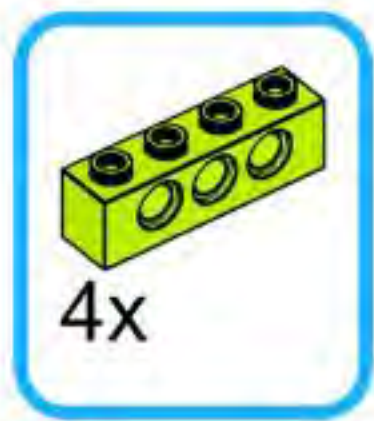


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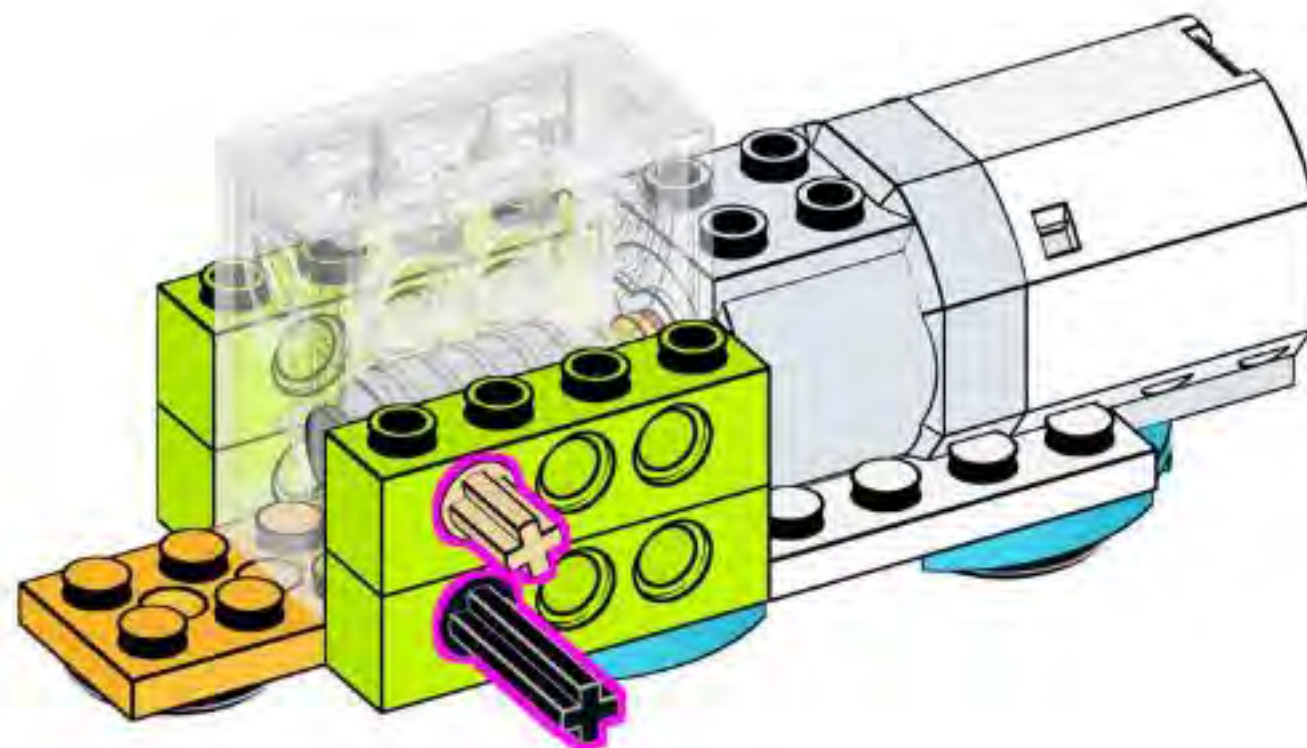
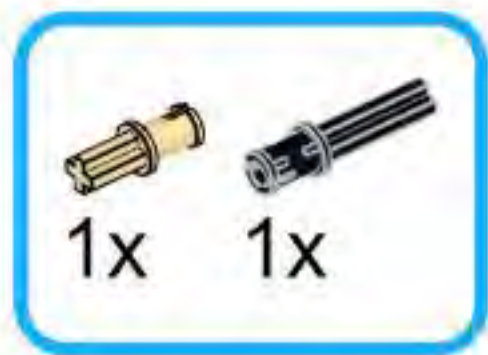


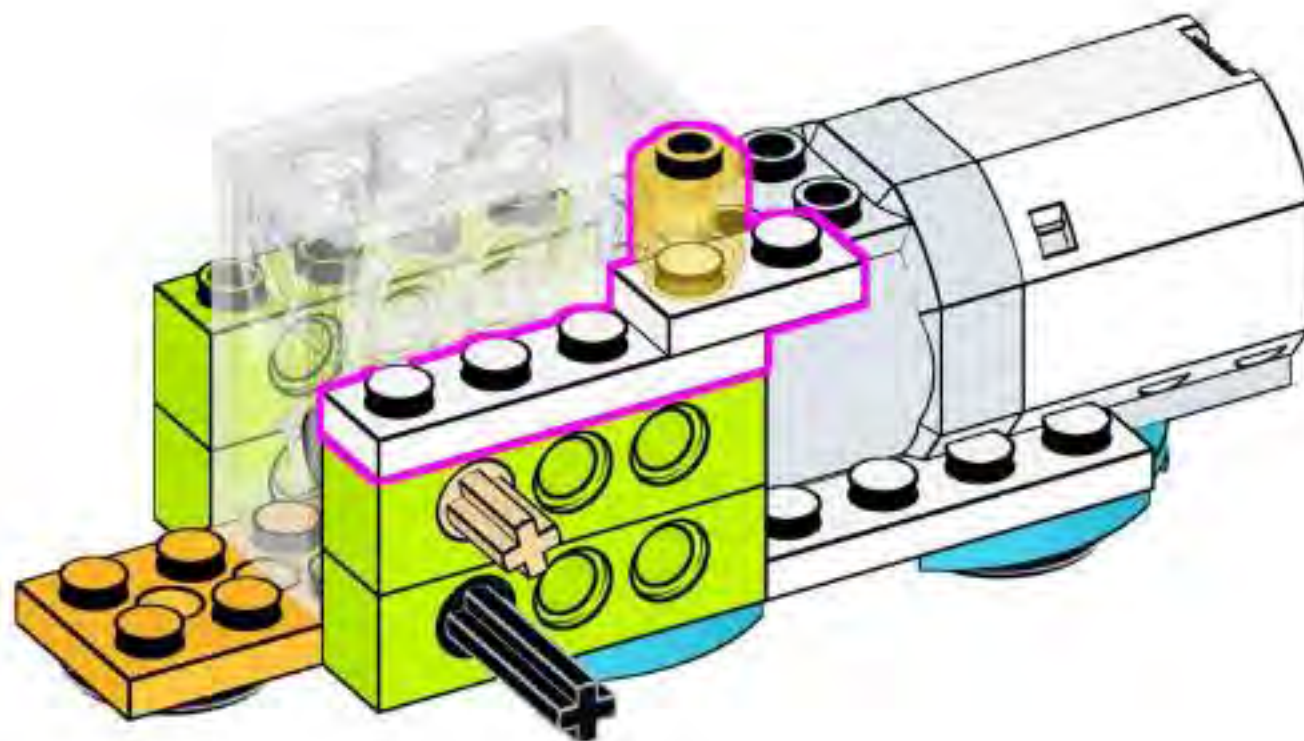
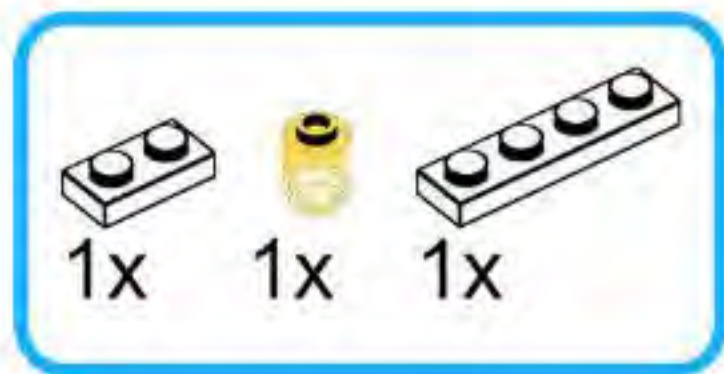


