

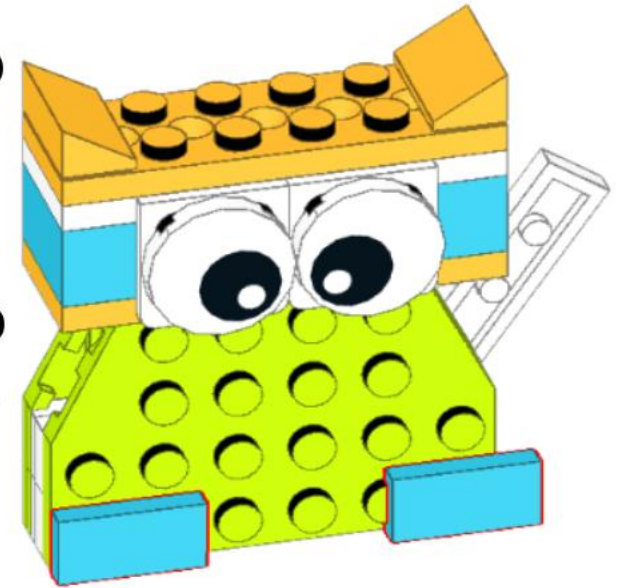


"EL GATICO COMI"

"EL GATICO COMI"

Había una vez un gatico llamado Comi, talvez te preguntarás ¿por qué se llama Comi?, la respuesta ya te la voy a decir y era porque le encantaba comer, pero una vez se quedó dormido sin saber que a su lado, tenía un plato exquisito.

Cuando estaba dormido, un pequeño ratón se lo había comido