

ACF II - Code.org - coursef-2019/stage/16

Aulas passadas:

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

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

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[ACF II - Code.org - coursef-2019 stage 15.pdf](#)

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ATENÇÃO:

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



Nome do Aluno (a)

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Lição 16: Pet Virtual com Sprite Lab

Nesta lição, os alunos criarão um animal de estimação virtual interativo que se parece e se comporta como deseja. Os alunos usarão a ferramenta "Trajes" do Sprite Lab para personalizar a aparência do animal. Eles então usarão eventos, comportamentos e outros conceitos que aprenderam para dar vida própria ao animal de estimação!

Objetivo: Completar da fase 1 até a 8.

https://studio.code.org/s/coursef-2019/stage/16/puzzle/1?section_id=2830758

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The screenshot displays the Code.org Studio interface for a lesson titled "Lição 16: Pet Virtual com Sprite Lab". The interface is divided into several sections:

- Top Bar:** Shows the lesson title "Lição 16: Pet Virtual com Sprite Lab" and a progress indicator with 10 steps, the first of which is active.
- Scene View:** On the left, a preview window shows a scene with a purple alien character, an ice cream cone, and a red pepper. Below the scene are navigation arrows and a yellow "Executar" button, which is highlighted with a red arrow.
- Instructions Panel:** A text box on the right contains instructions in Portuguese. It includes a "Livre" (Free) section with a play button icon and a list of questions. Below the text is a yellow "OK" button, also highlighted with a red arrow.
- Code Editor:** The bottom section shows a Scratch-style script with the following blocks:
 - quando executar
 - definir energy para 5
 - definir fundo para park view
 - fazer novo sprite at sprite at sprite at spr (200, 200)
 - fazer novo sprite at sprite at sprite at spr (40, 364)
 - fazer novo sprite at sprite at sprite at spr (364, 38)
 - Sprite
 - Começa wandering editar

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Fim do curso!!!
Parabéns, agora preencha o diploma com seu nome!

<https://code.org/congrats/coursef-2019>

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Parabéns por ter concluído Curso F (2019)



Certificate of Completion

This certificate is awarded to
Oswaldo De Domicis
for successful completion of
Curso F (2019)

To see the computer science concepts learned in this course
and for more learning opportunities, please visit
<http://studio.code.org>

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Hadrien
Hadrien, Co-founder and Chief Executive Officer, Code.org

100% GREAT WORK

Code.org Network made the generous gift to sponsor your learning.

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