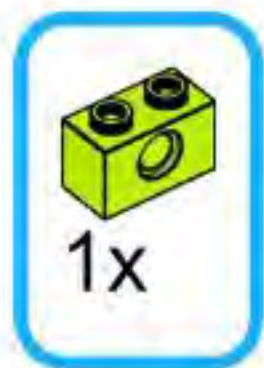






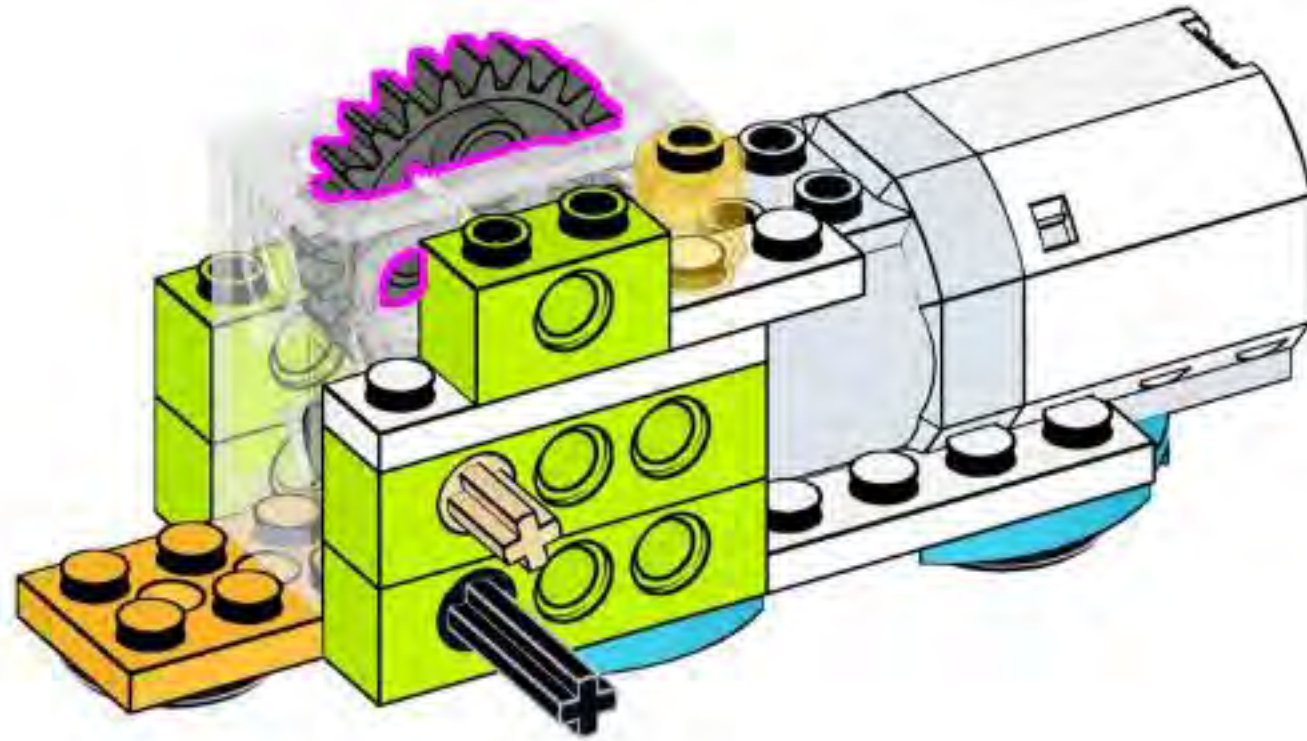




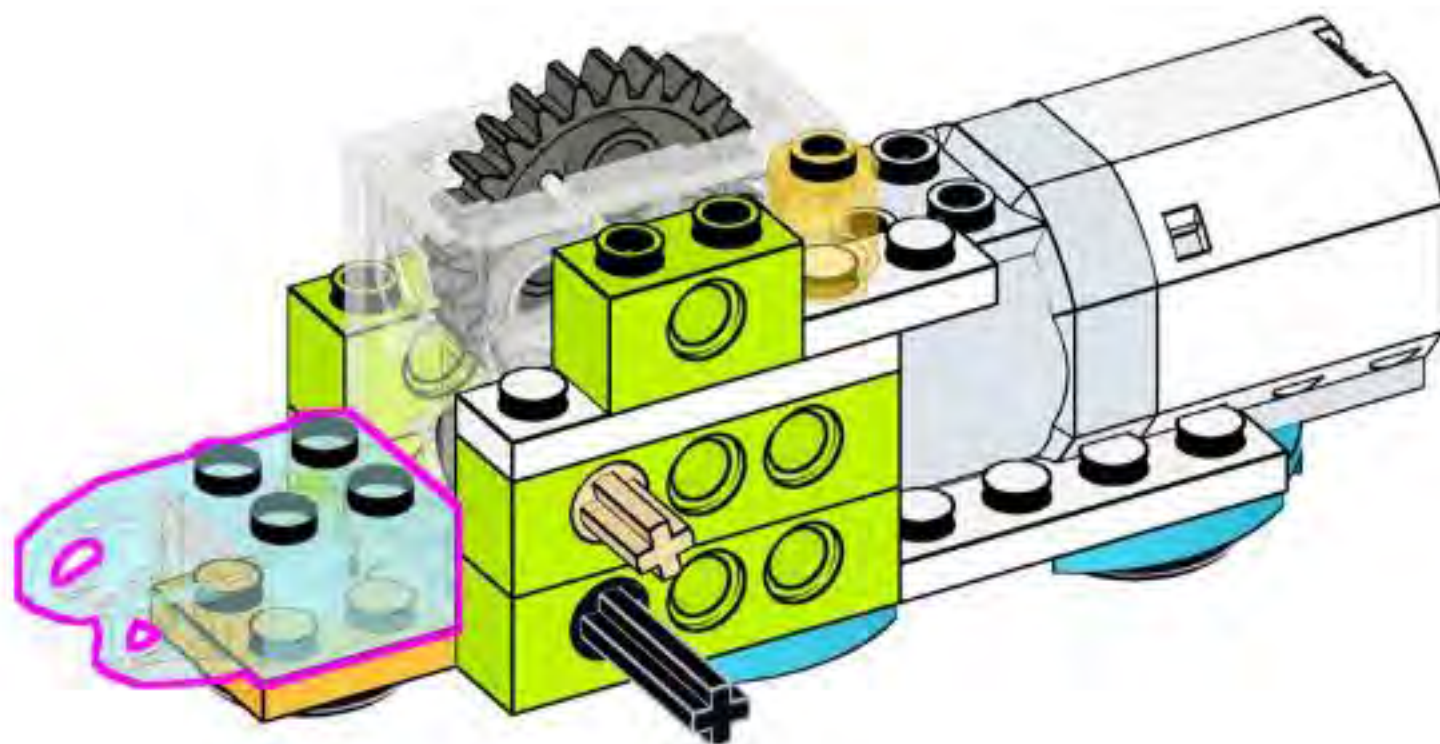


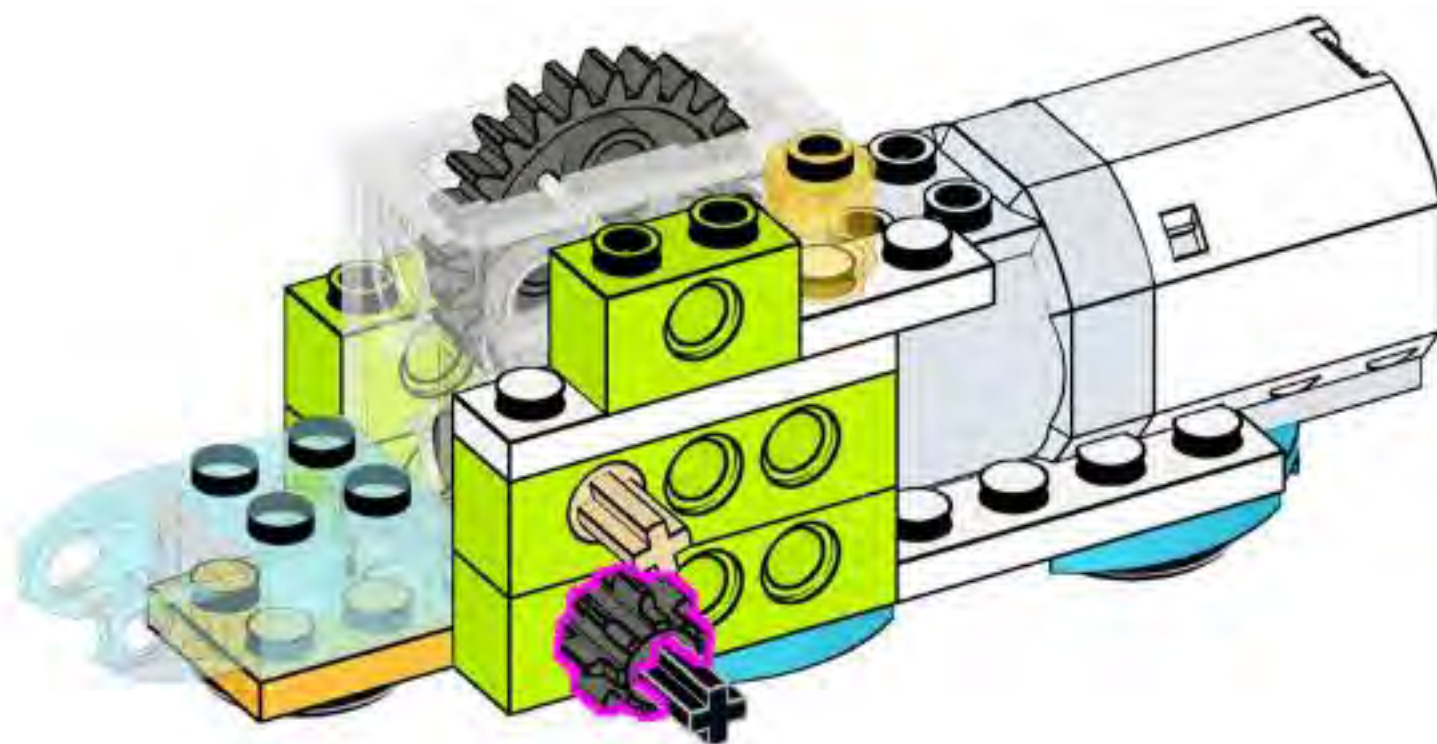


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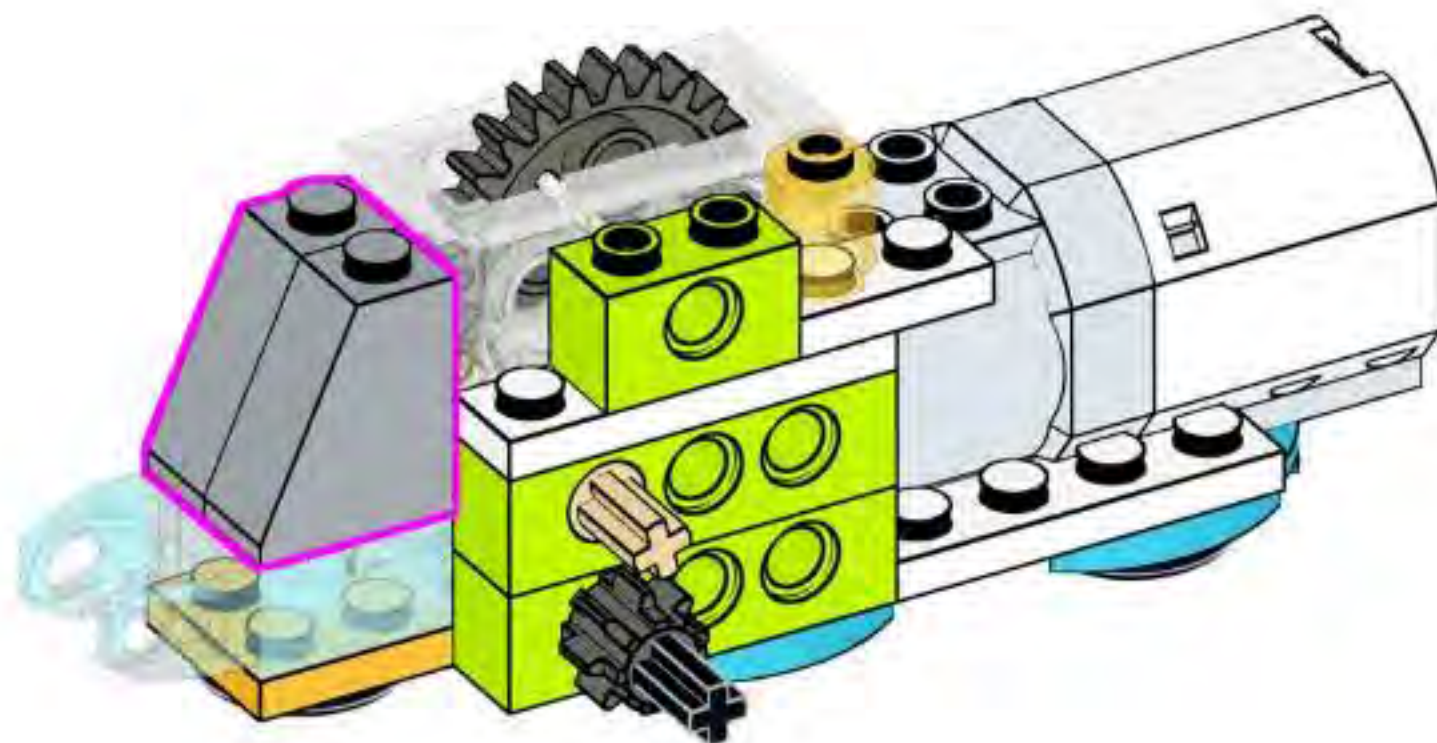


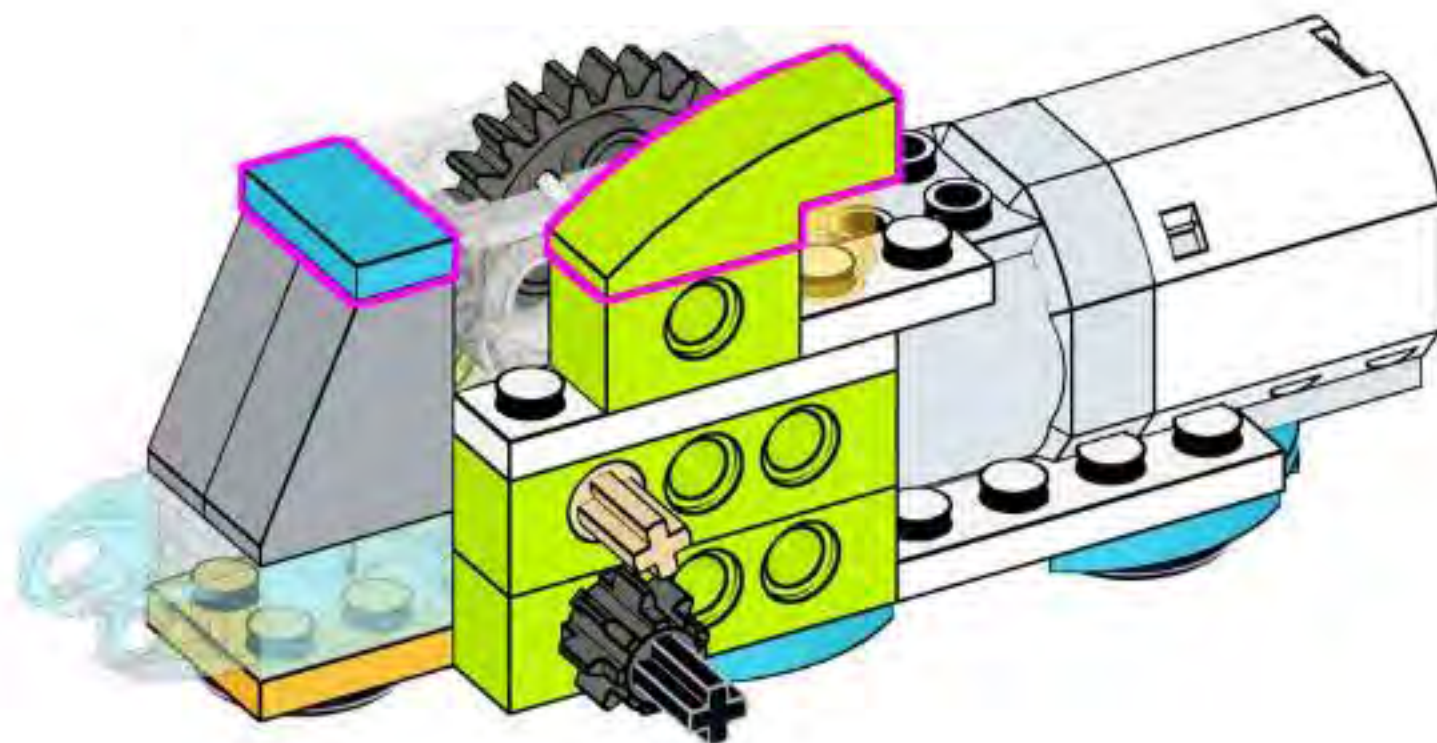
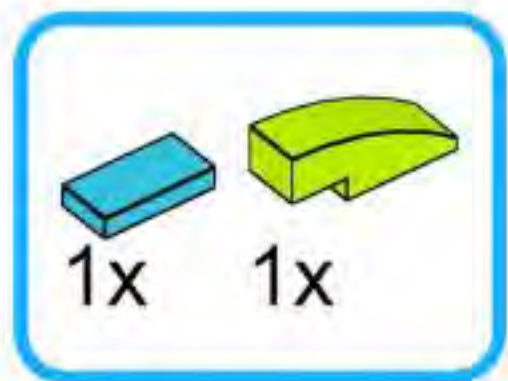


