

Carnet de l'ingénieure ou de l'ingénieur

Documents utiles : montage_CSSSH_EV3_2014

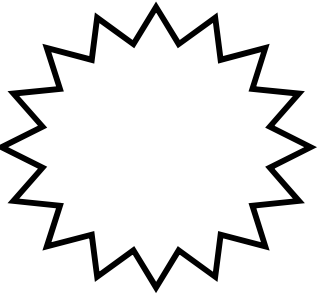
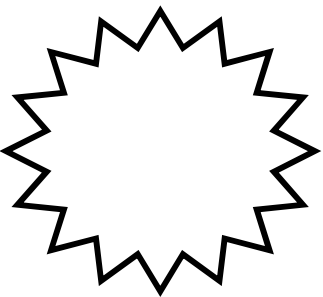
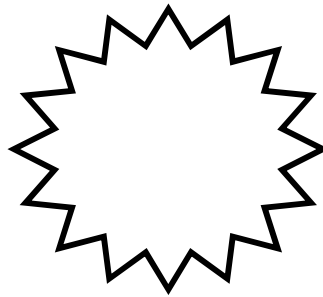
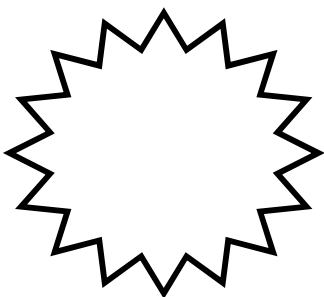
https://recit.csbe.gc.ca/wp-content/uploads/2015/10/ev3_user_guide.pdf



NOM :



Qualités d'un bon ingénieur ou d'une bonne ingénieure



Stratégies associées à la science et à la technologie

- **Stratégies d'exploration**

Je peux **lier** un problème rencontré à un problème déjà résolu.



Je peux **anticiper** les actions du robot.



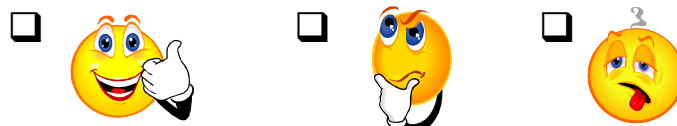
- **Stratégie d'instrumentation**

Je peux **laisser** des traces claires dans mon carnet.



- **Stratégies de communication**

Je peux **proposer** différentes solutions à un problème.




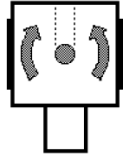

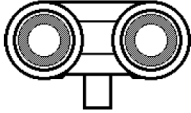
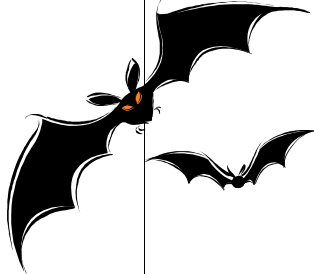
Je peux **utiliser** du vocabulaire varié pour échanger des informations.

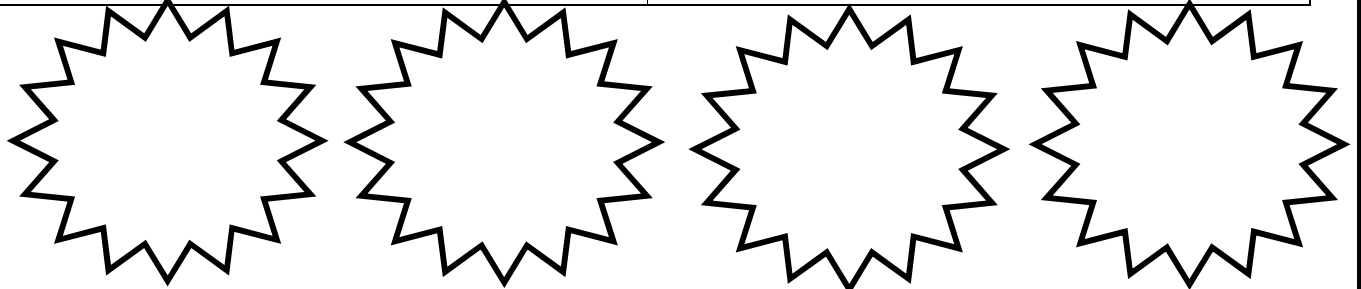


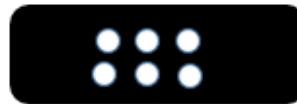
Moyeux, pneu, engrenage, brique,
poutre, câble, cheville, bloc, cadre,
bague, axe, port, capteurs, etc.