y el pequeño Comi despertó cuando el plato estaba vacío, entonces se puso a maullar, pues había perdido su platillo preferido, esto le sirvió para aprender su lección, y es que debes estar atento cuando un buen plato te han servido!!!.



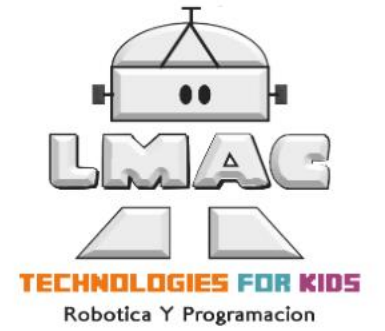
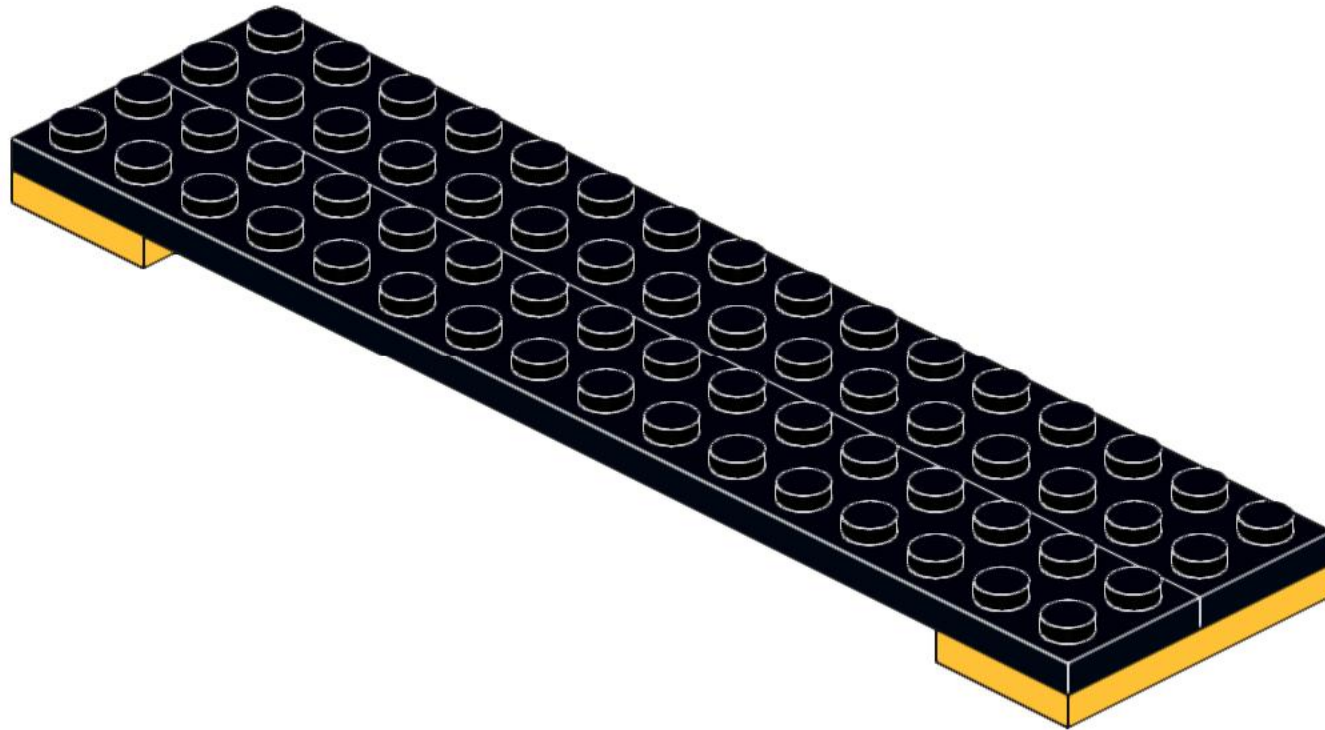
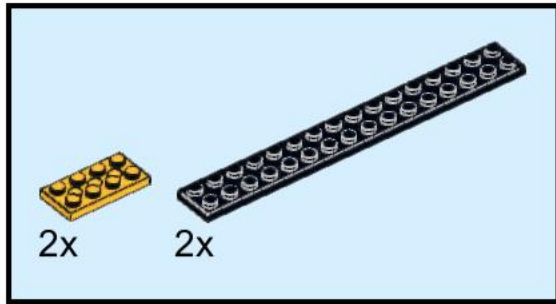