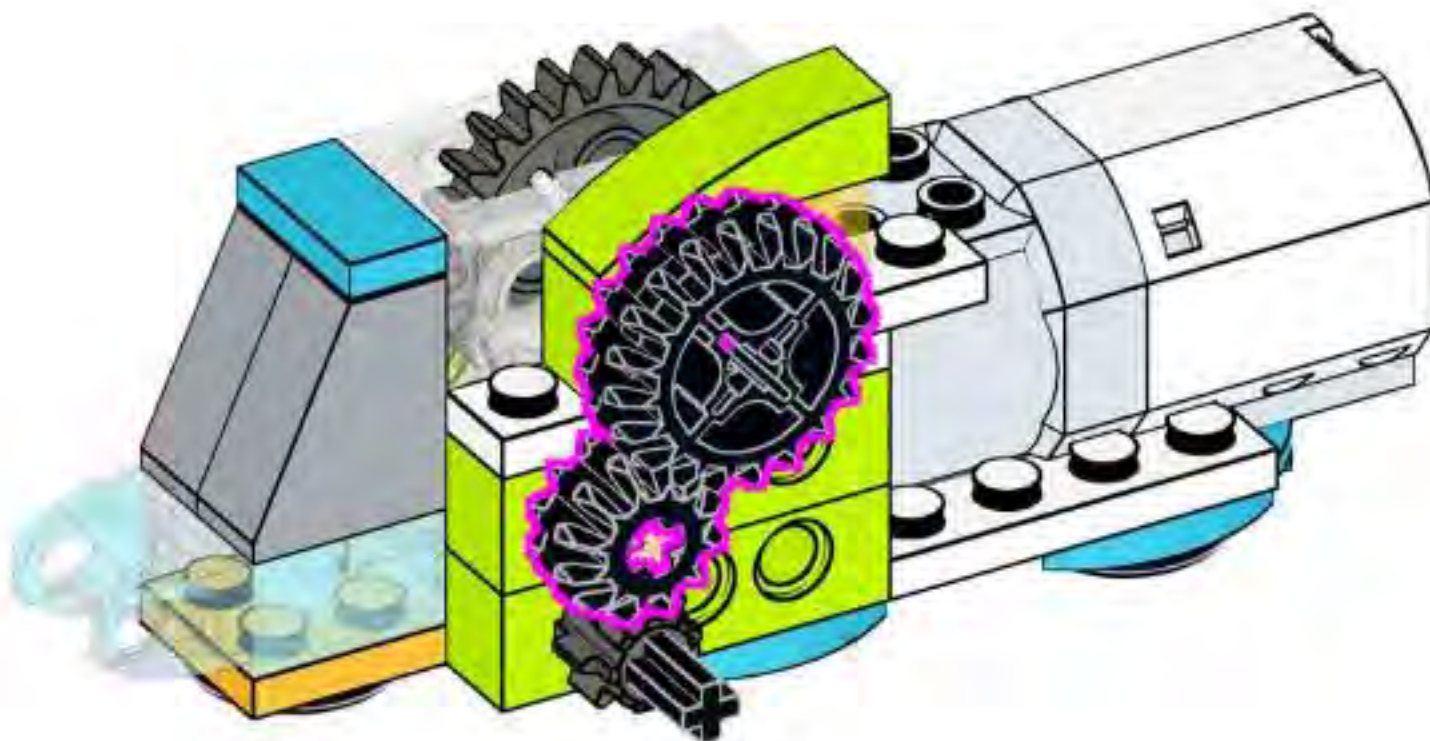




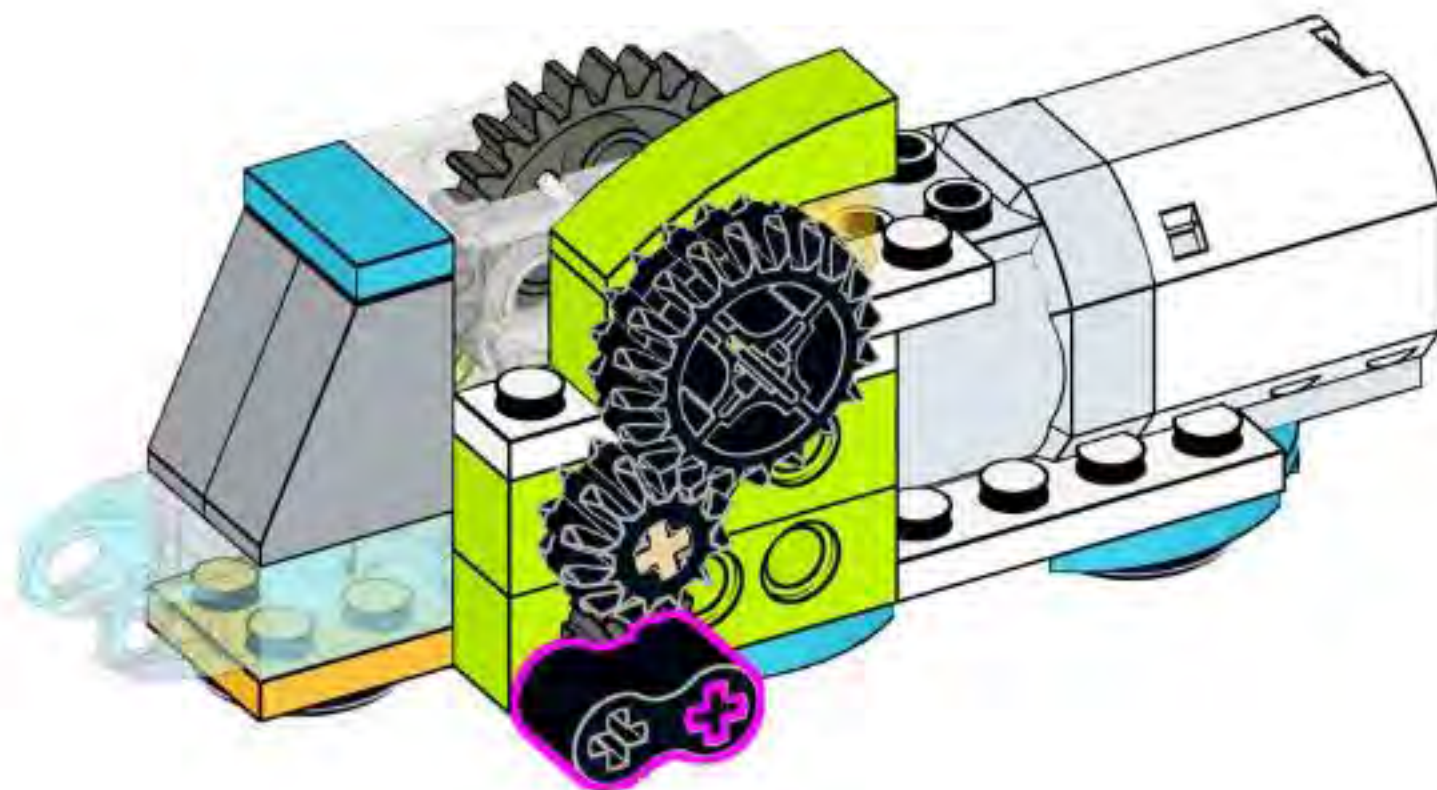


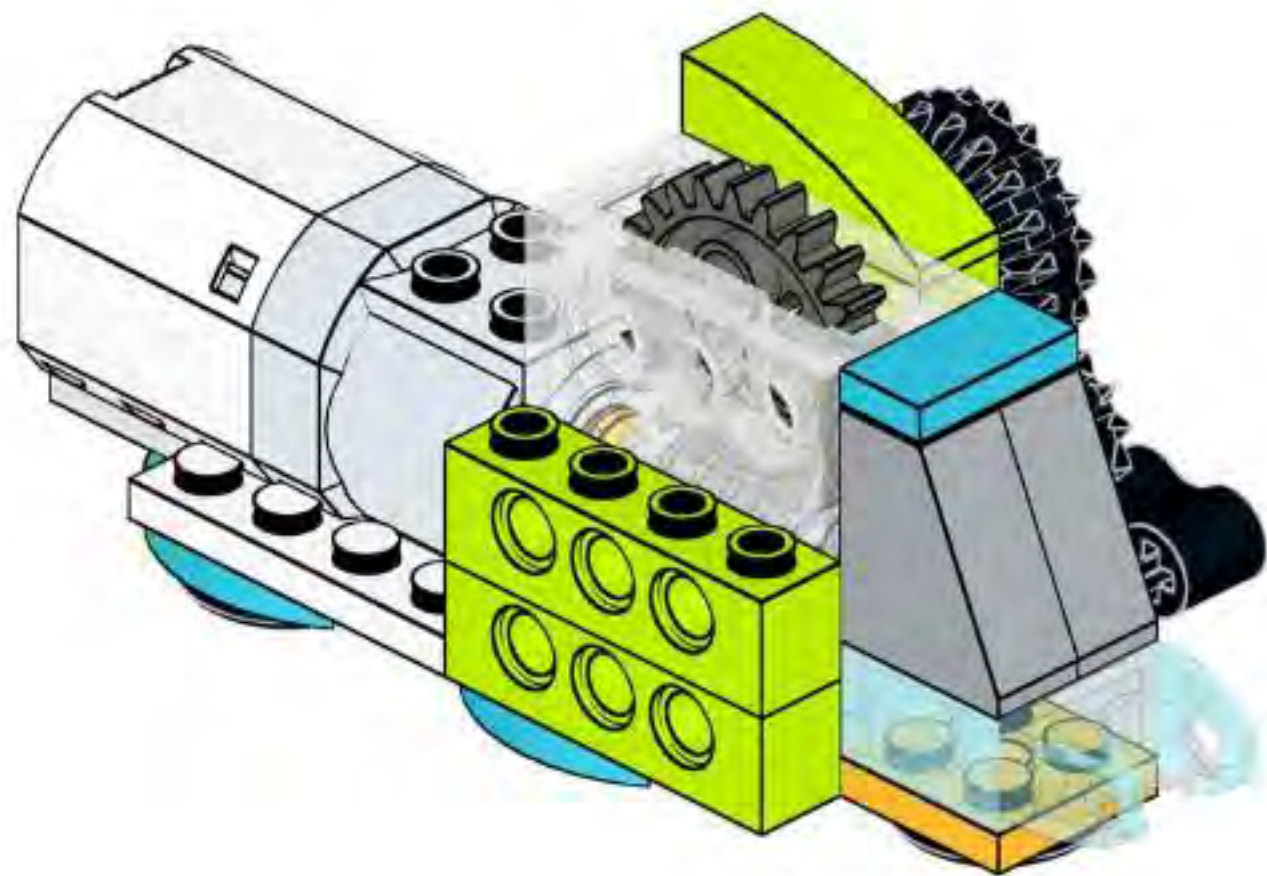




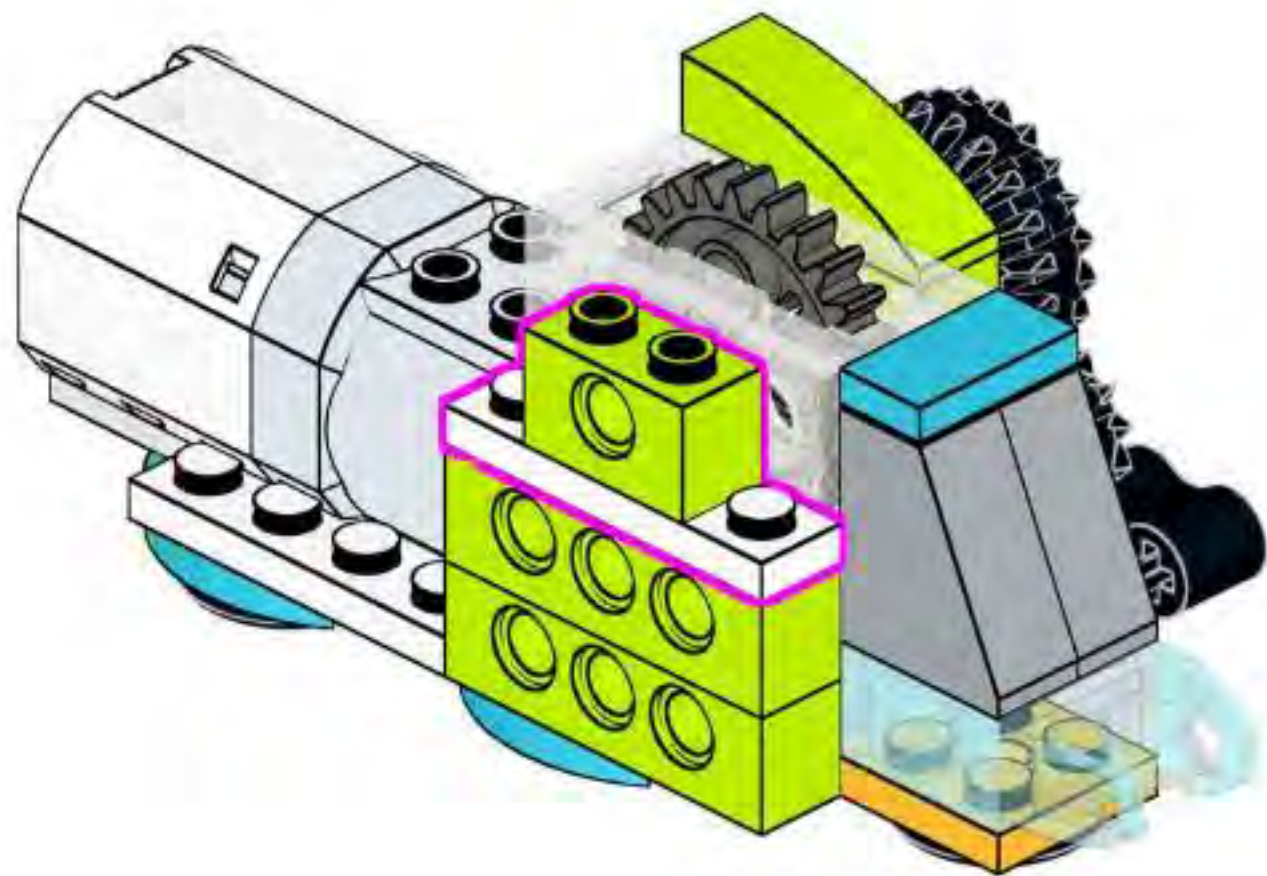
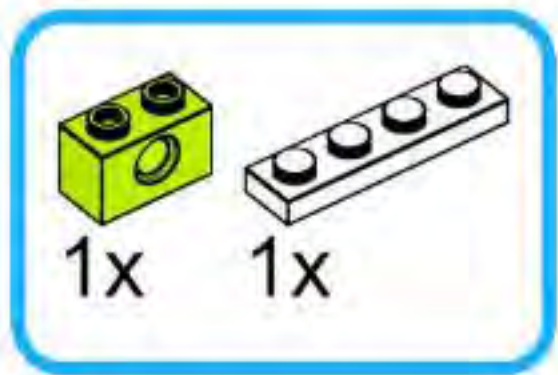


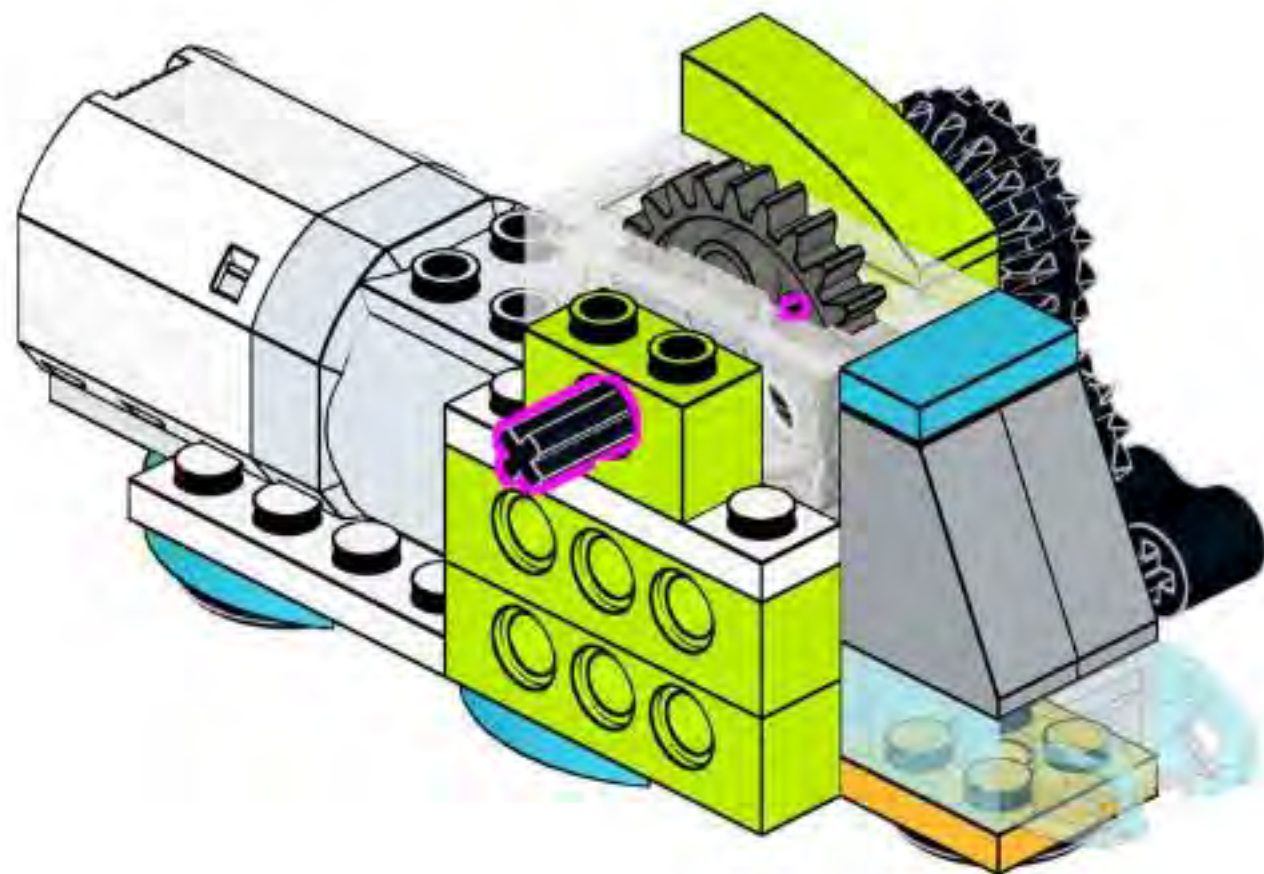


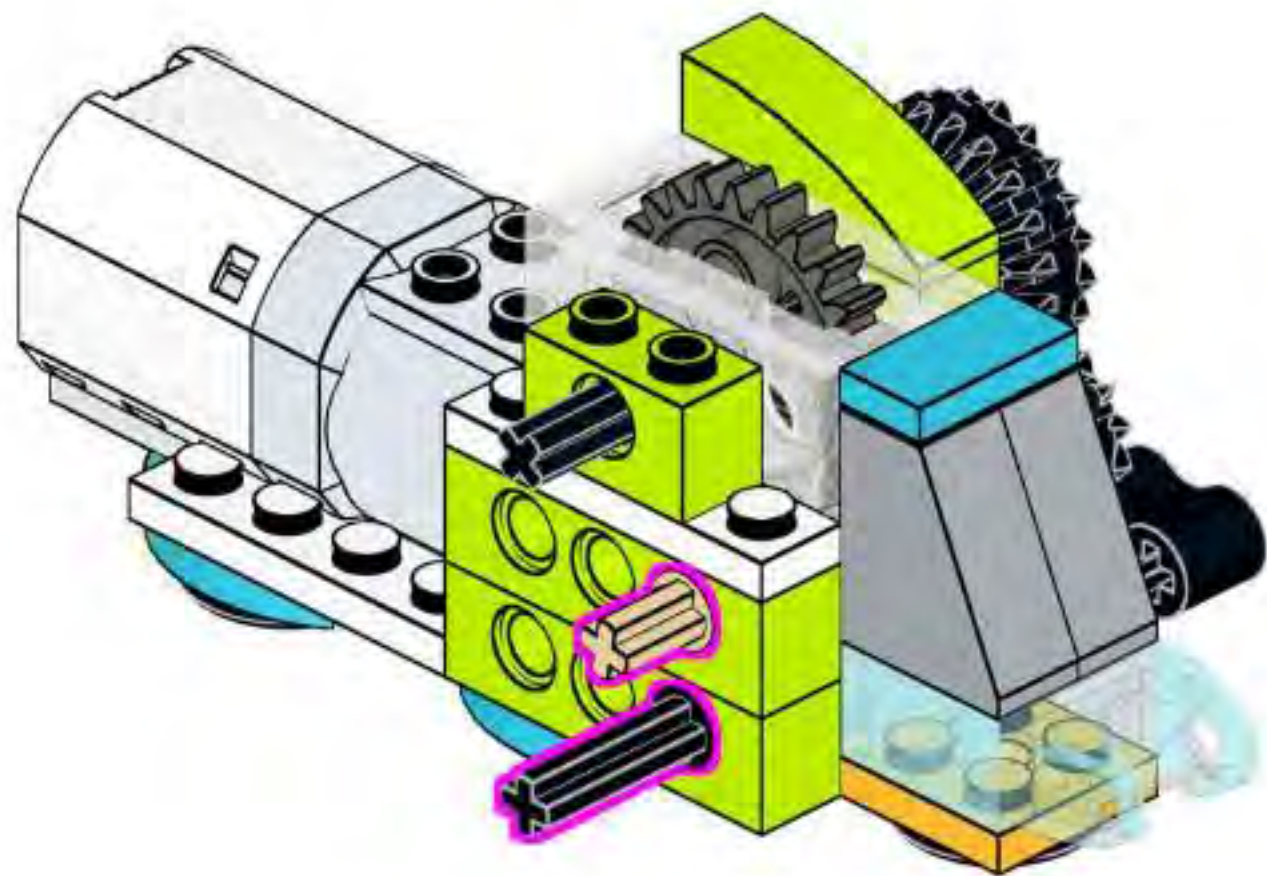
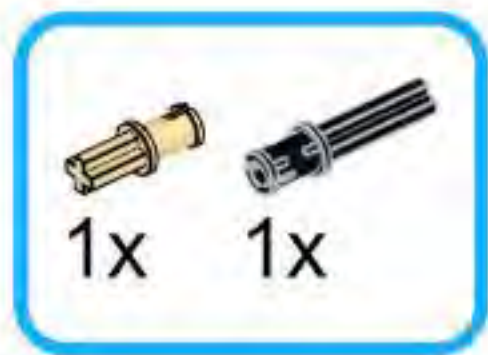




