

Attività Didattiche

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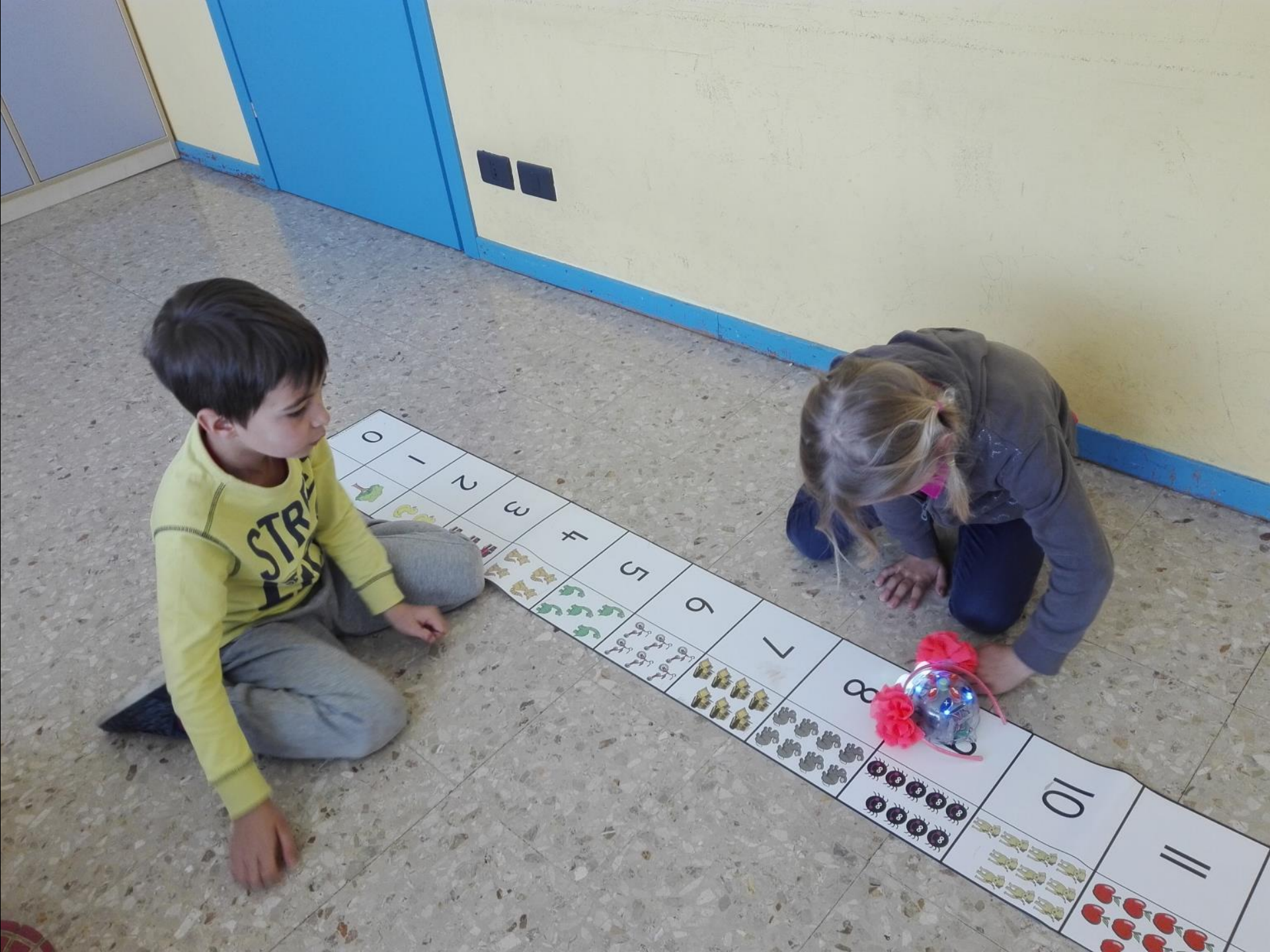


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The image shows a person from the side, wearing glasses, looking at a computer monitor. The monitor displays a Scratch lesson interface. At the top, there is a navigation bar with the text "Lezione 9: Attivita' Correzione di Errori" and a "Con MURCUM" button. Below the navigation bar, there is a question in Italian: "Questo codice disegna la C al contrario nella parola 'CODE' (sicco a farlo disegnare correttamente)". The main area of the screen shows a Scratch workspace with a "CODE" block and a "Scratch" block. The "Scratch" block has a "when green flag clicked" event and a "say" block. The "say" block has the text "C" and a duration of 2 seconds. The "CODE" block has the text "CODE".