Cuento escrito por :

Liany María, edad 8 años

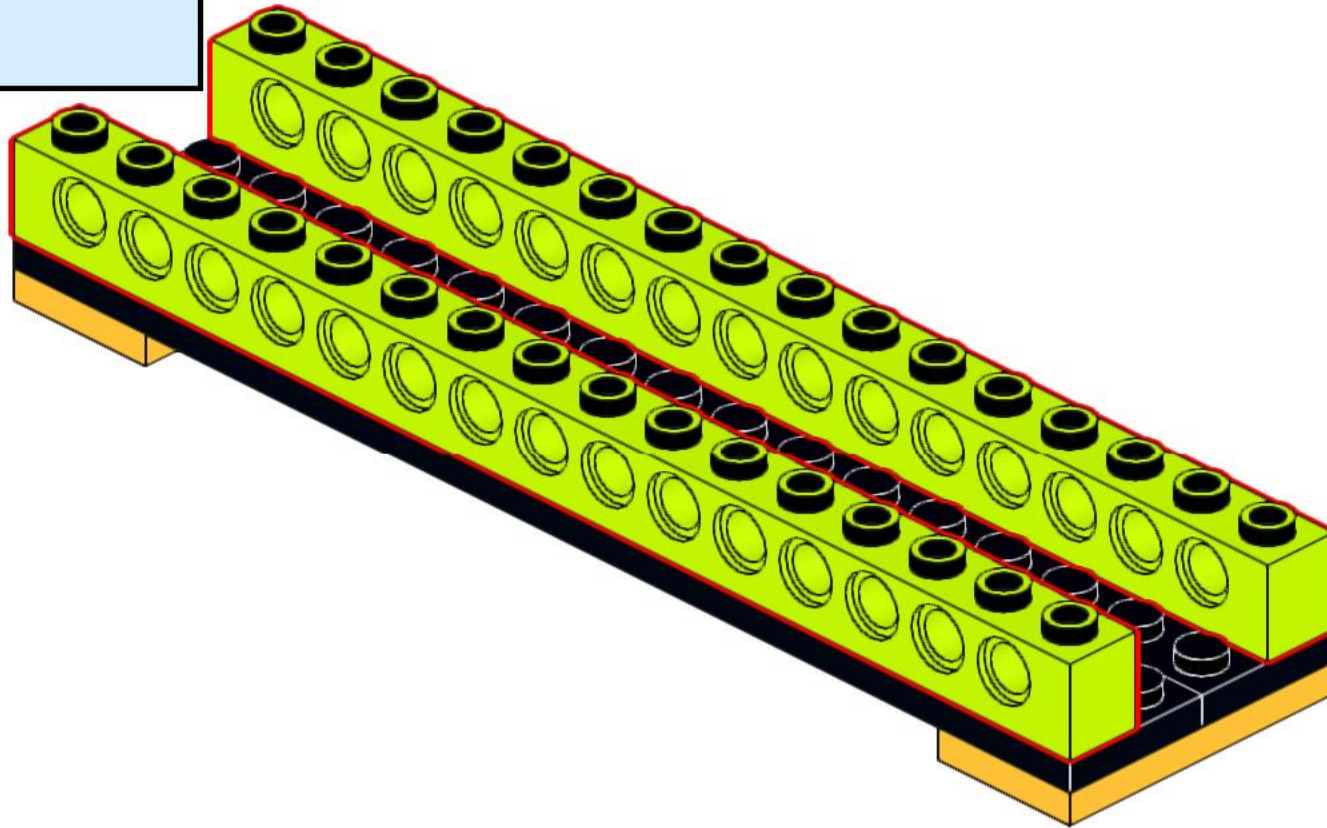
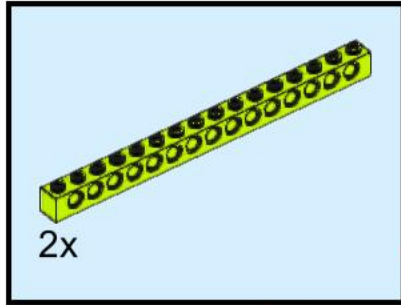
Diseño prototipo:

Liany María - Club de Robótica Lmac
Ing. Eliana Caicedo - Academia Lmac

1

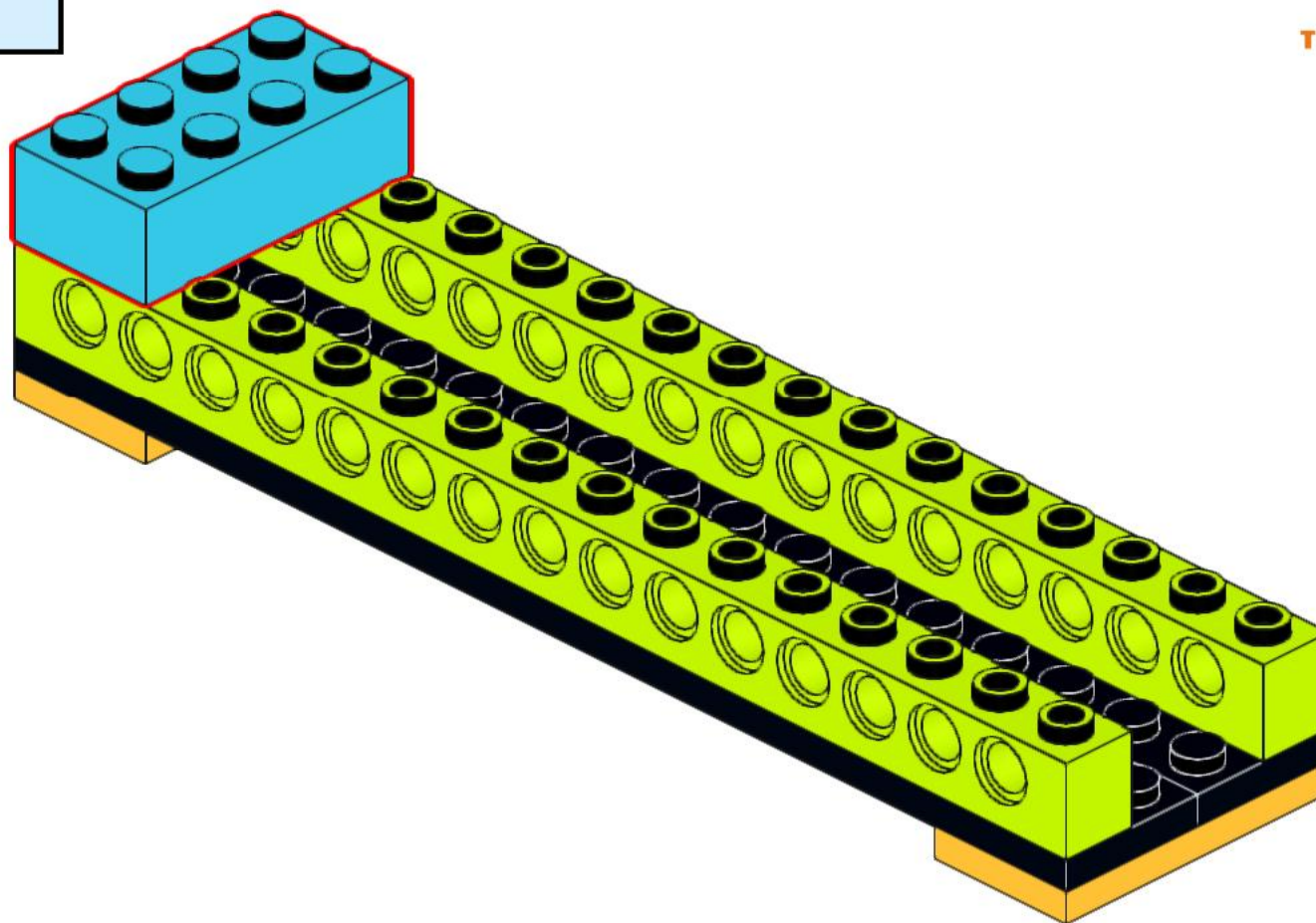
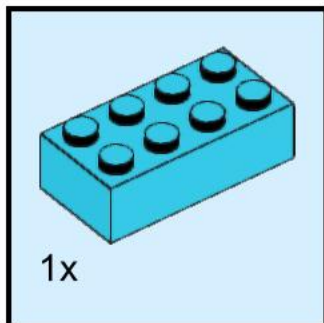


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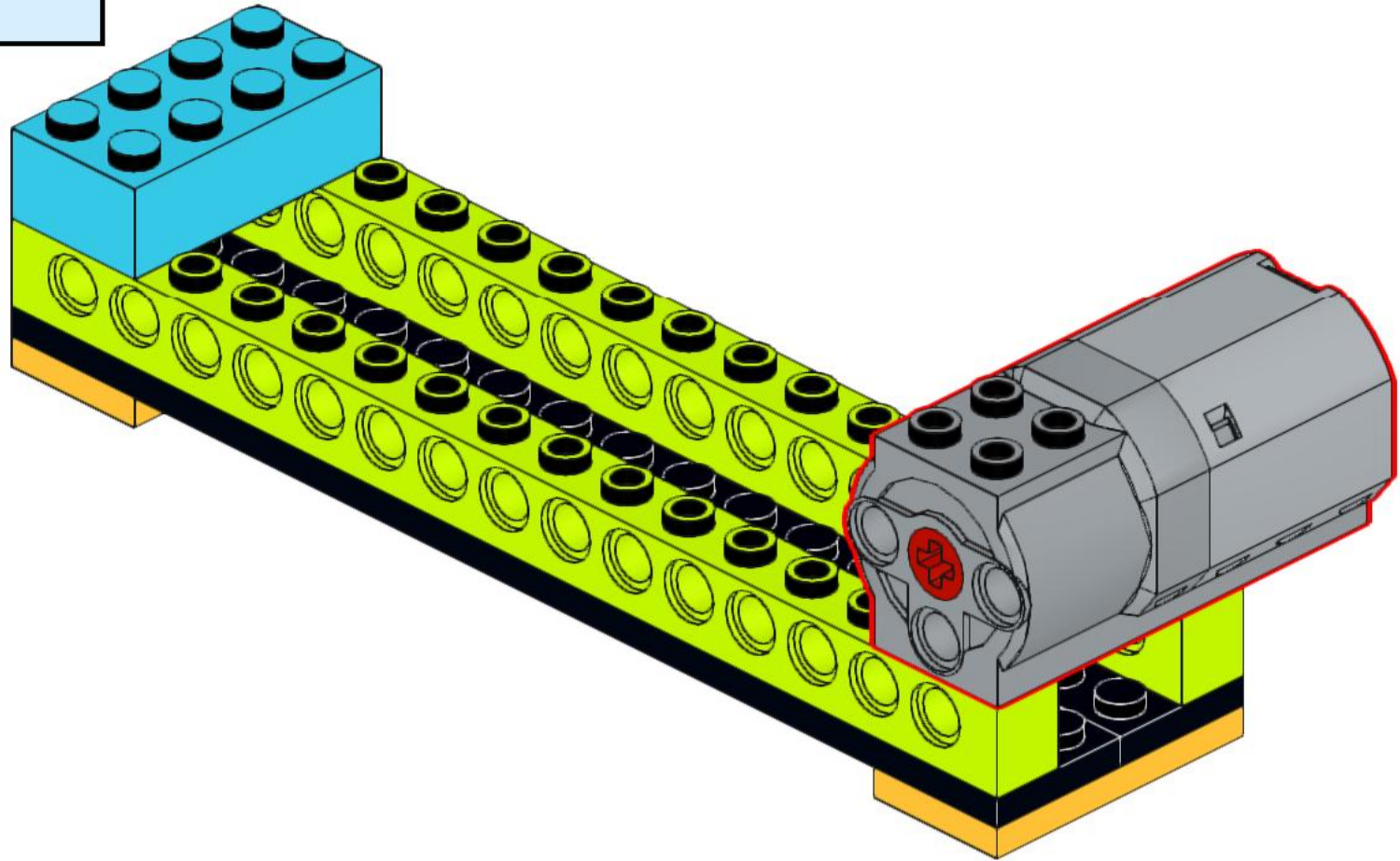