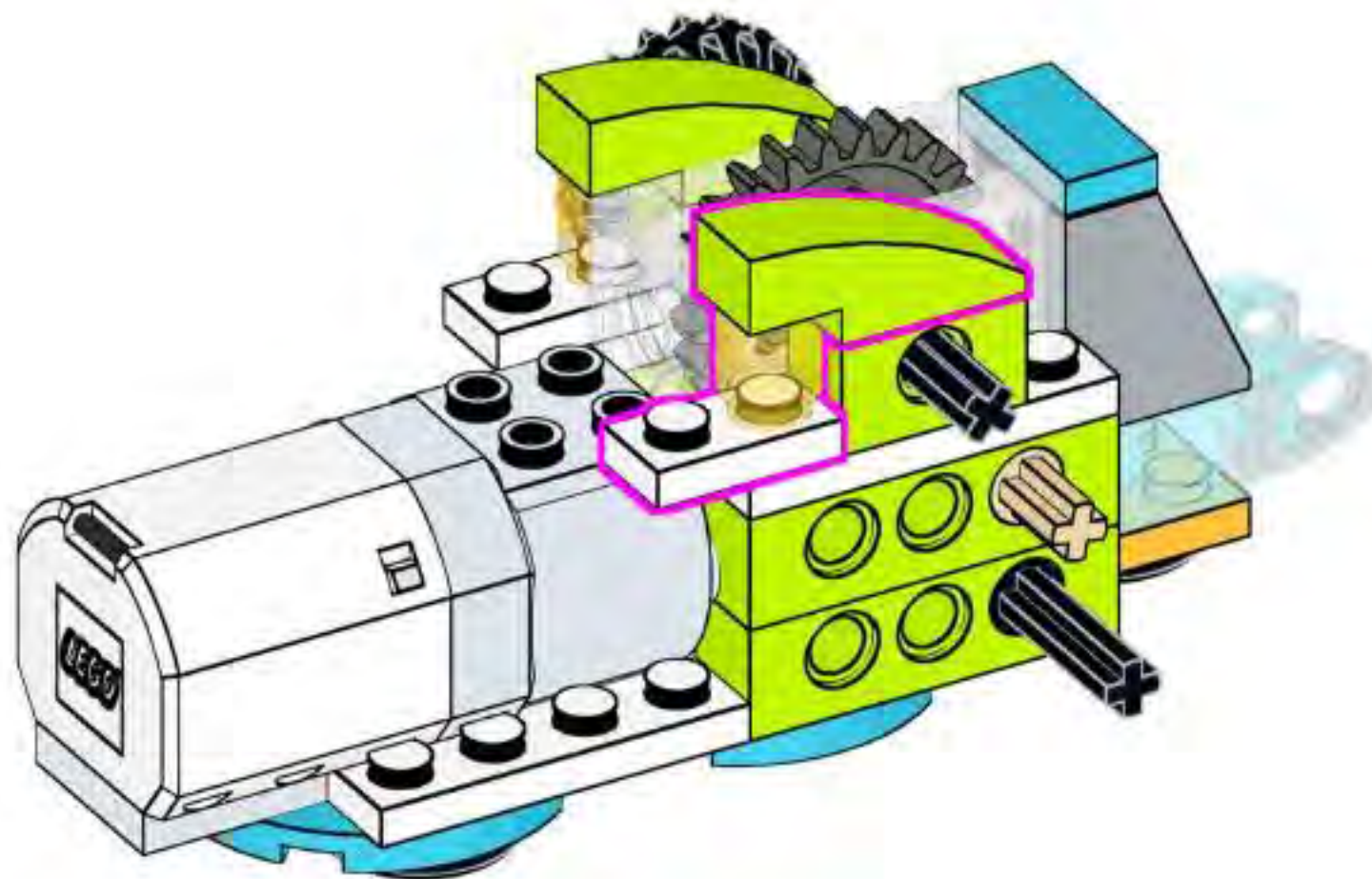
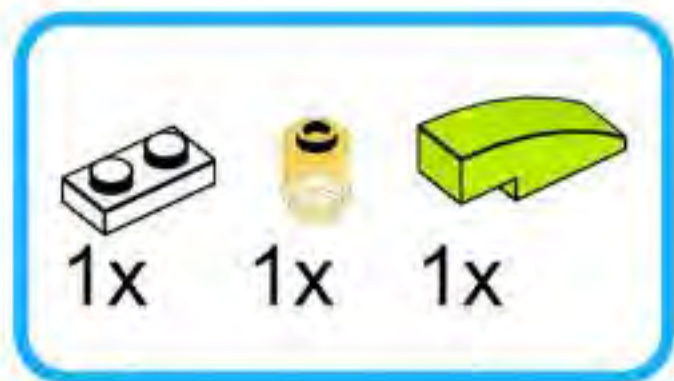