Port View

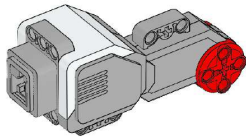
<p>Capteur Tactile (Touch)</p>  <p>1</p>	
<p>Capteur gyroscopique (Gyro-ang)</p>  <p>2</p>	
<p>Capteur de (col reflect)</p>  <p>3</p>	<p>couleur</p>
<p>Capteur d'ultrasons (Us-dist-cm)</p>  <p>4</p>	





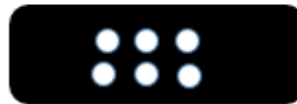
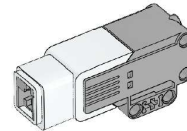
Motor Control

Gros moteur

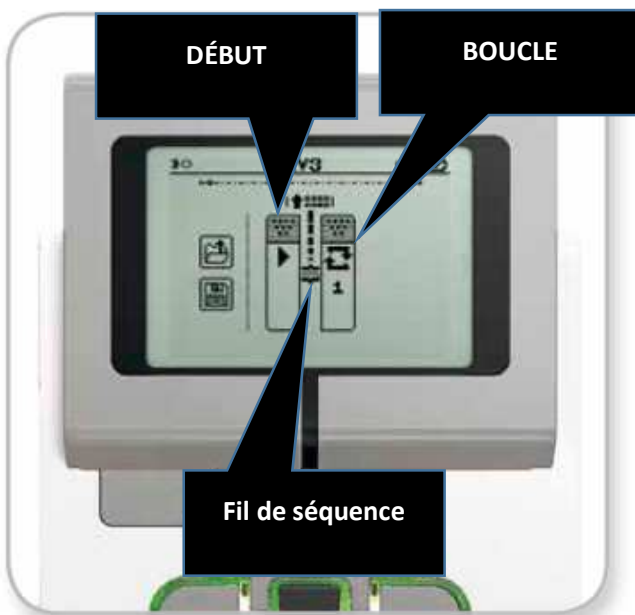


B-C

Moteur moyen



Brick Program

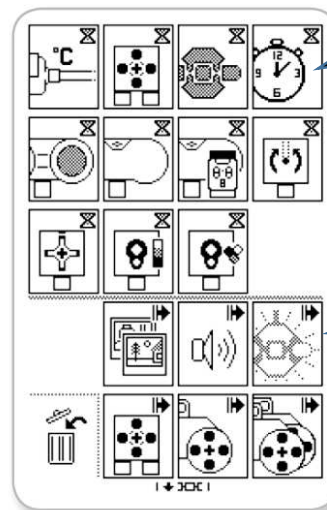


DÉBUT

BOUCLE

Fil de séquence

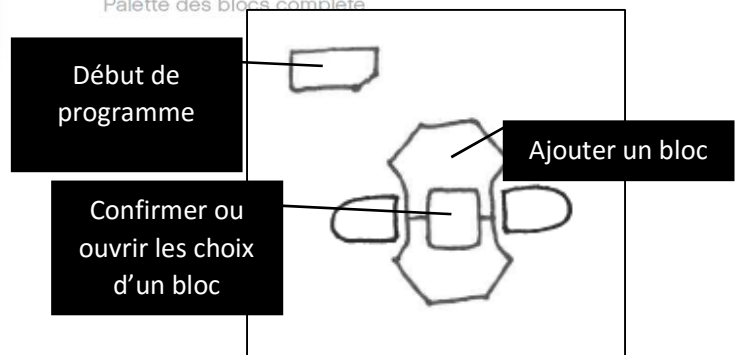
Écran de démarrage



ENTRÉE
(Attendre, capteurs)

SORTIE
(Action, moteurs)

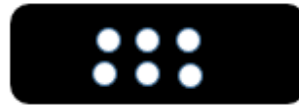
Palette des blocs complète



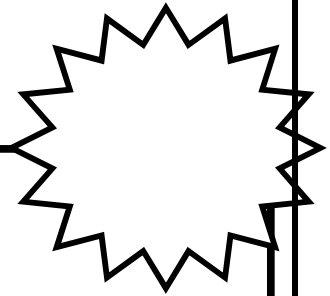
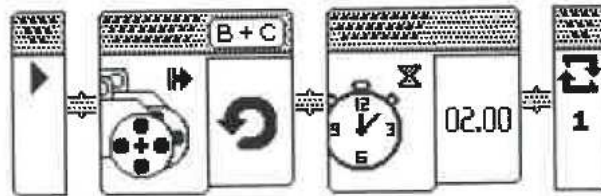
Début de programme