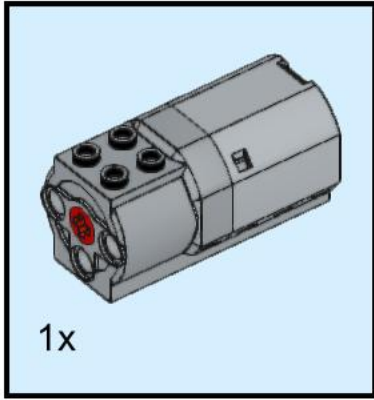


TECHNOLOGIES FOR KIDS
Robotica Y Programacion

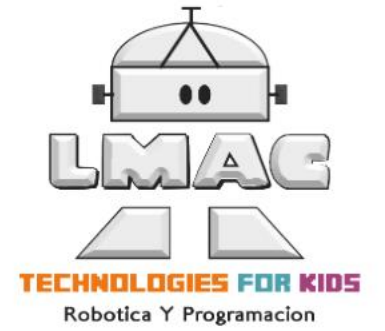
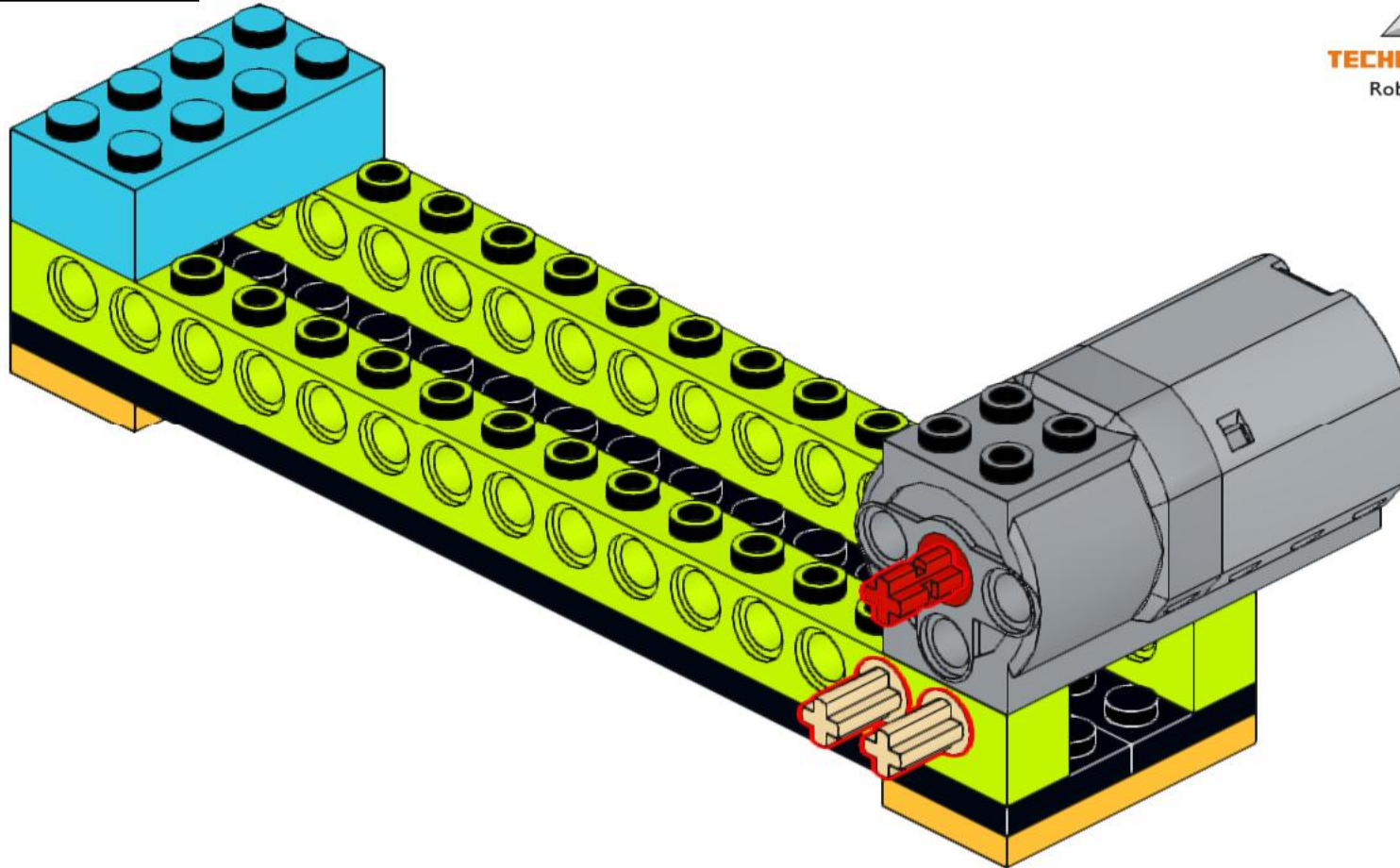
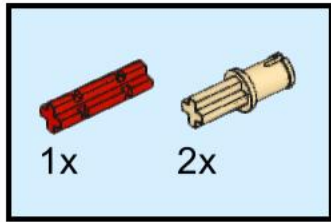
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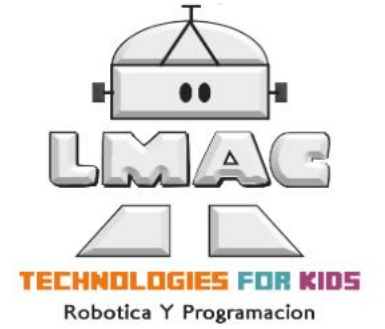
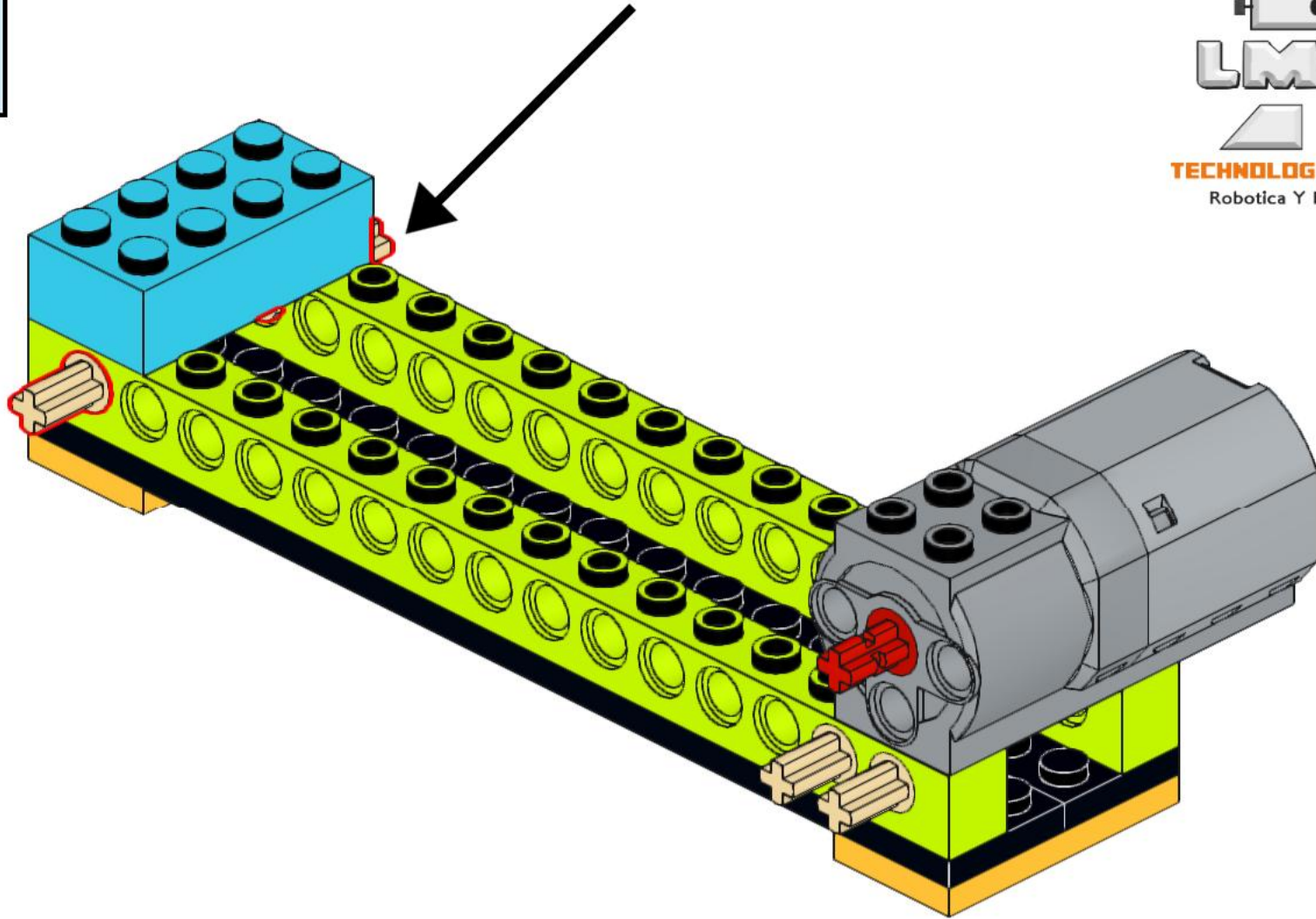