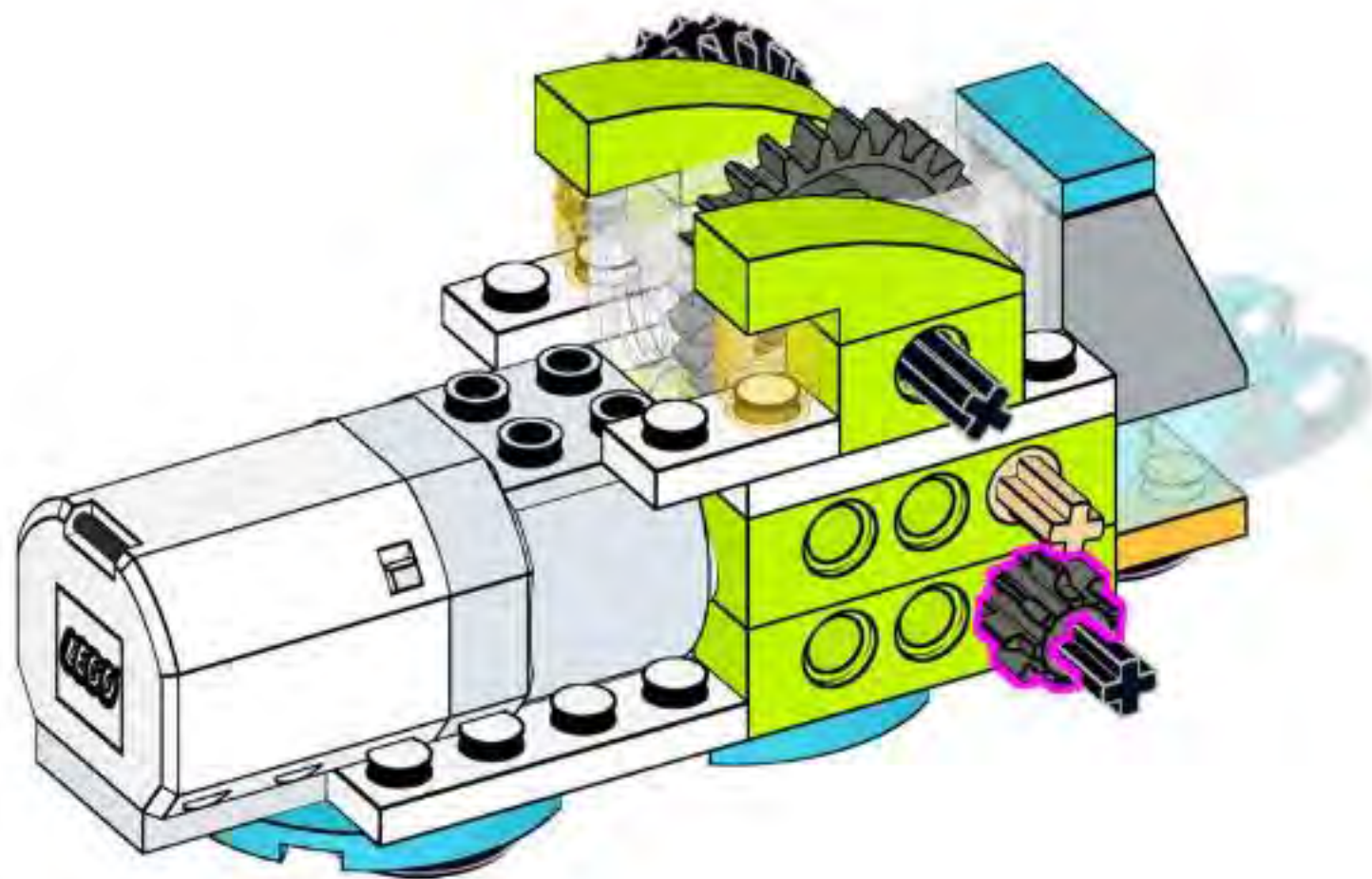








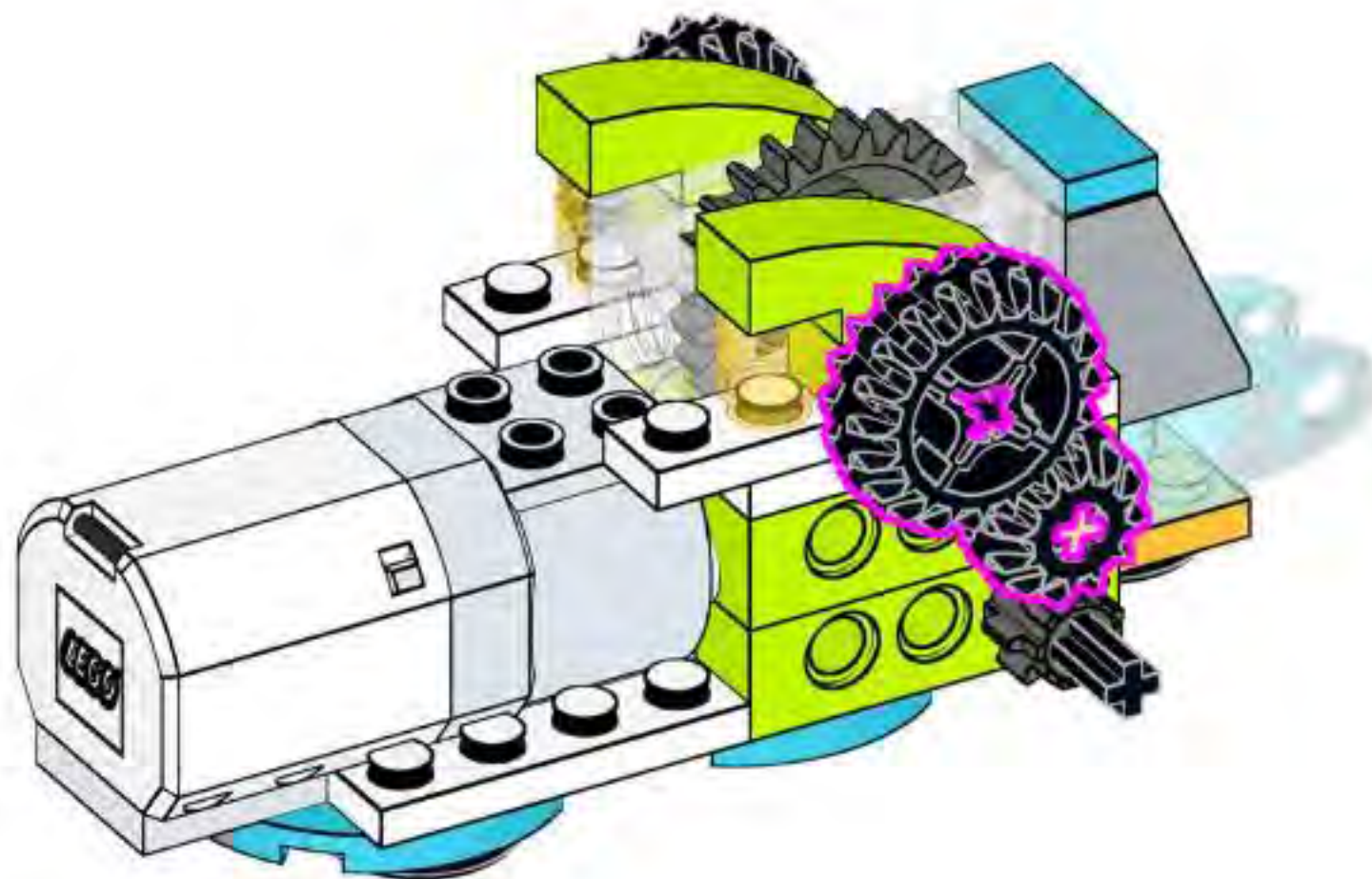


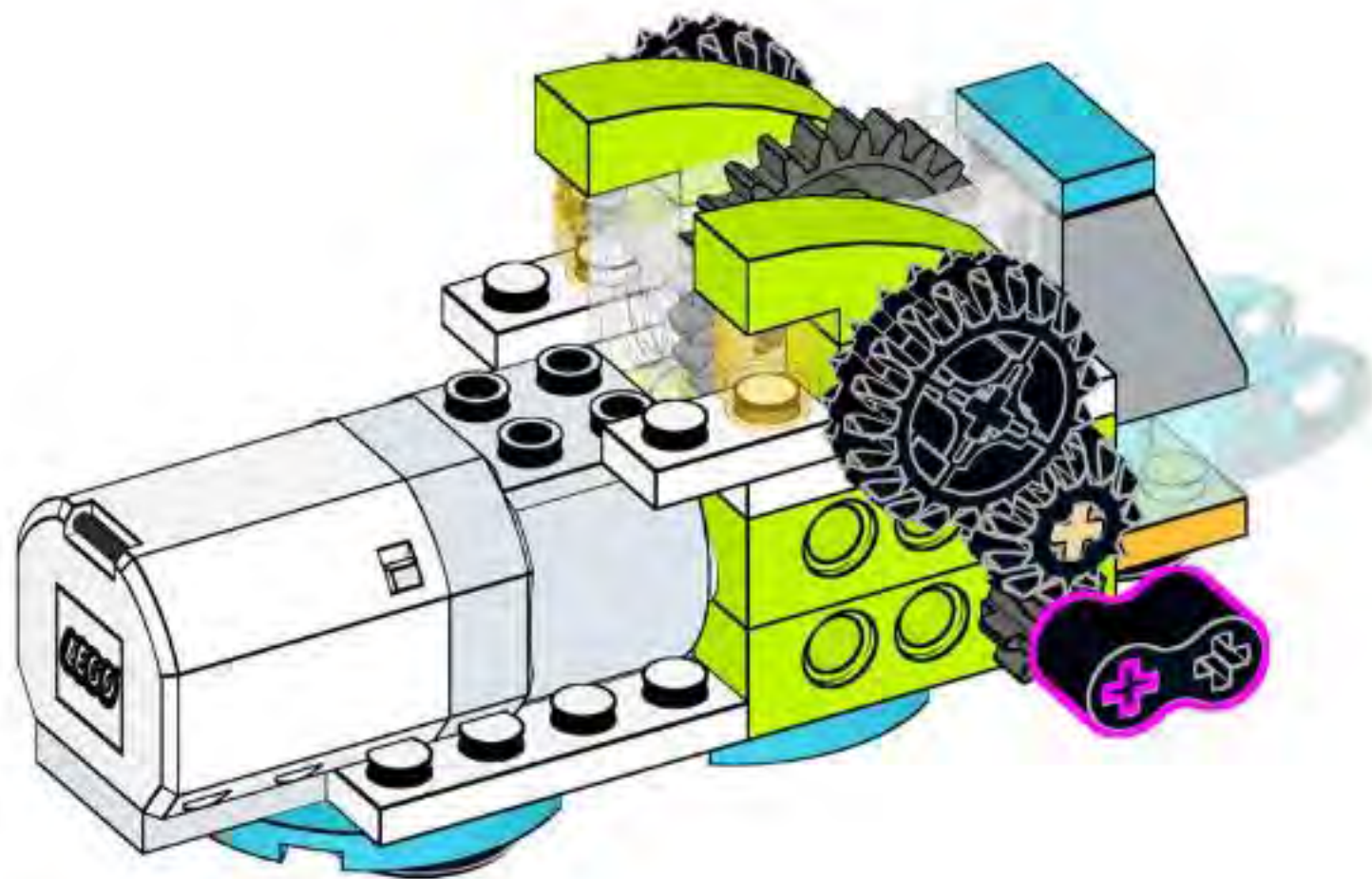




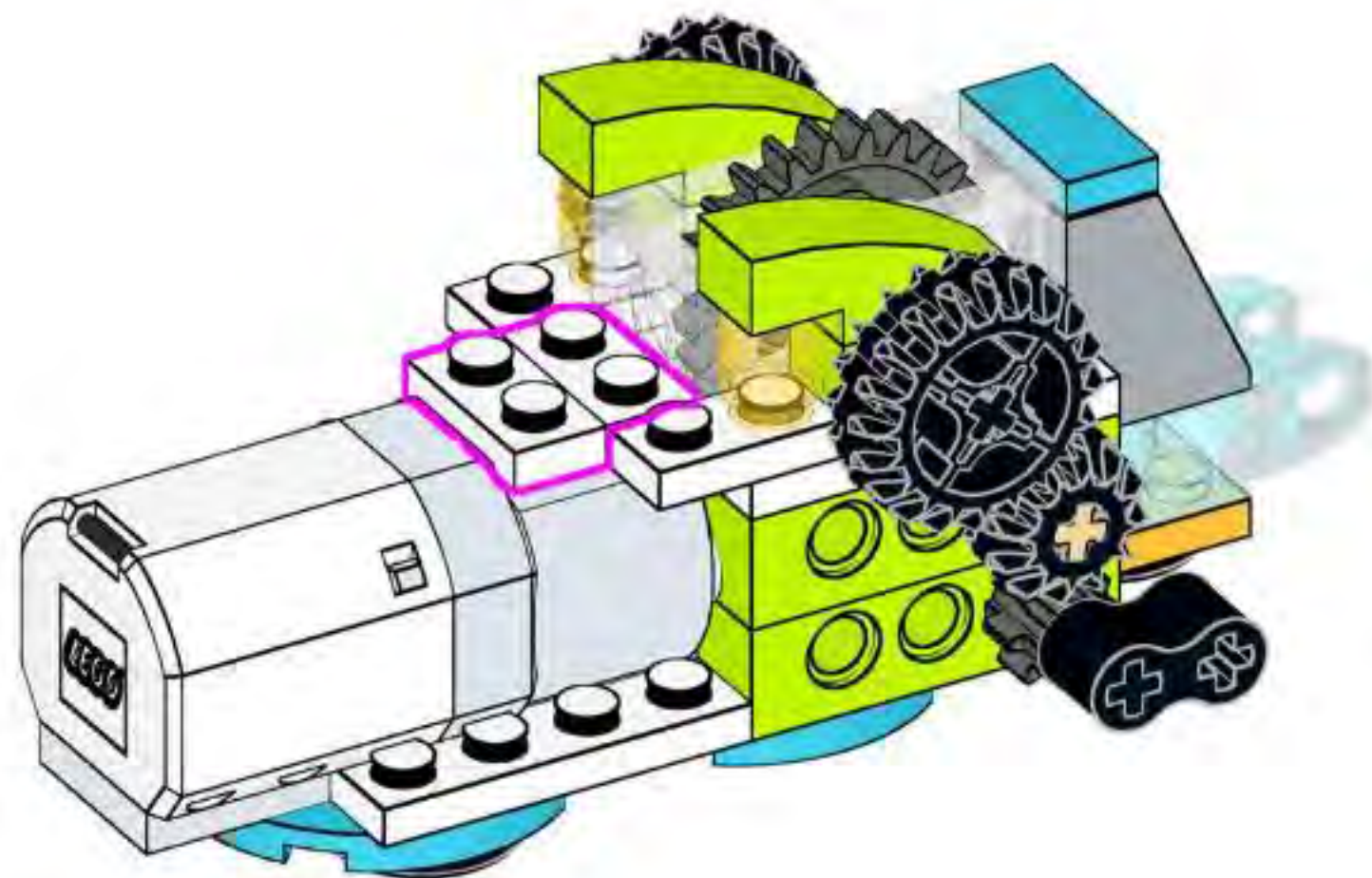
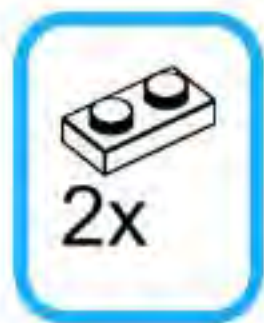
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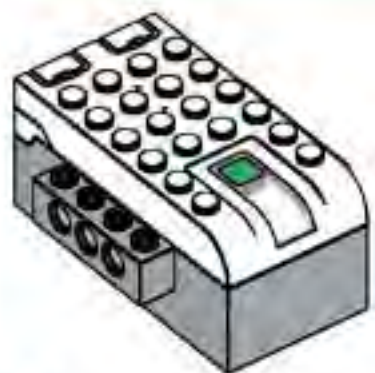




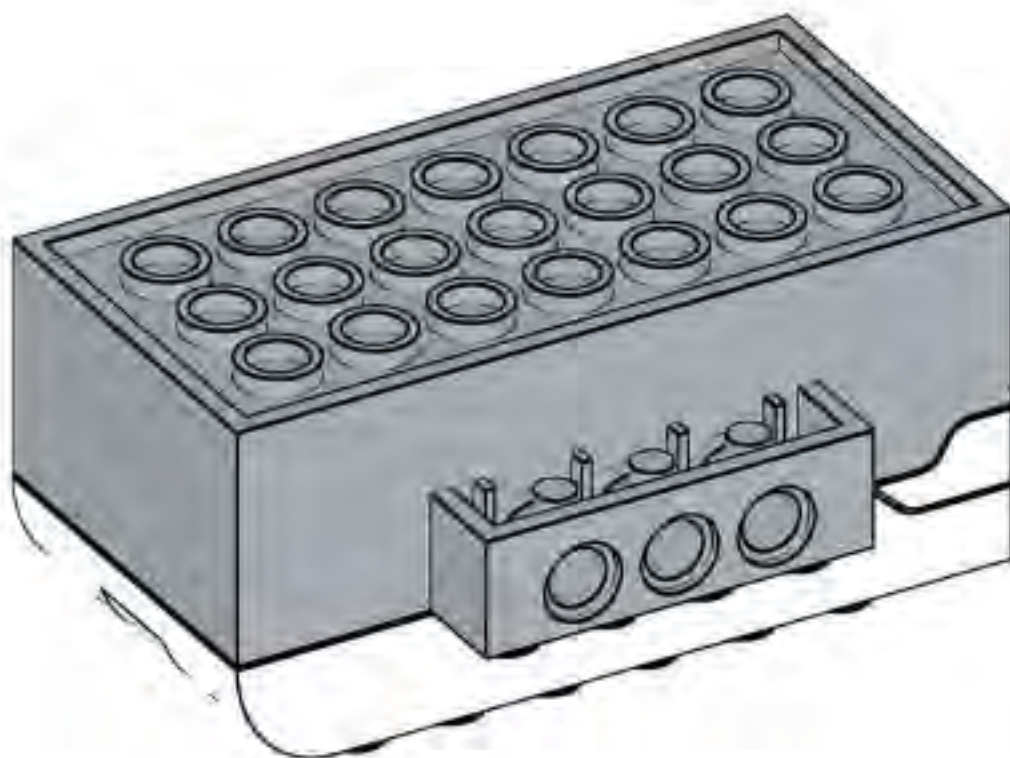


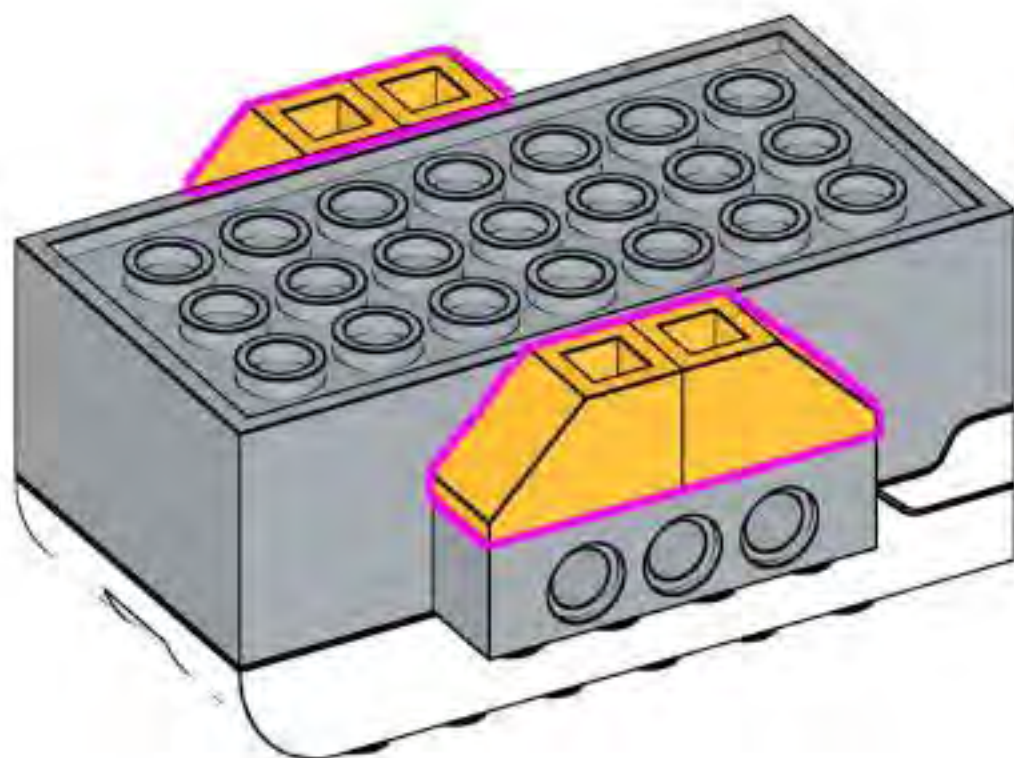


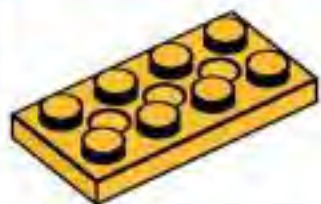




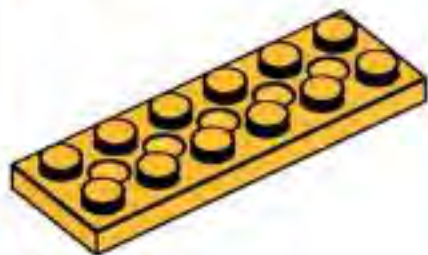
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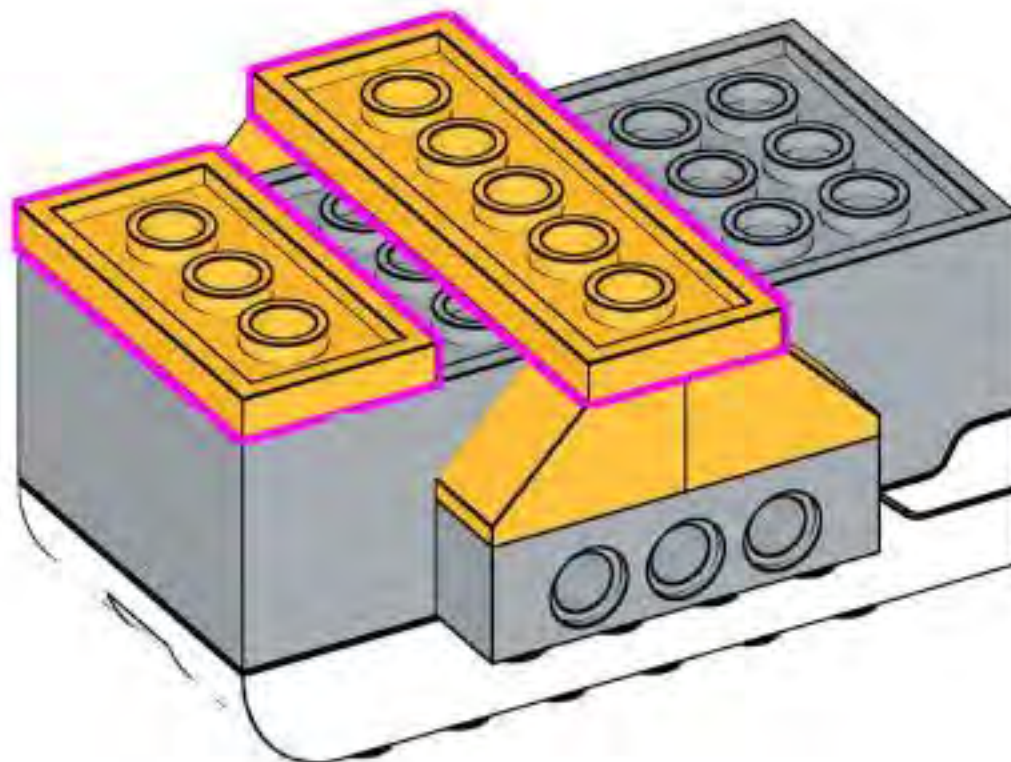


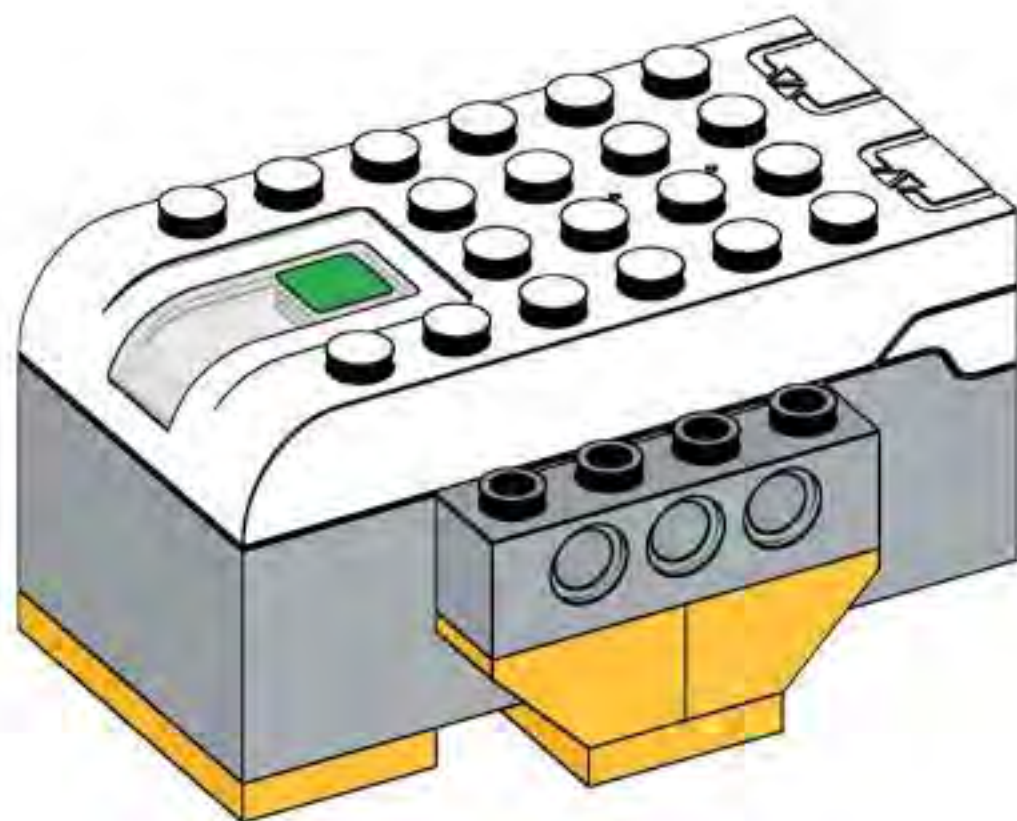


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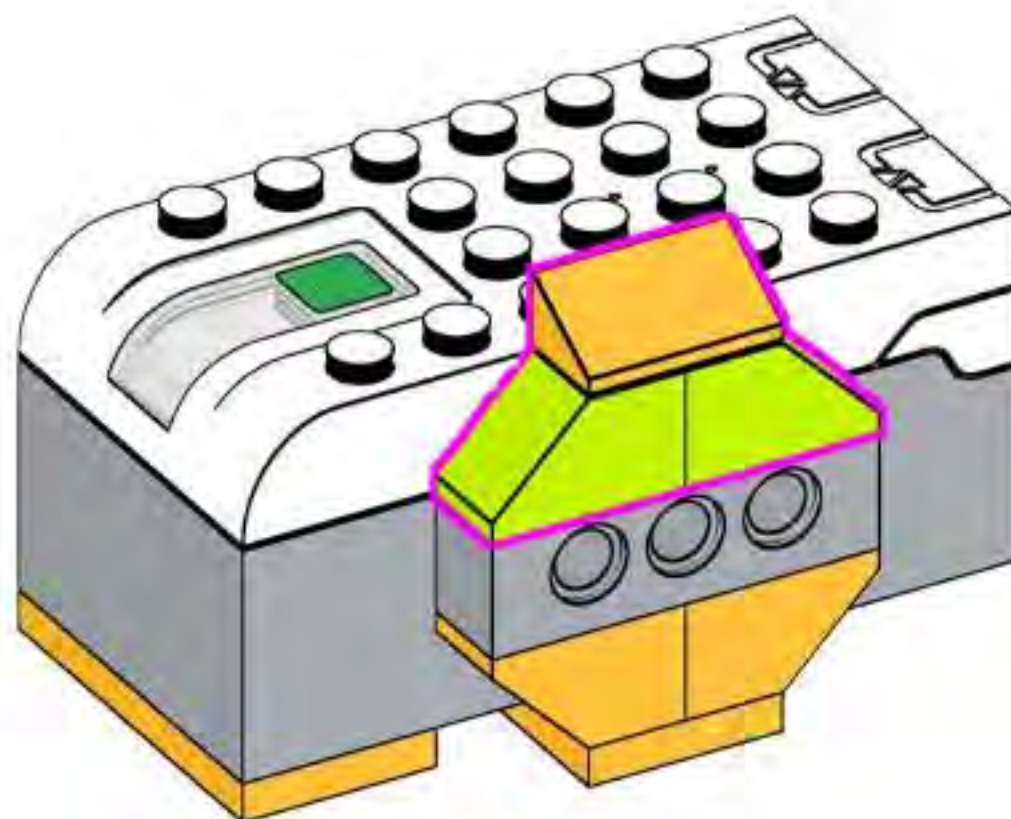
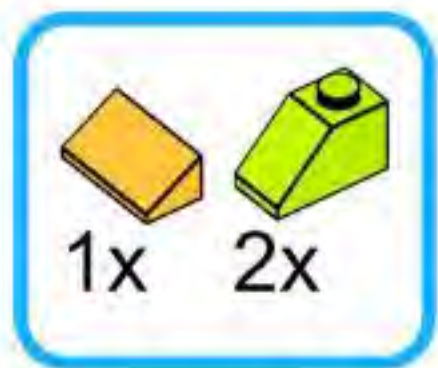