Confirmer ou ouvrir les choix d'un bloc

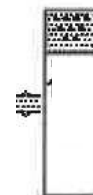
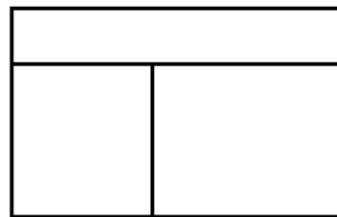
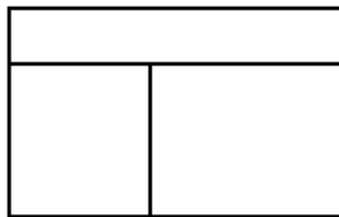
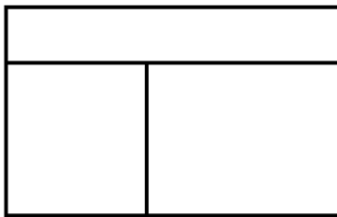
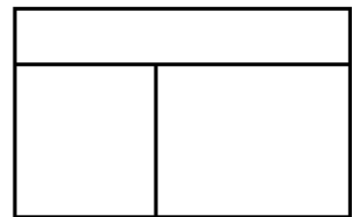
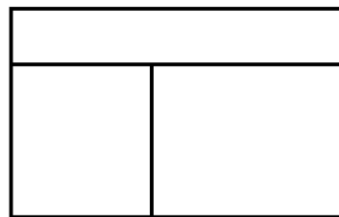
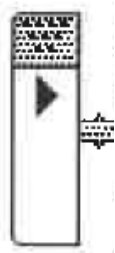
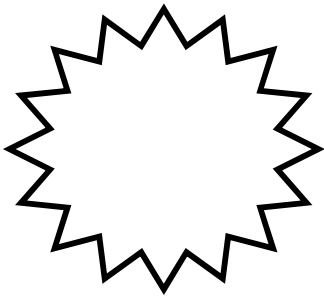
Ajouter un bloc



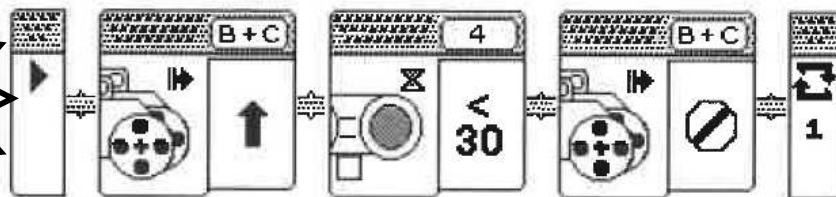
Défi 1: Observe le programme. Décris le comportement du robot.



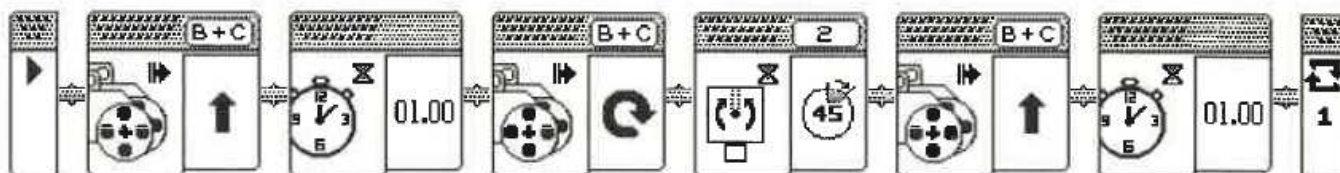
Défi 2 : Imagine un programme qui permet au robot de s'éloigner et de revenir exactement au point de départ.



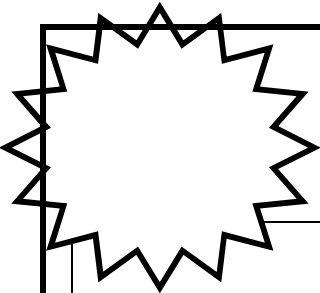
Défi 3 : Observe le programme. Décris le comportement du robot.



Défi 4: Observe le programme. Décris le comportement du robot.

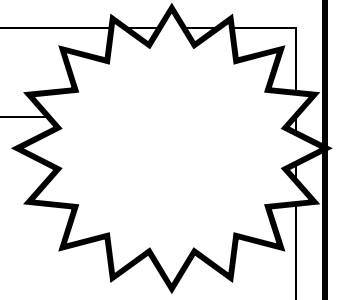


Nos questions



Lumière

Son



Mur de partage :



https://padlet.com/csbe_enseignants/lf5pva5fnti3