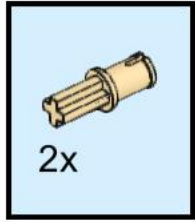
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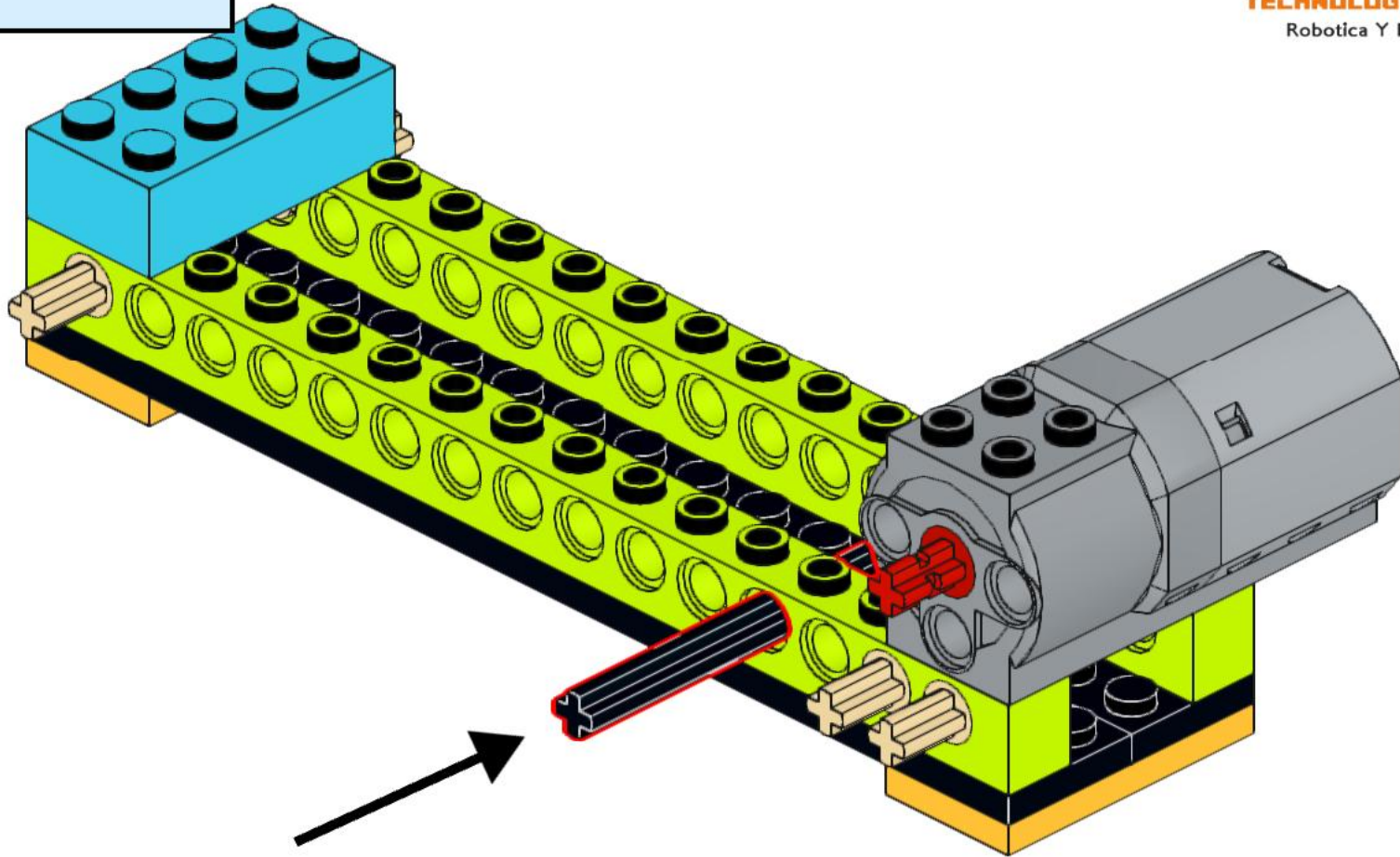
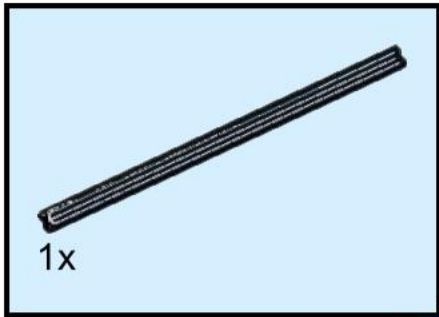
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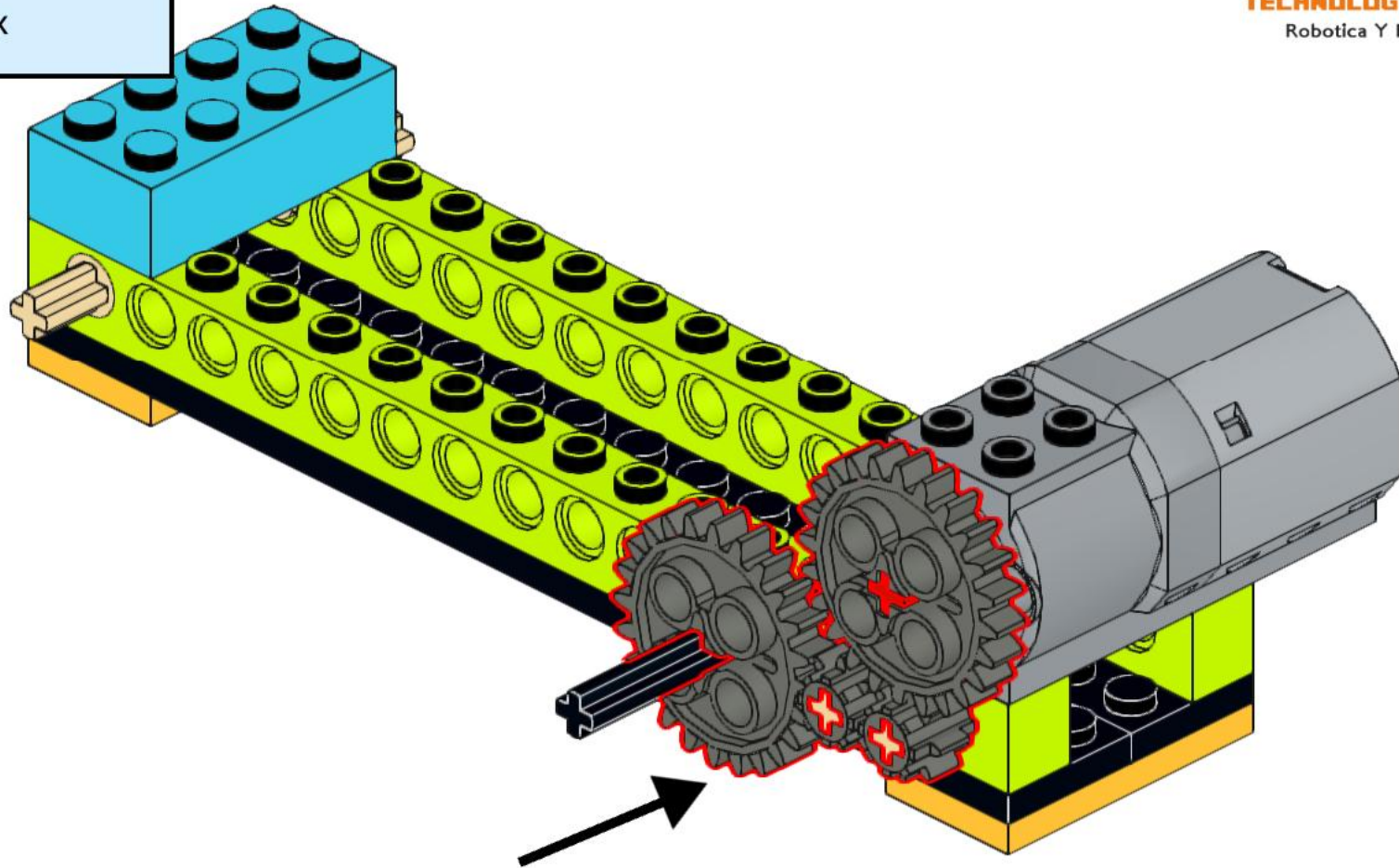
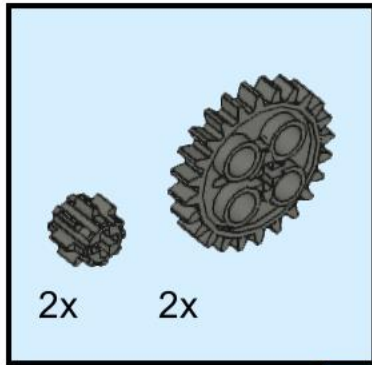
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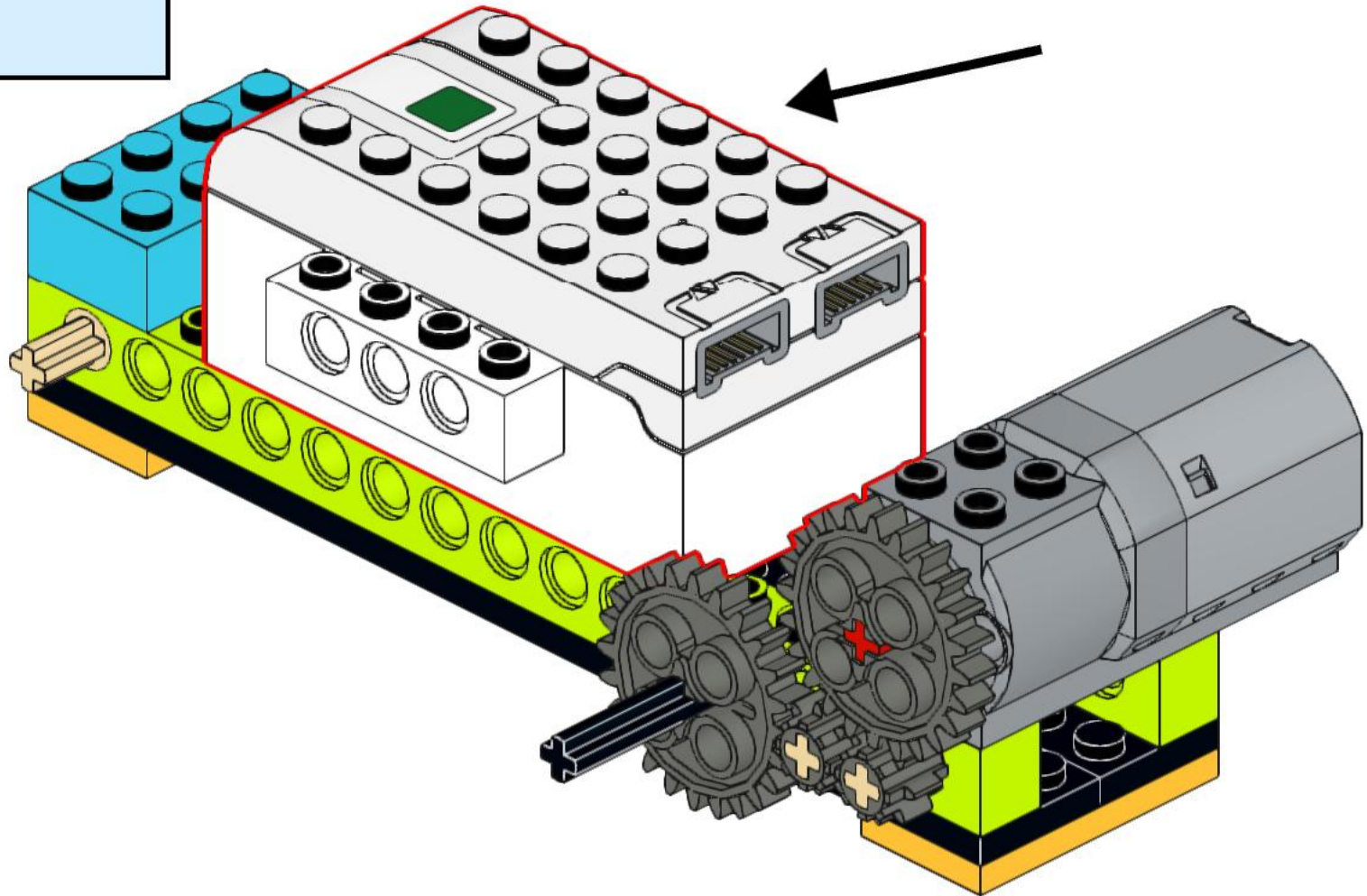