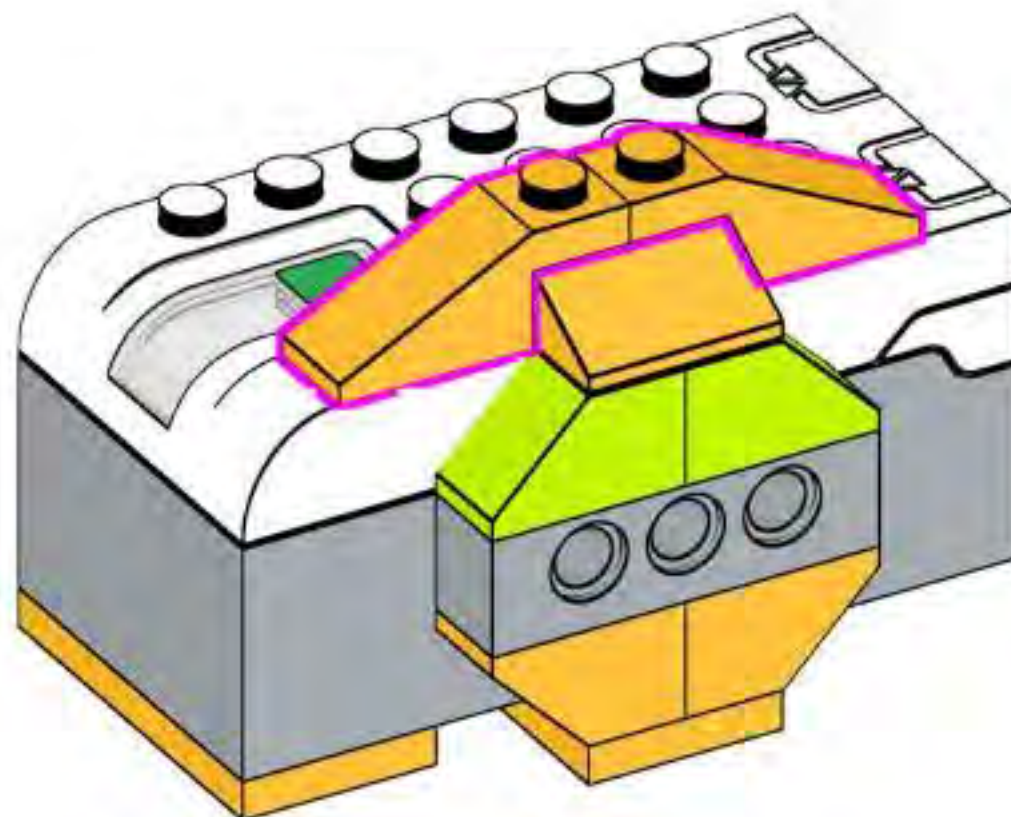
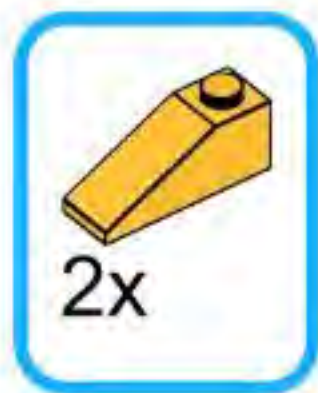
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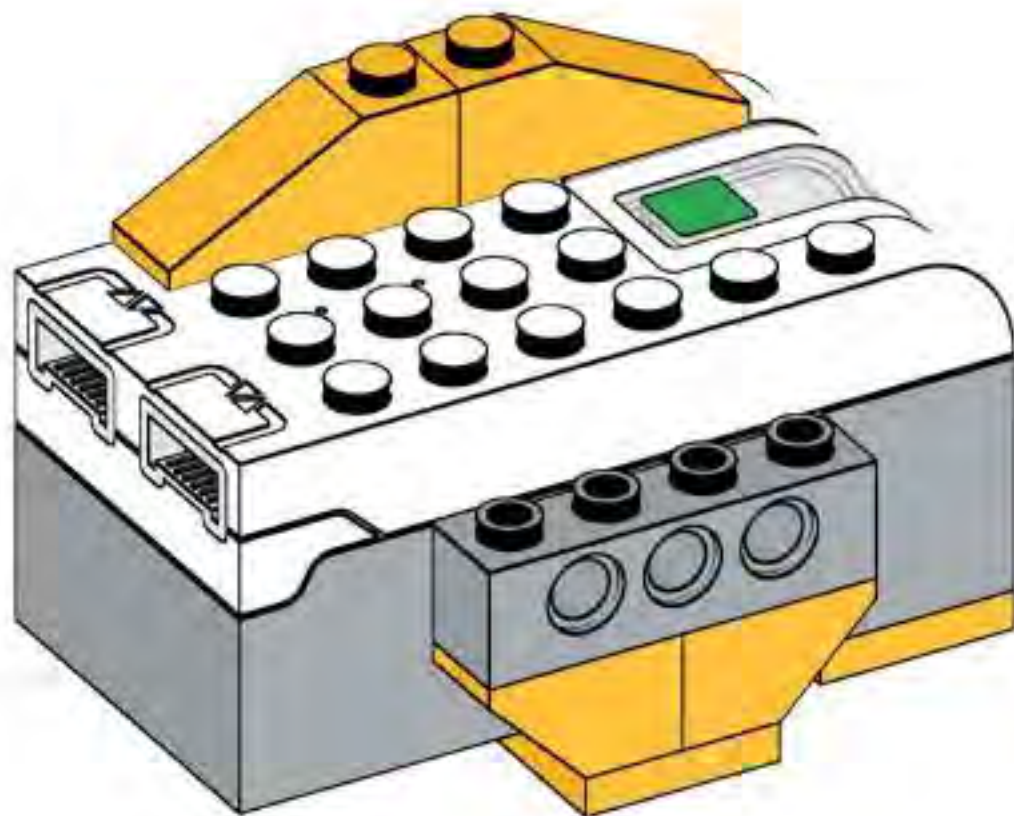


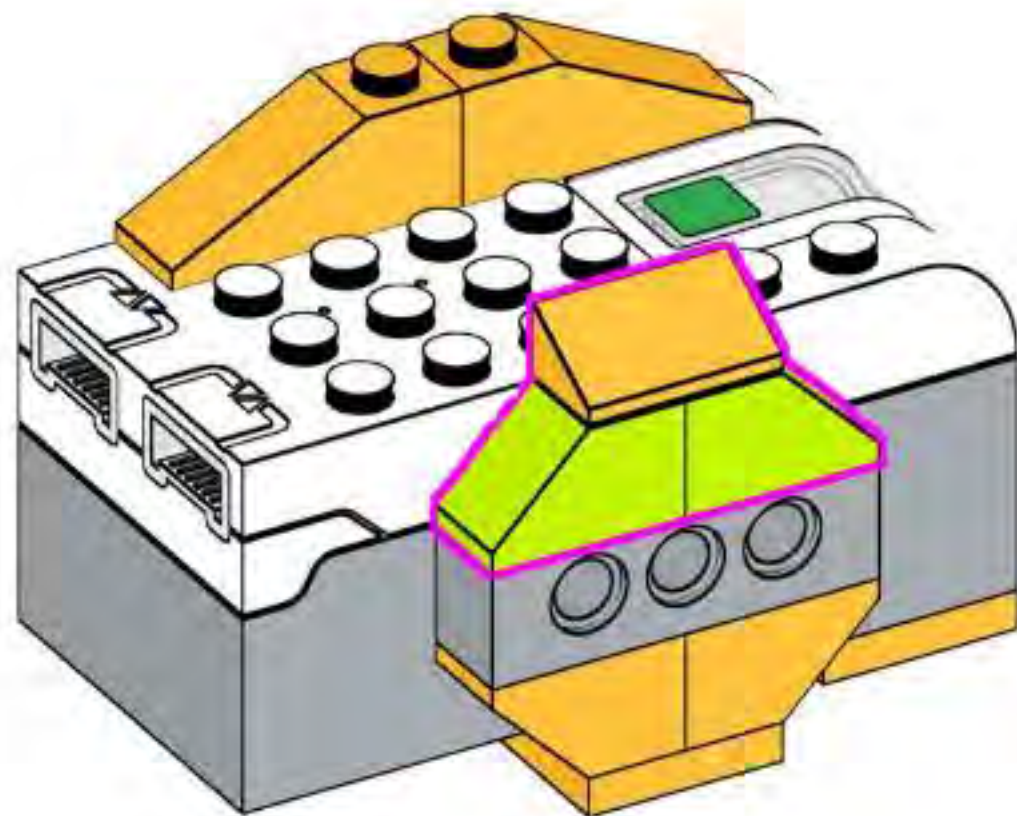
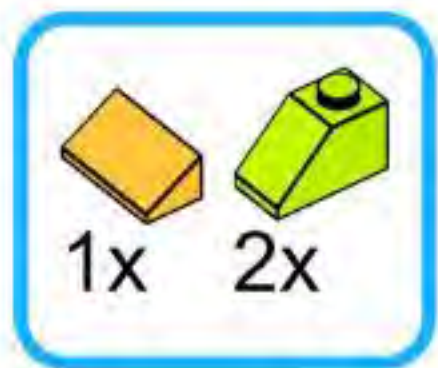




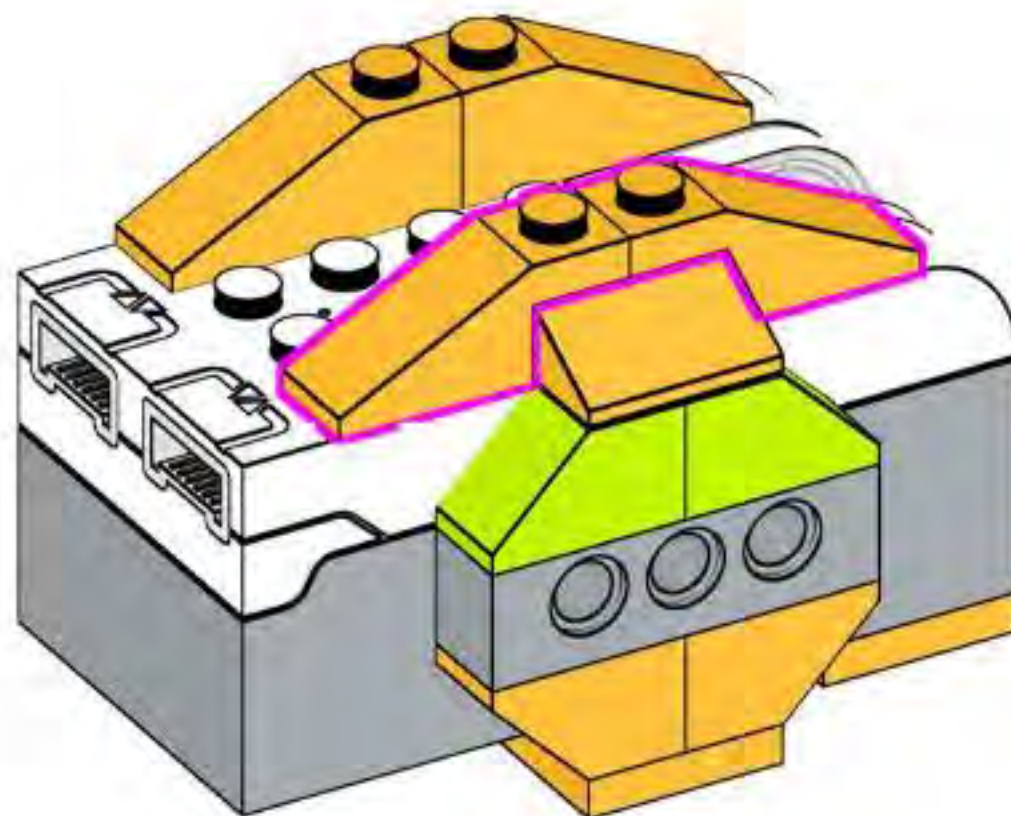
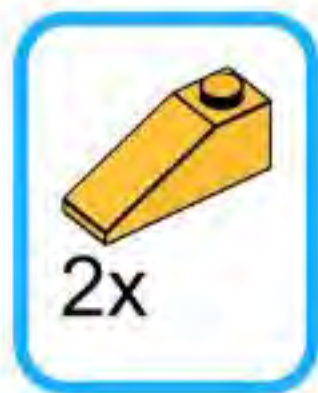


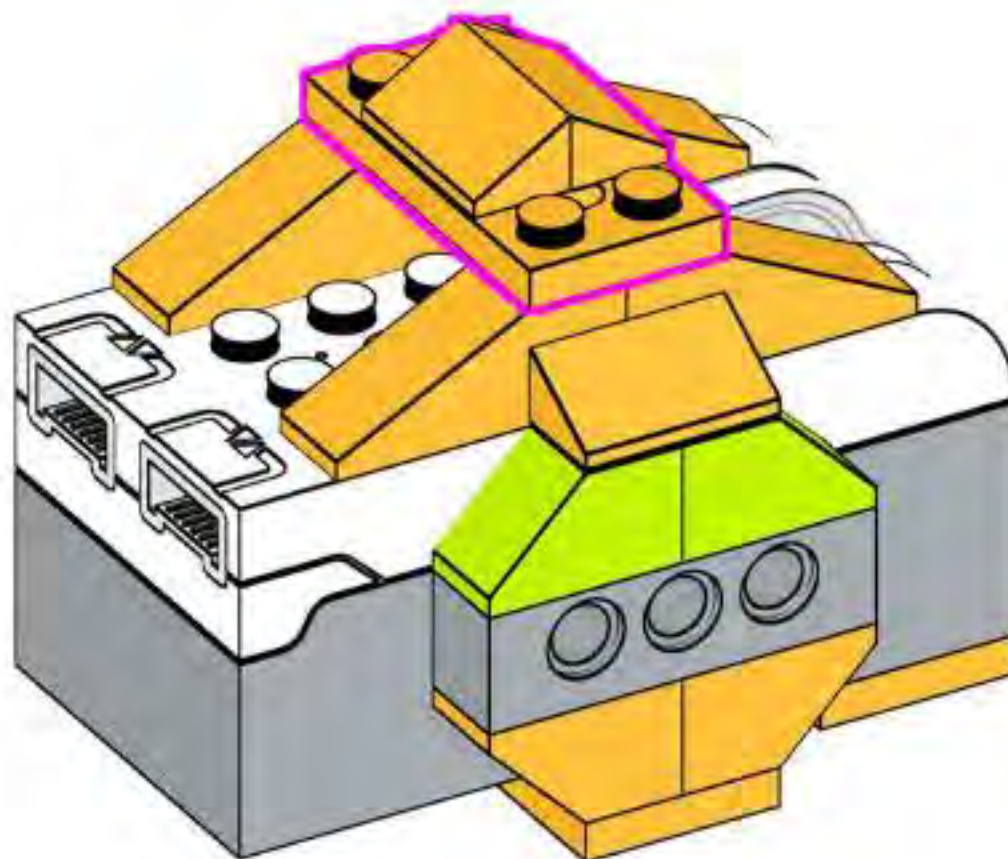
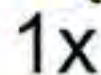


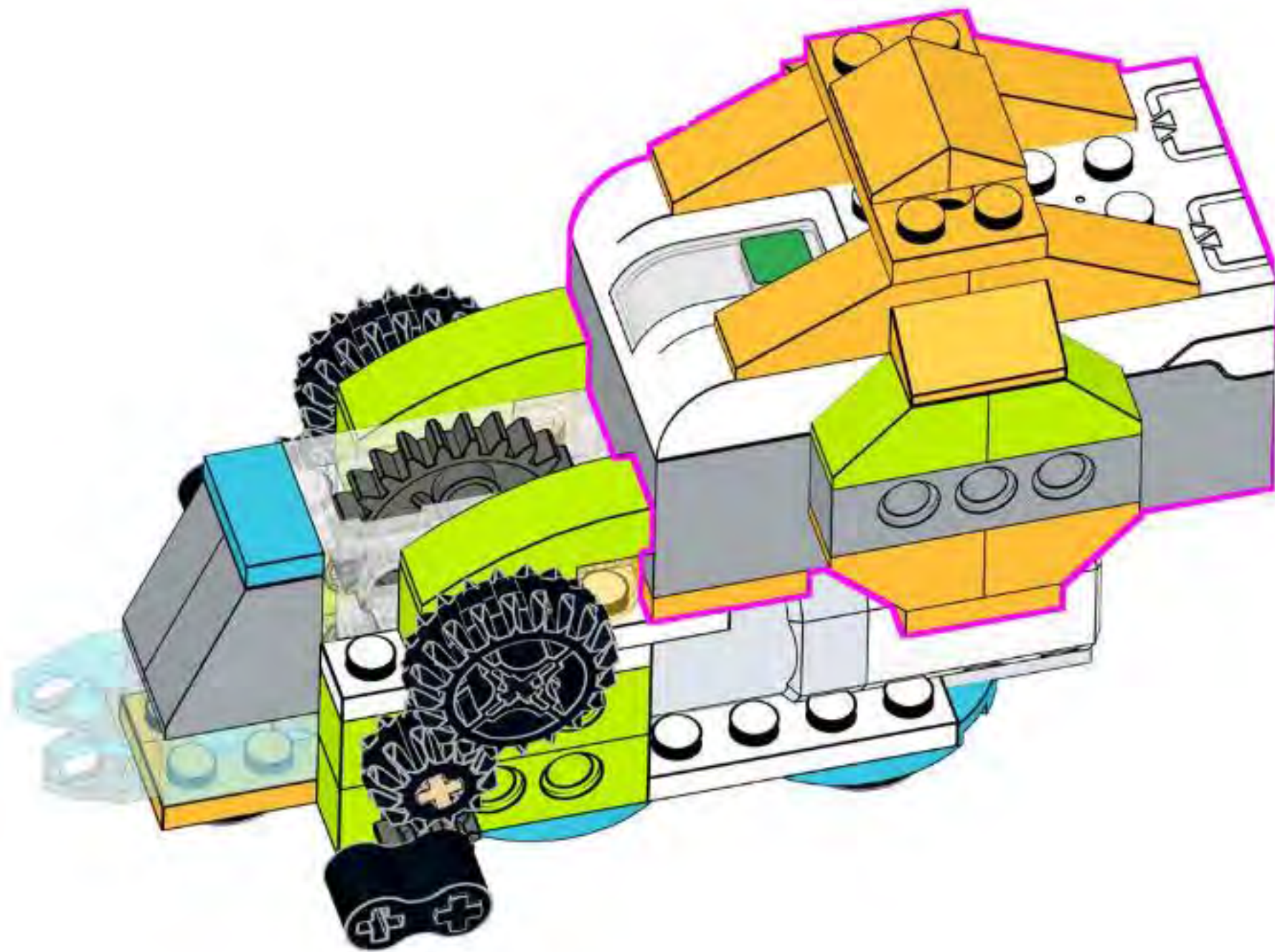




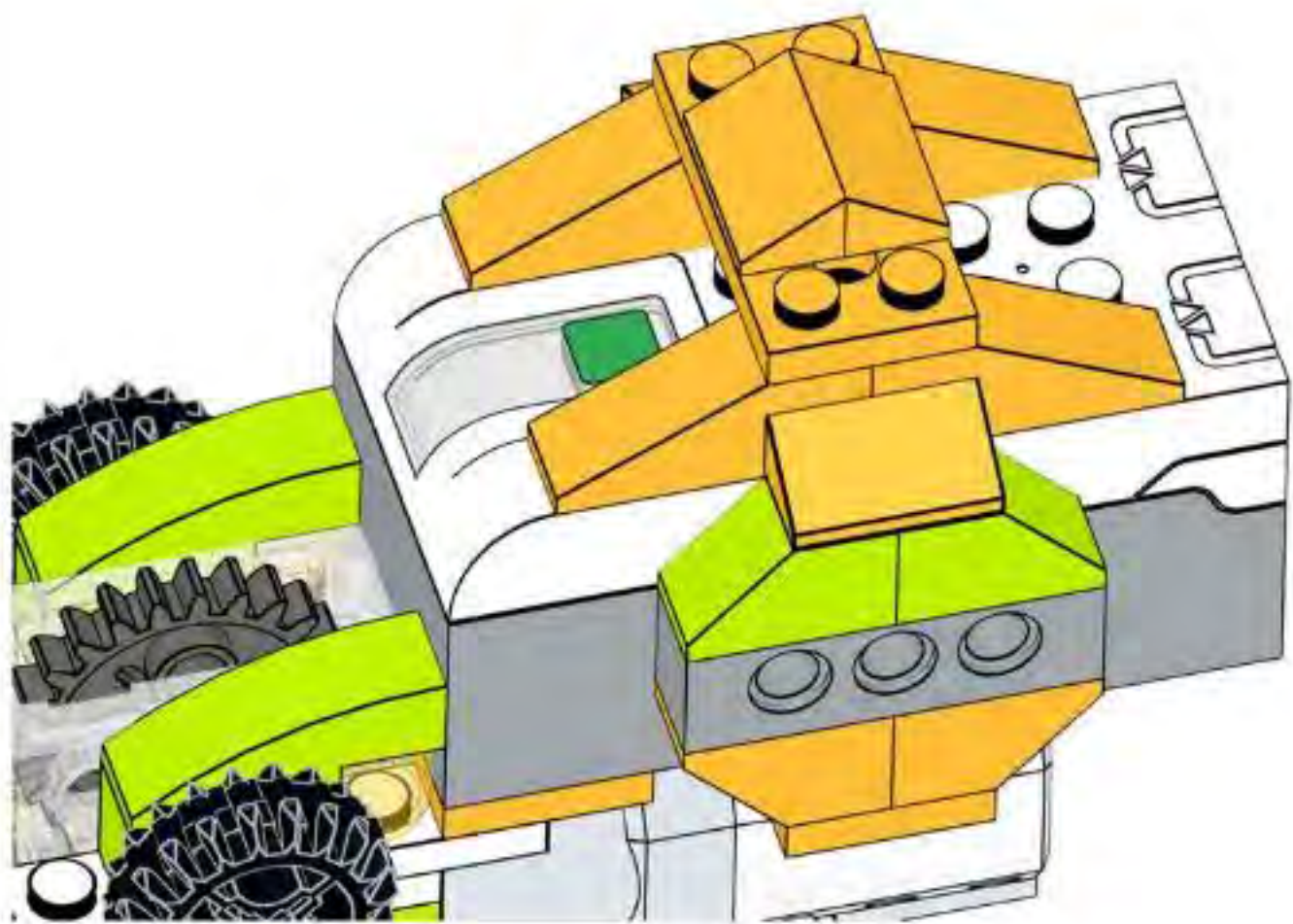
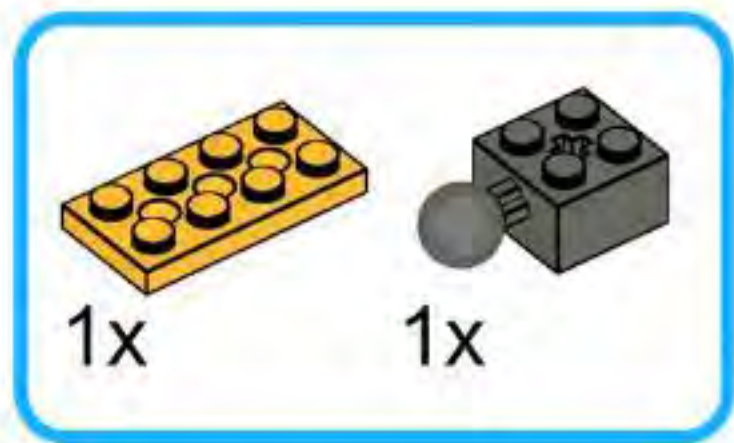




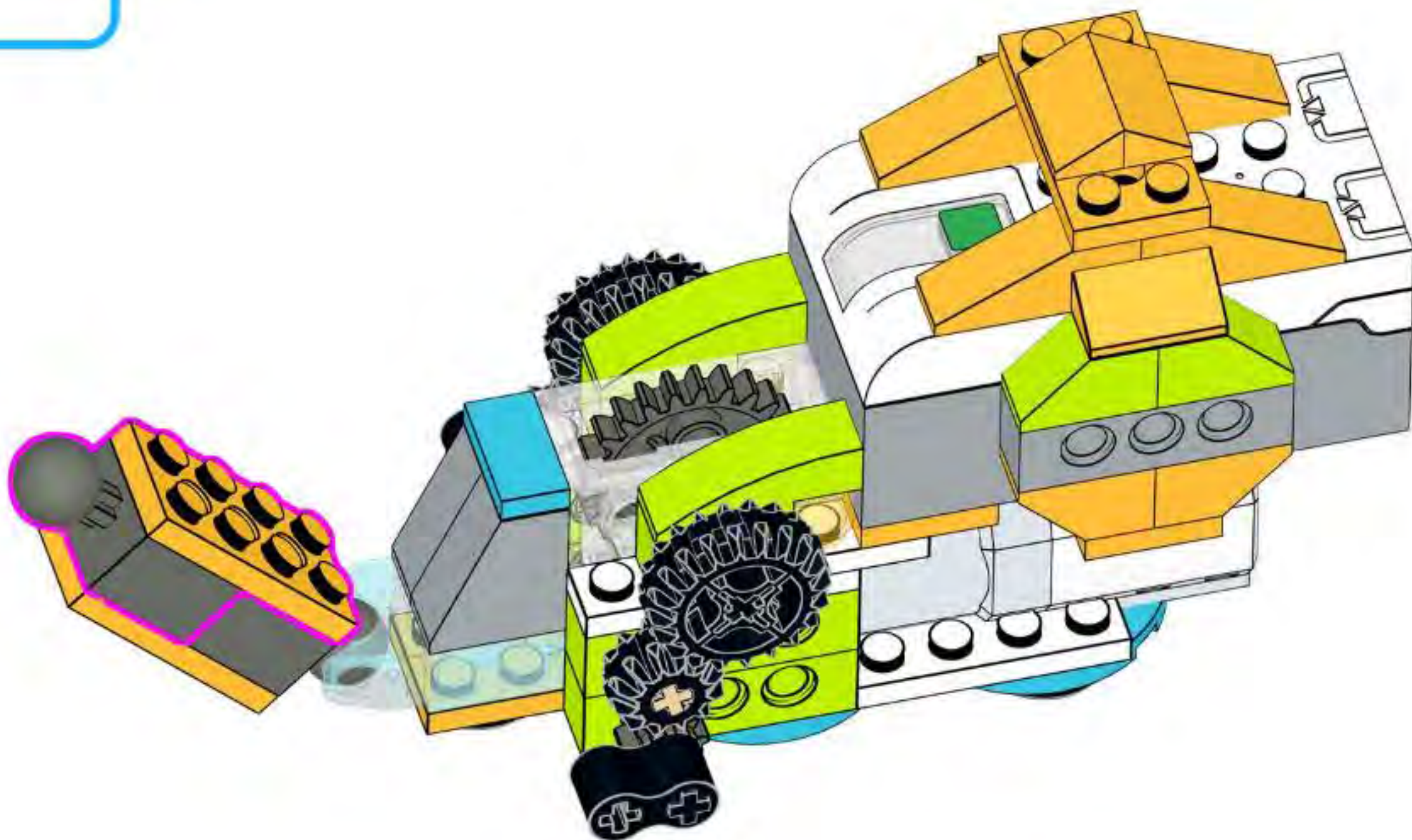
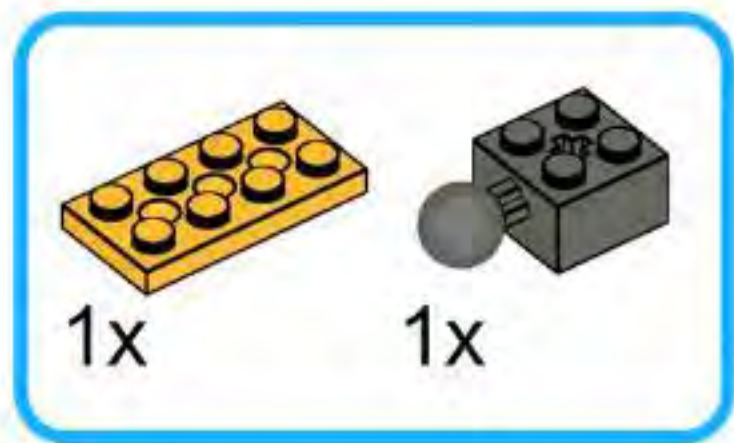