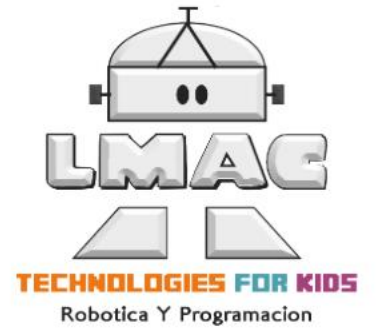
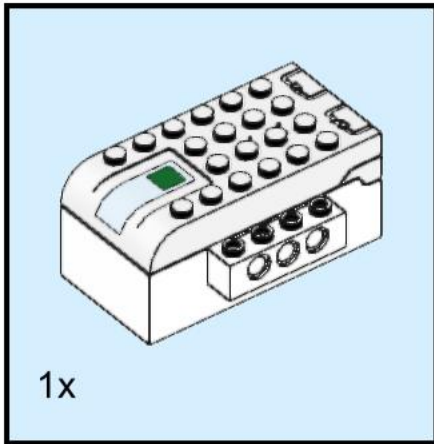
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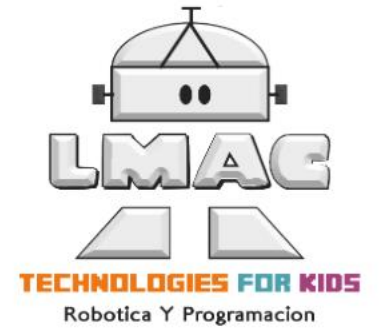
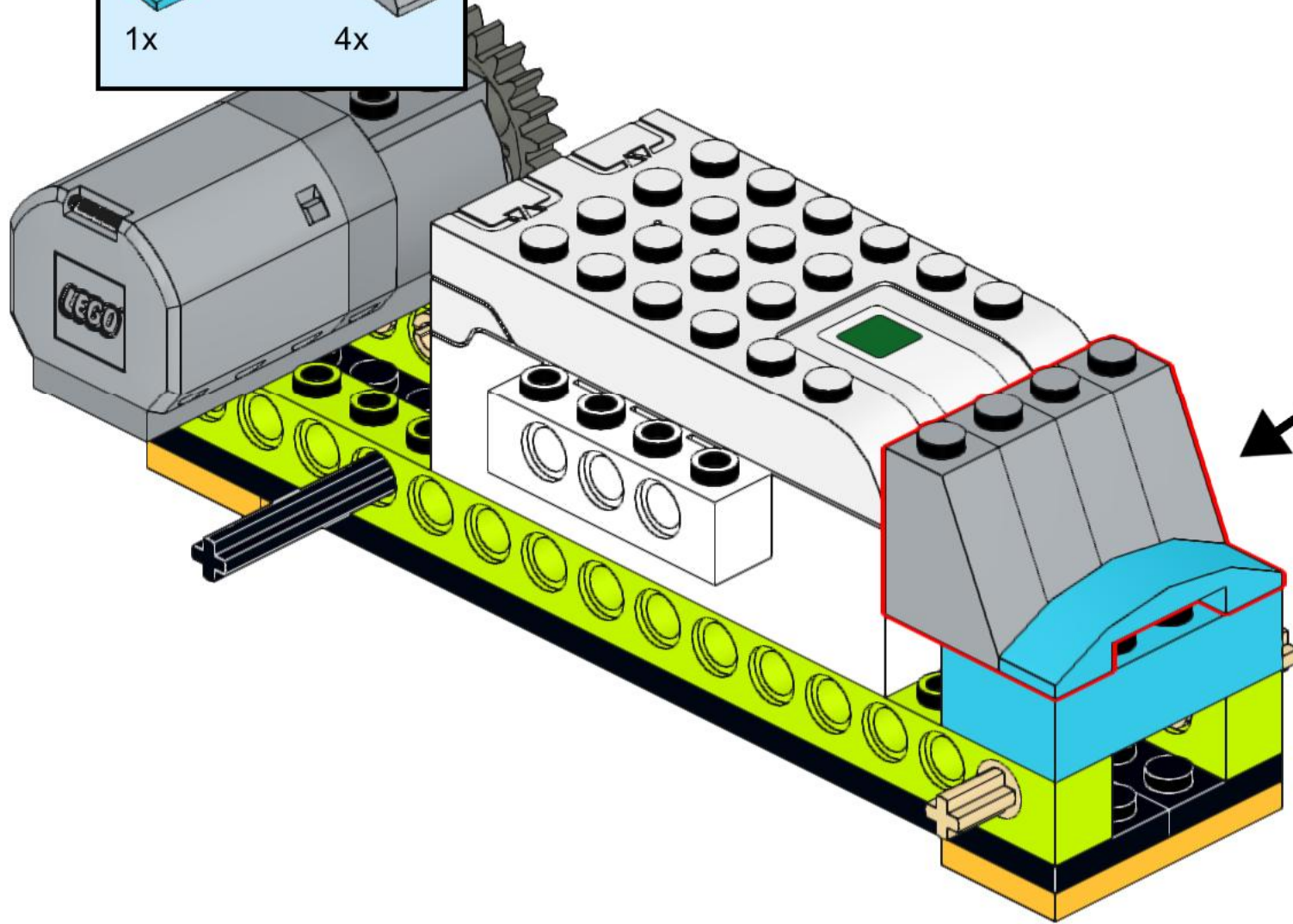
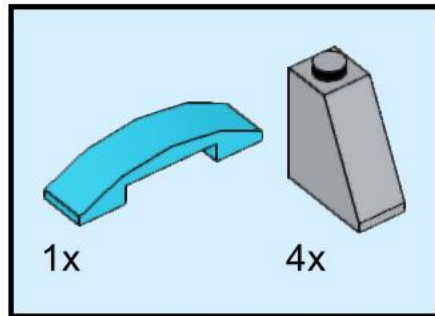
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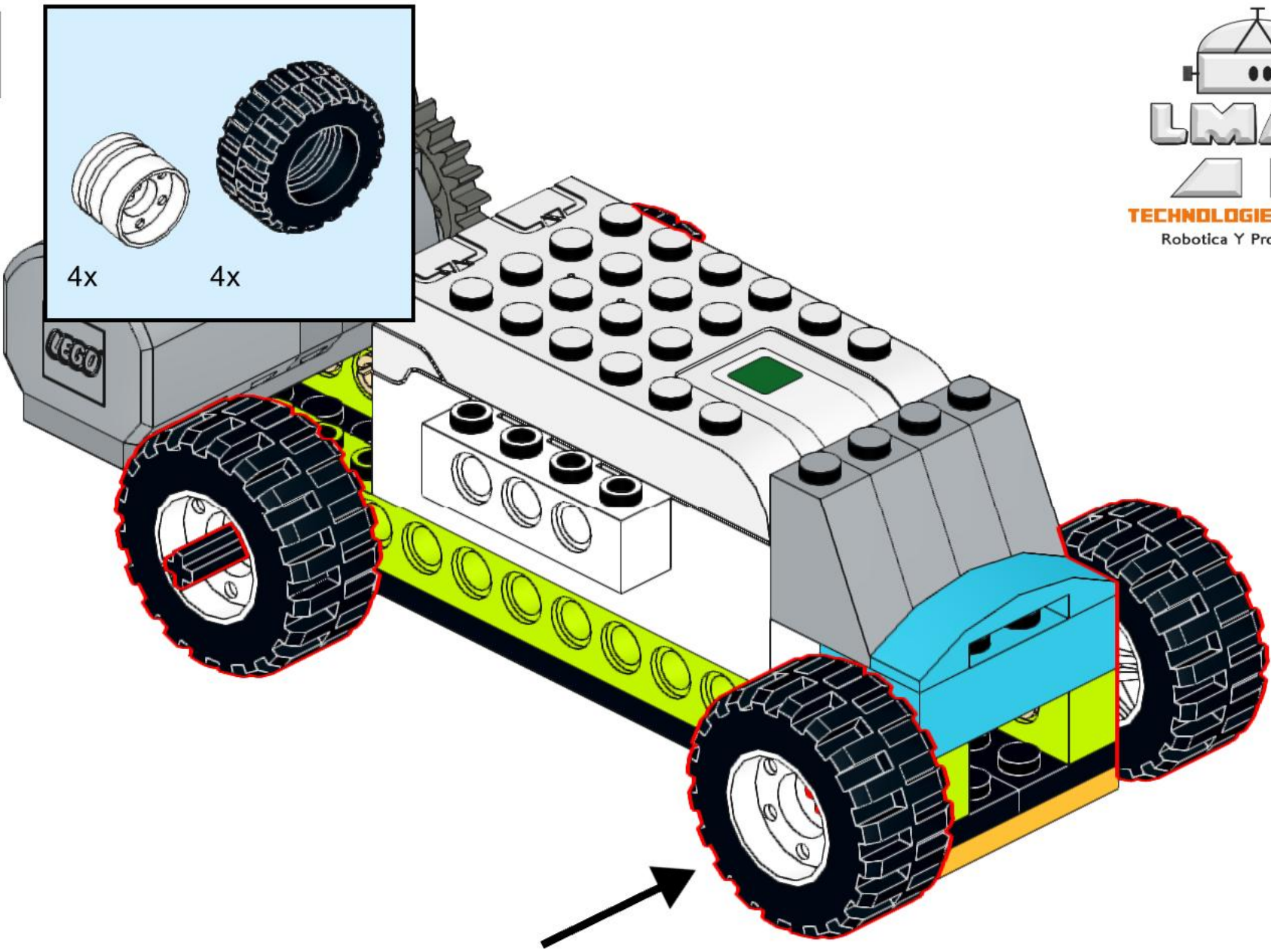
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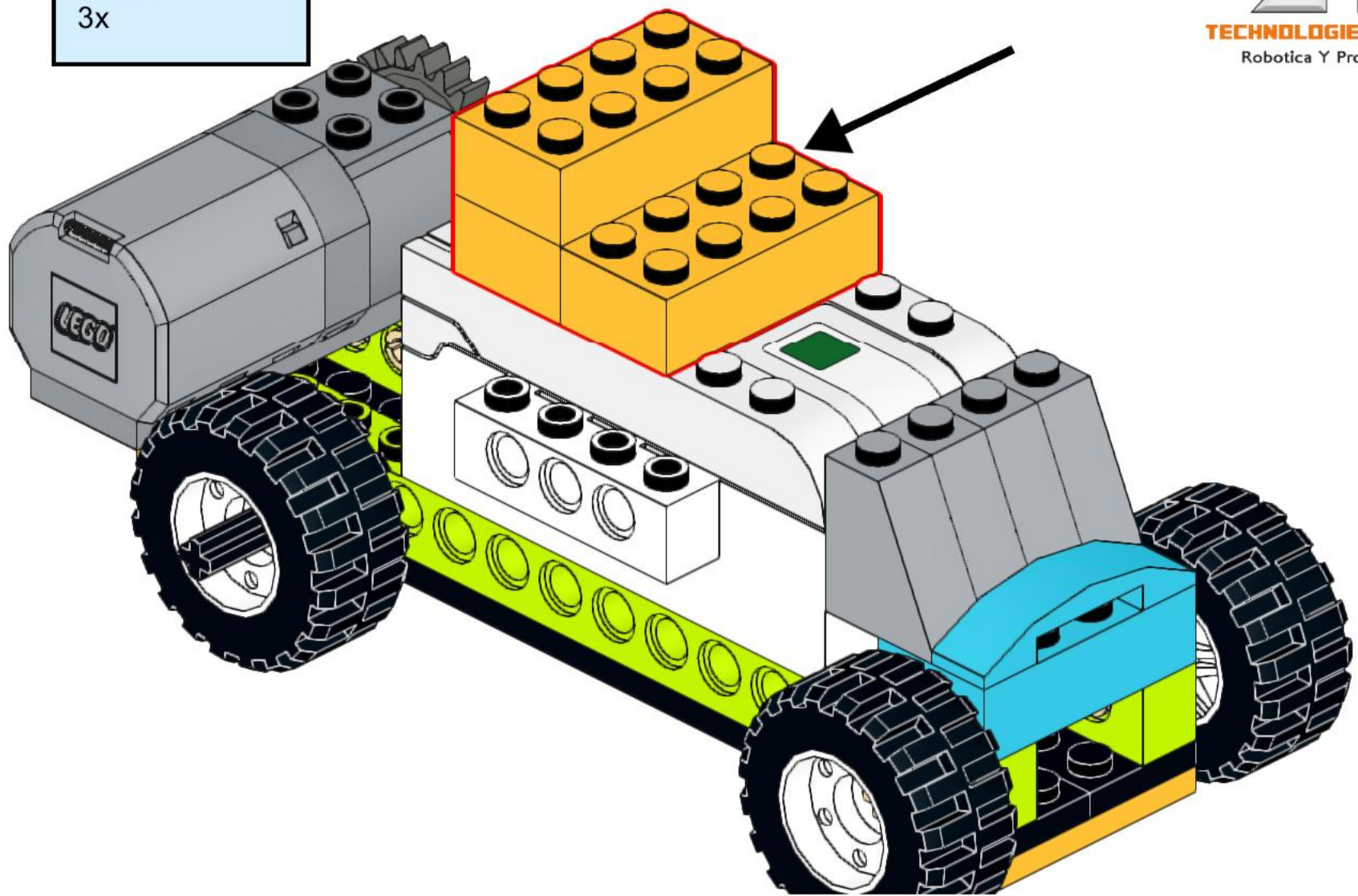
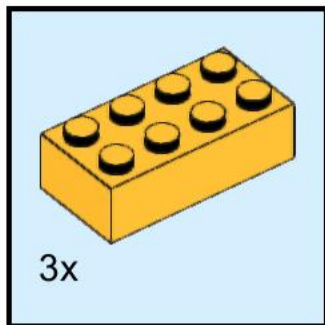
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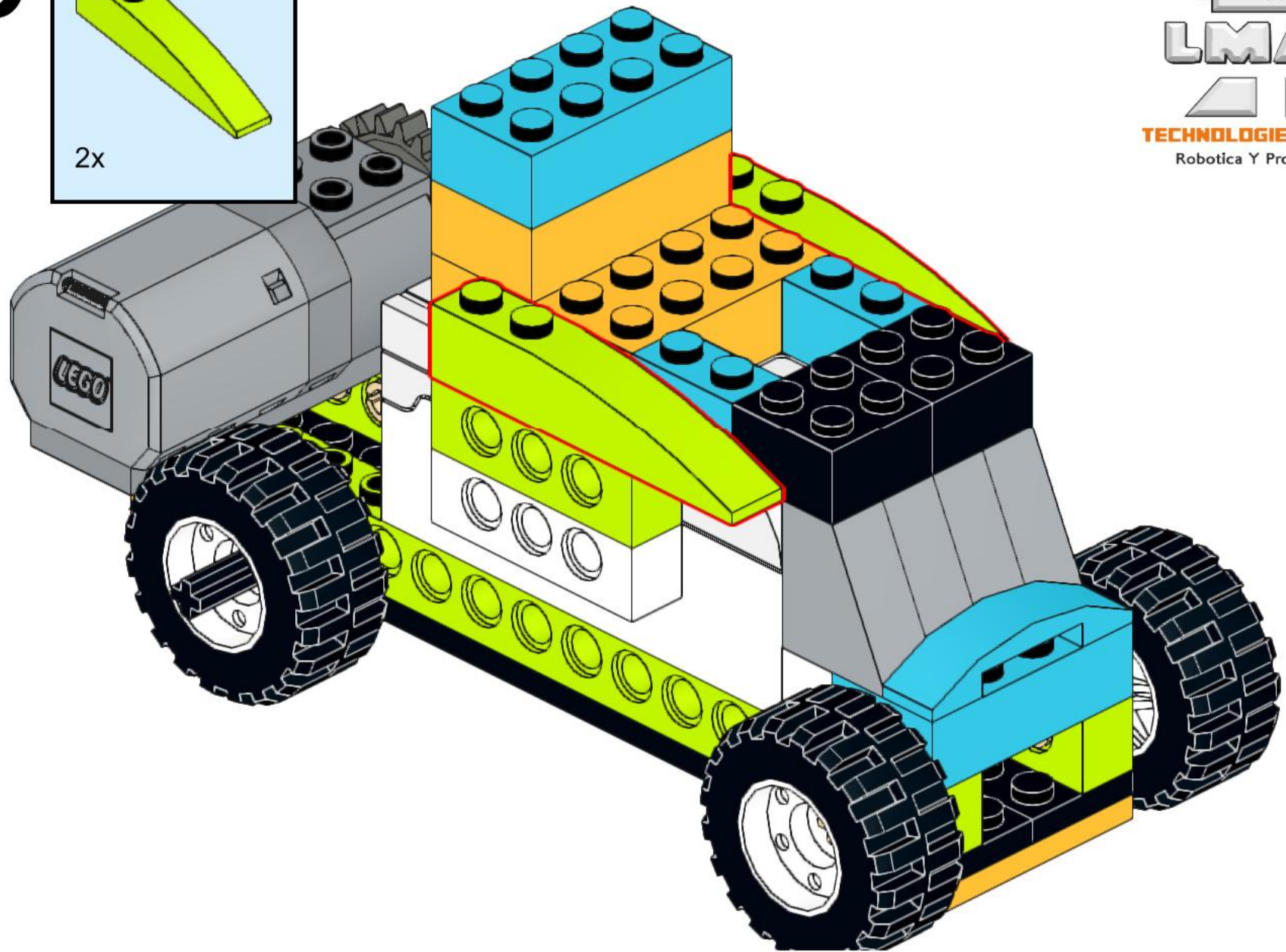
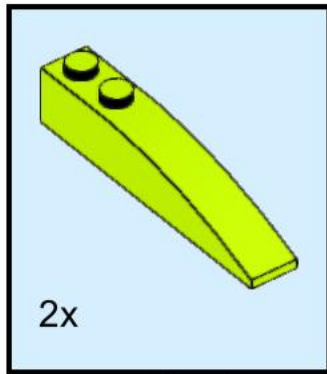
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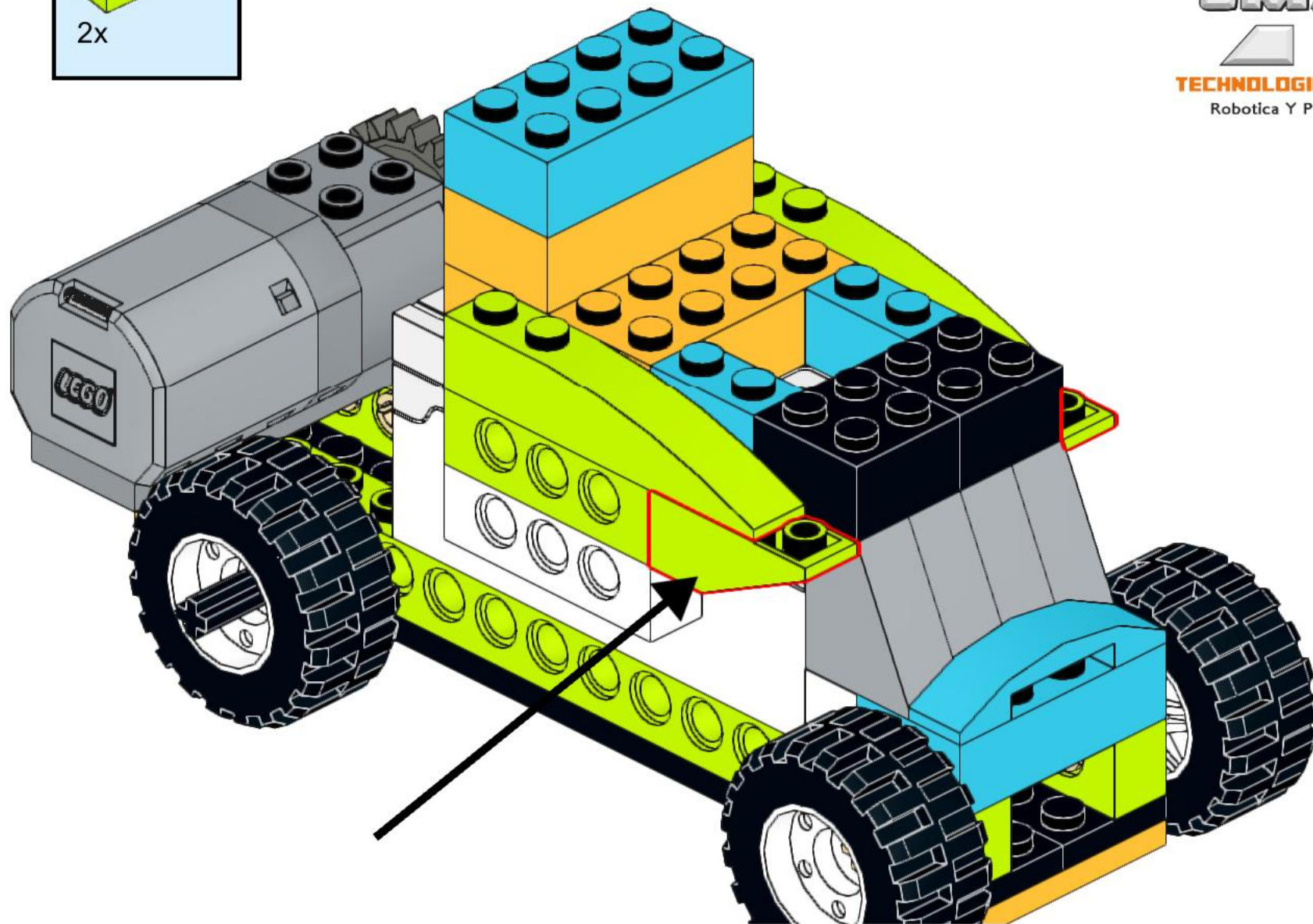