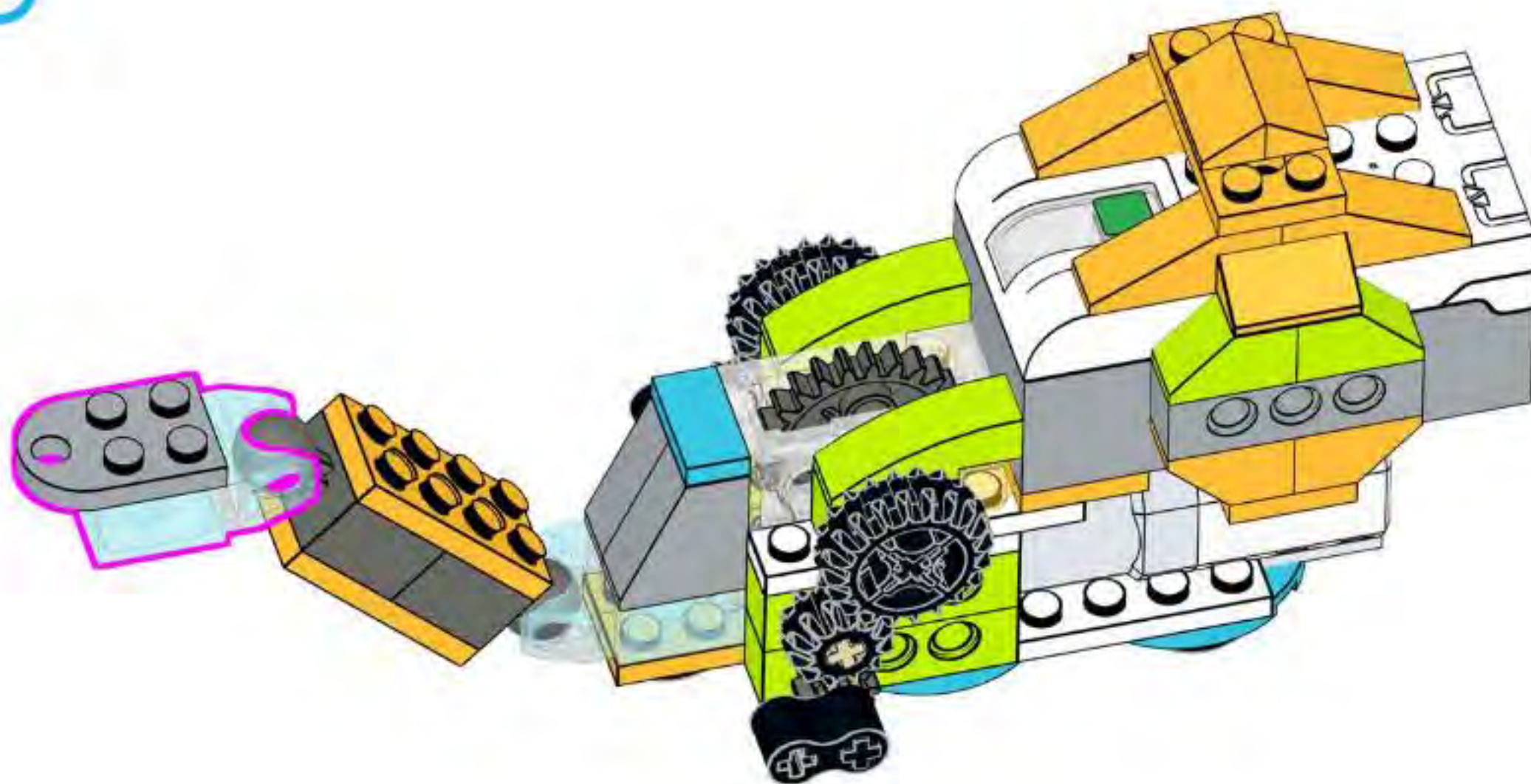






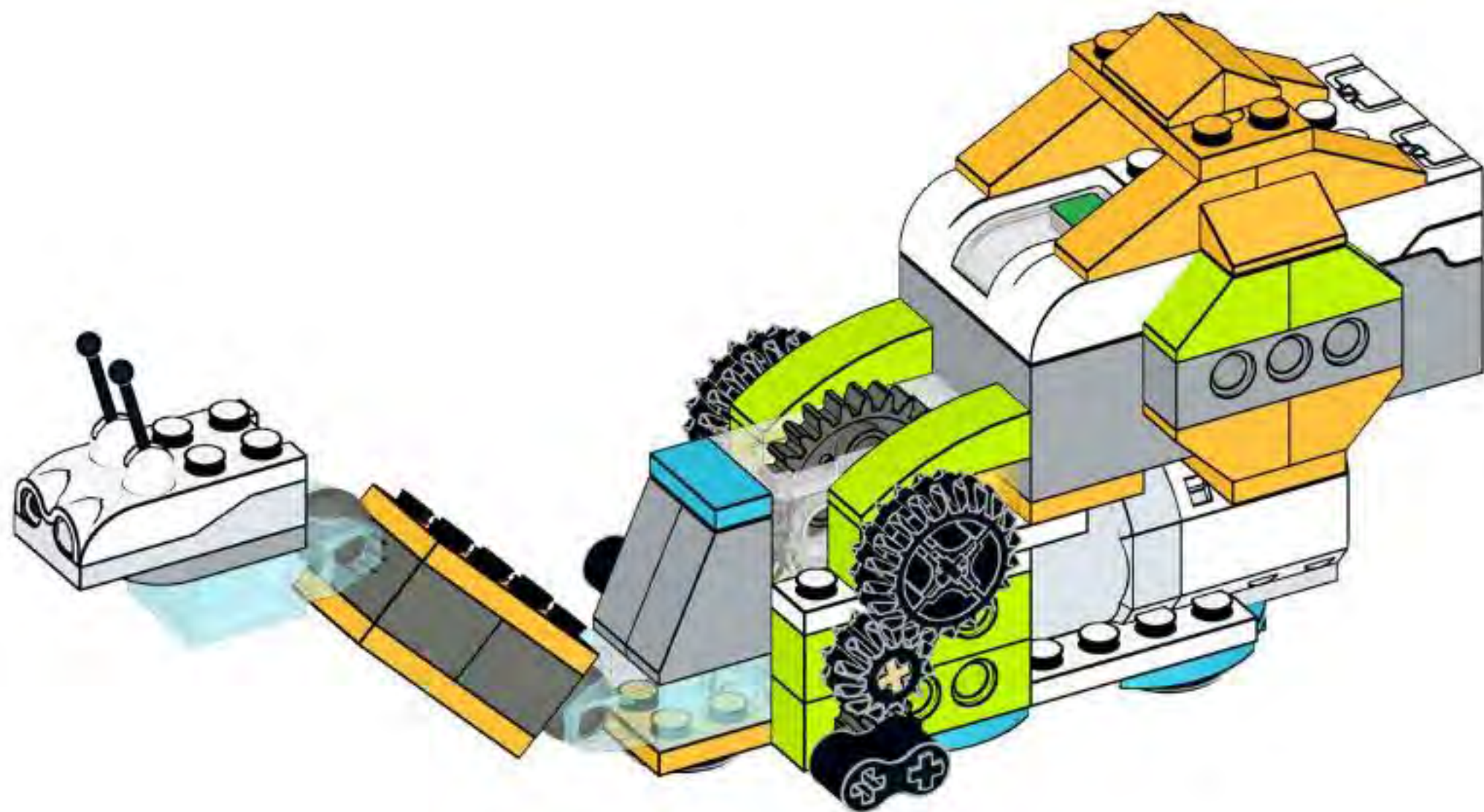




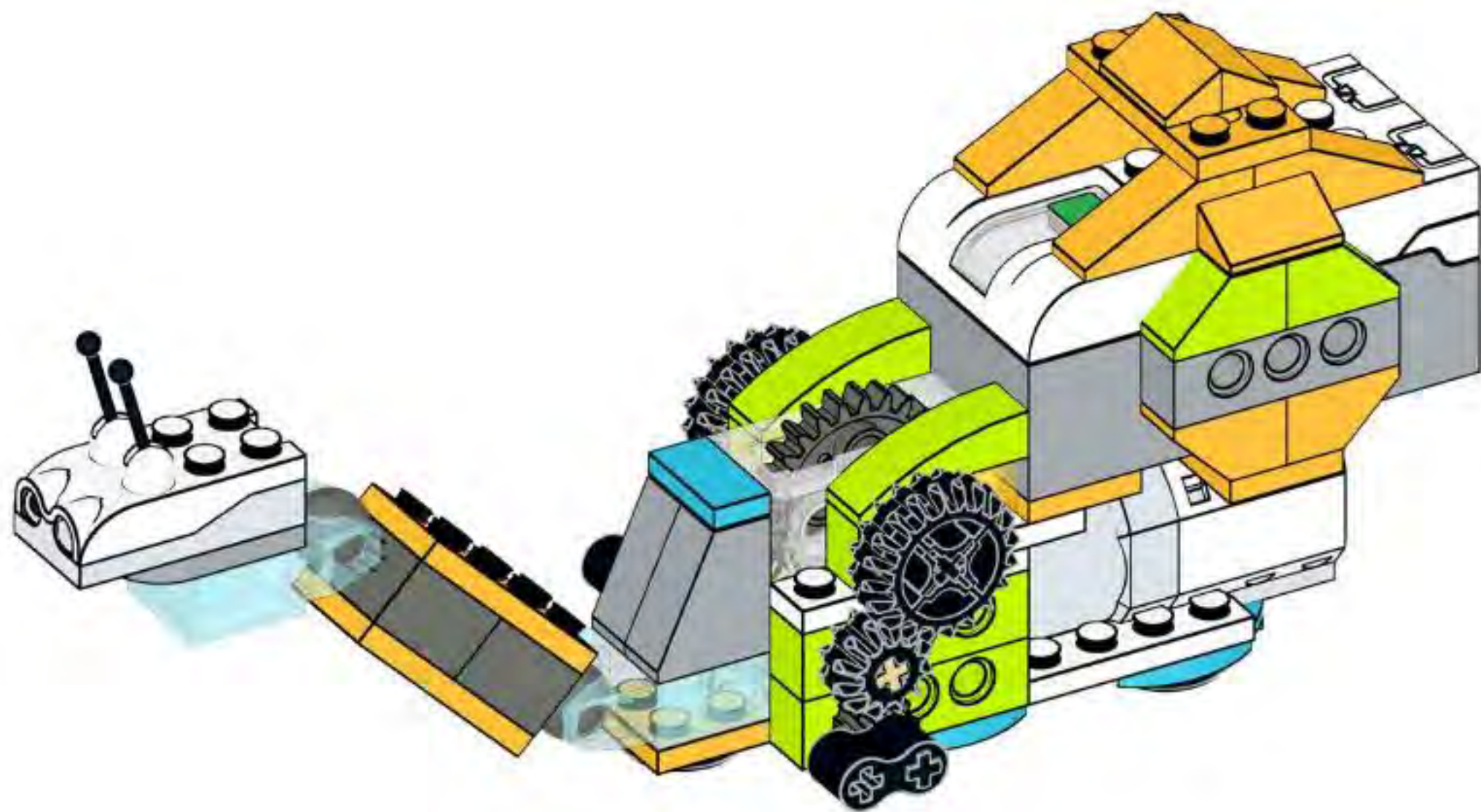


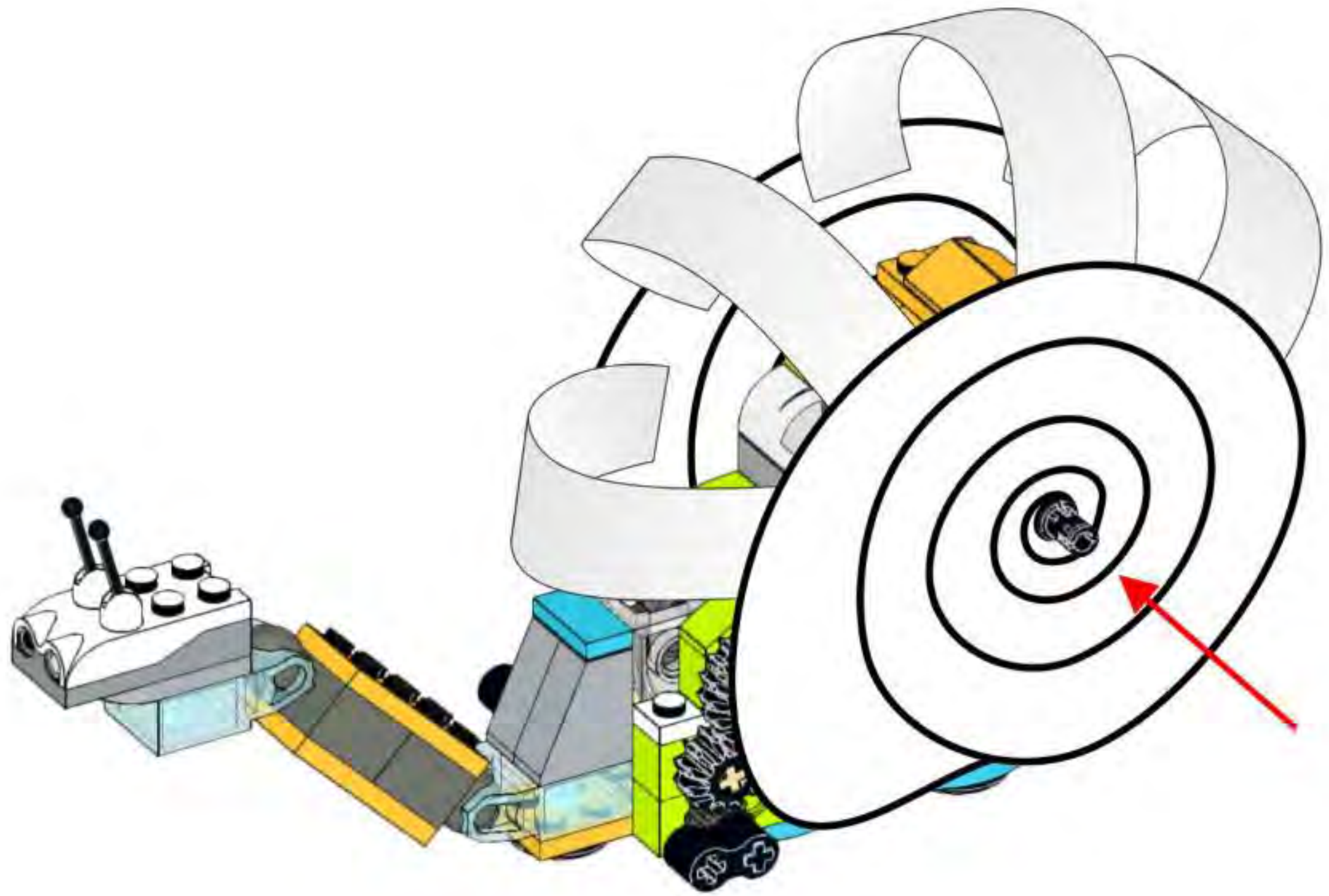












# Task 1

Let's make a program for the movement of the snail.





## Task 2

Let's make a program for a skittish snail. If an obstacle appears in front of the snail, it will stop.



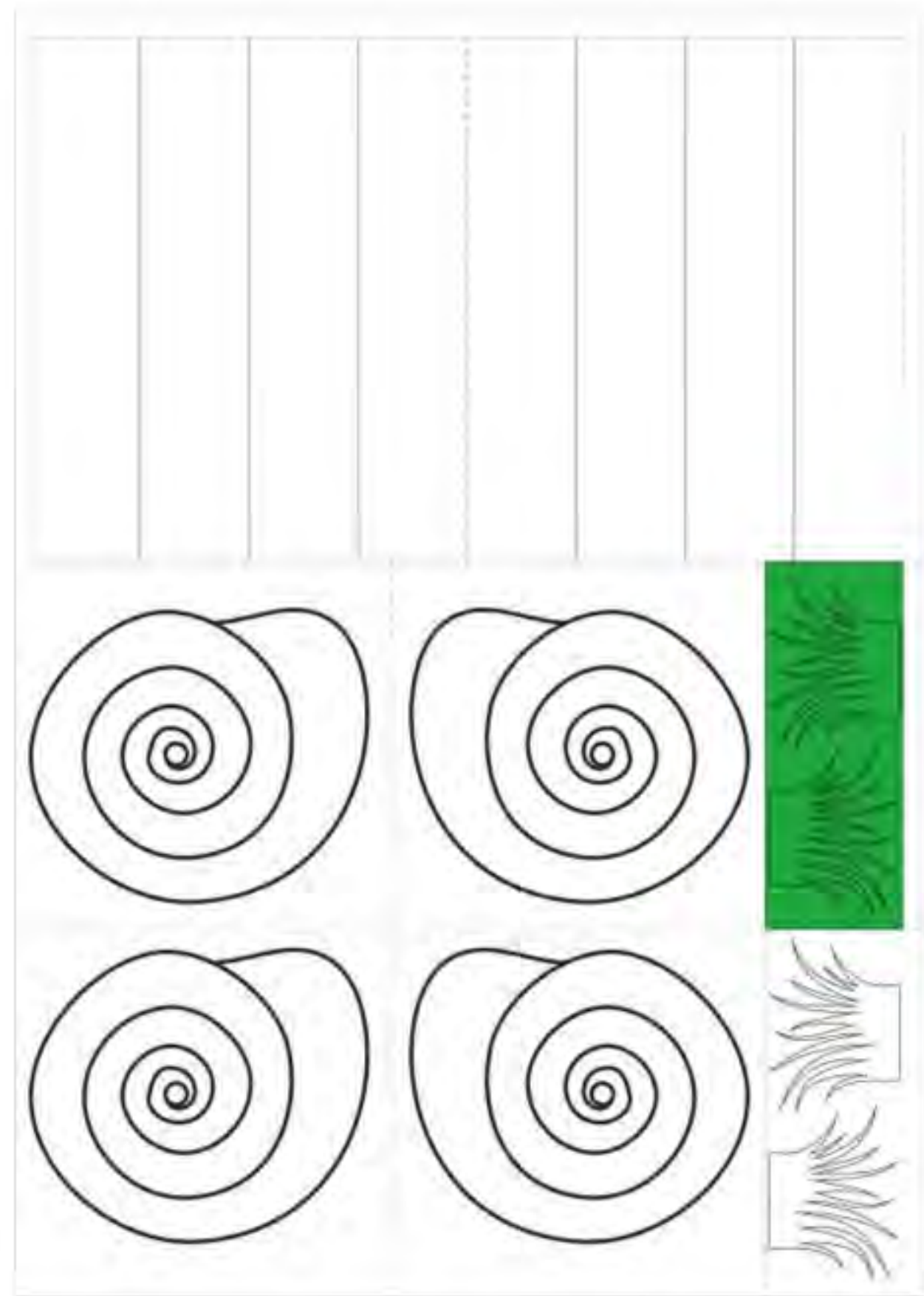
## Task 3

Let's make a program for a cold snail. If the snail is shown a piece of grass, it begins to move forward.

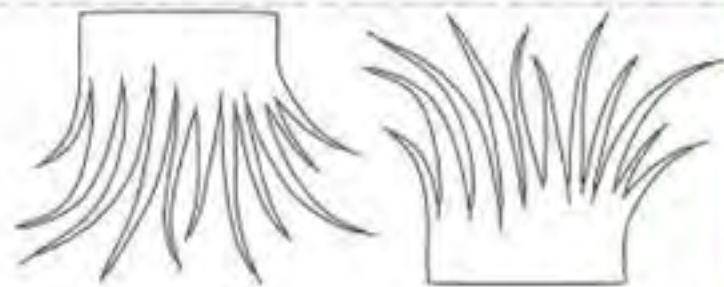


Materials for the lesson

Drawing «Snail shell»







Blank lined paper with a green margin on the left.