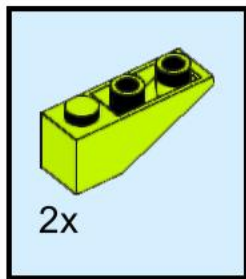
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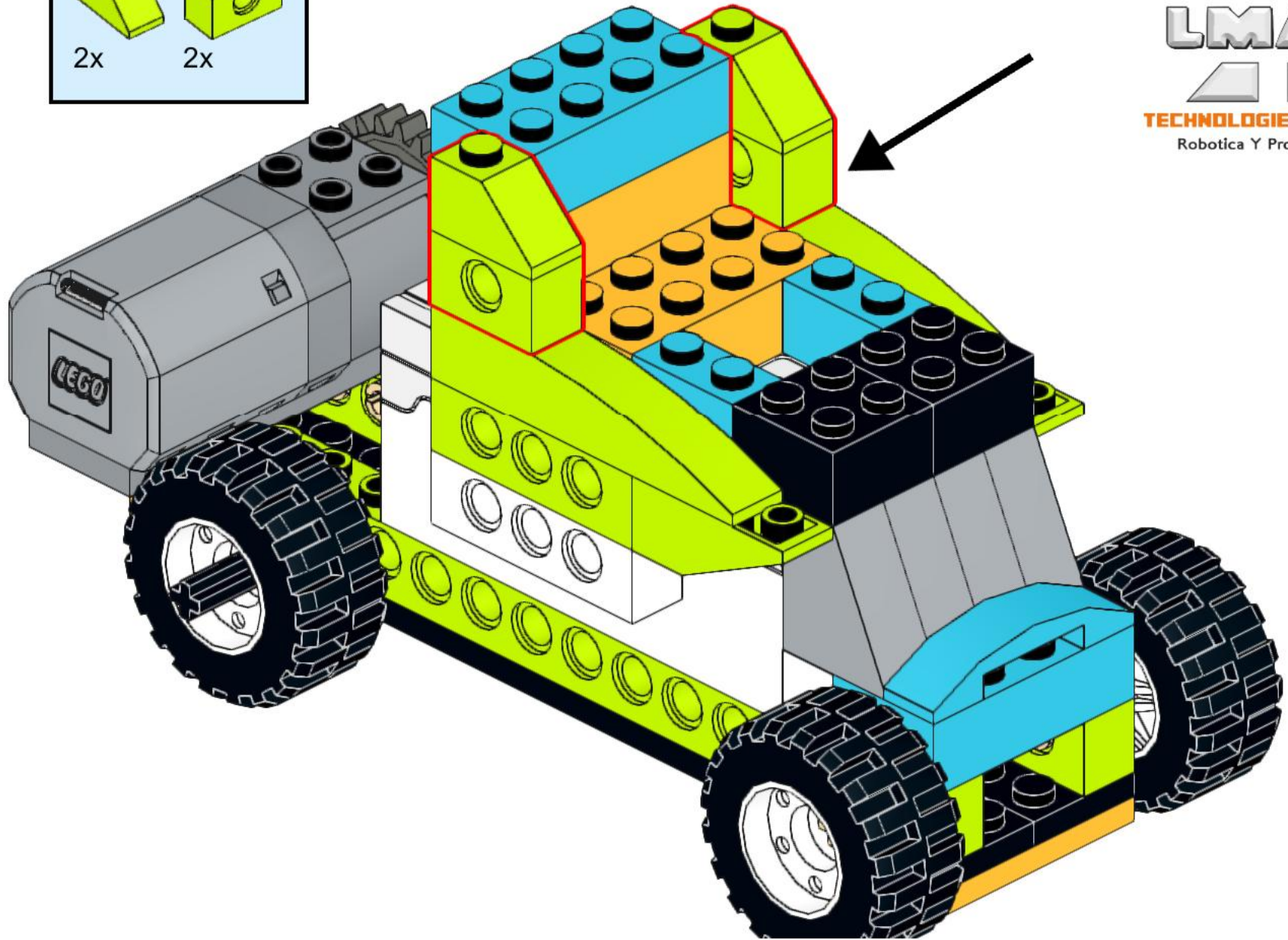
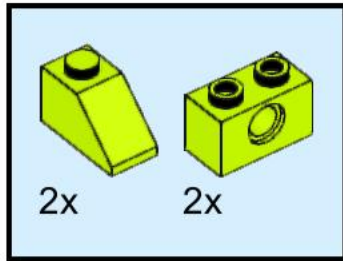
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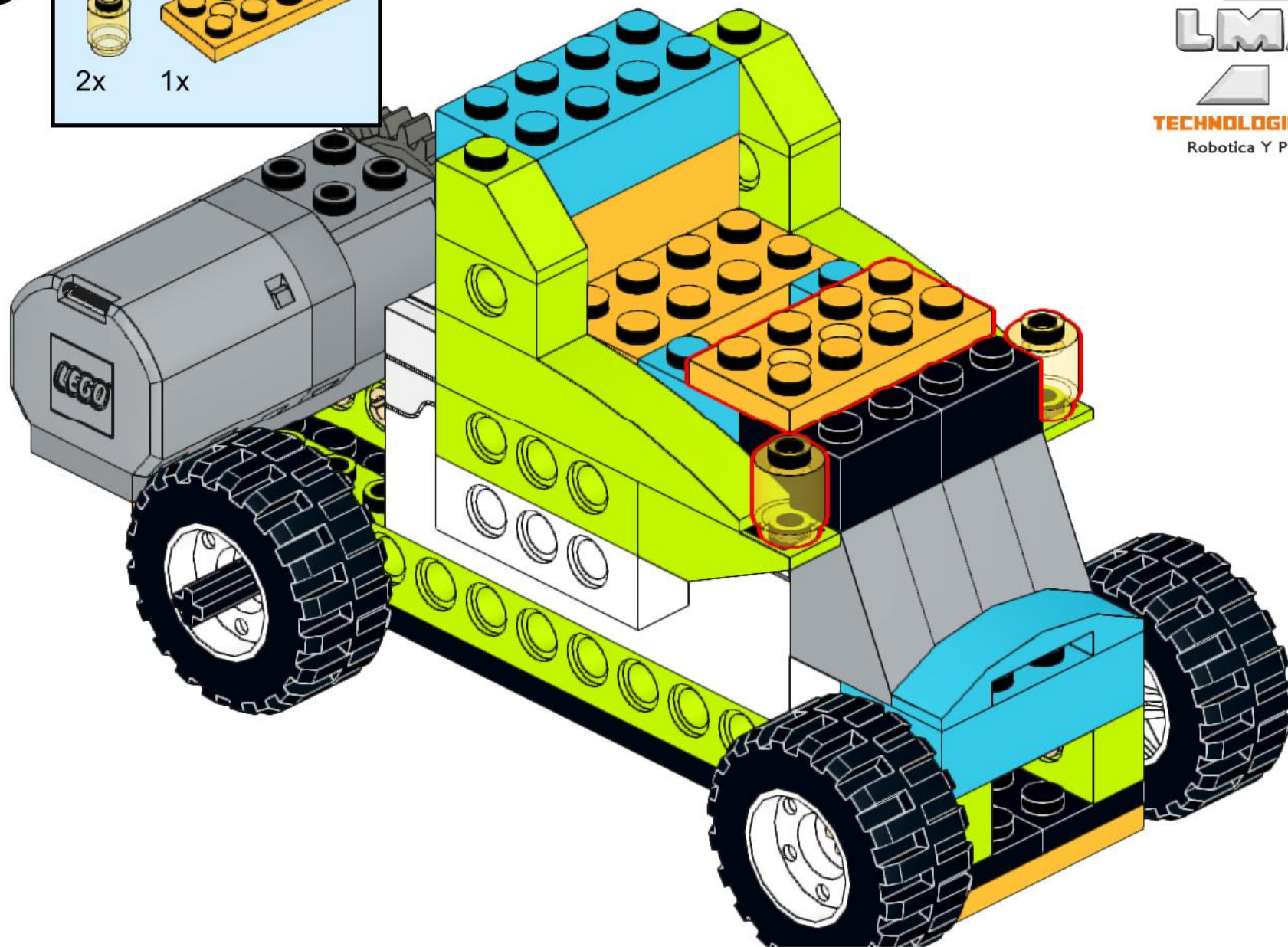
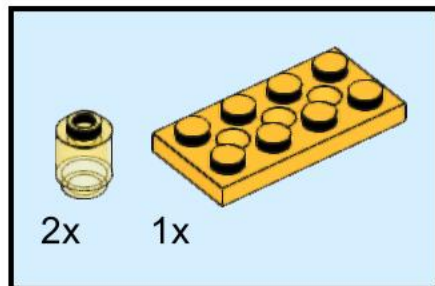
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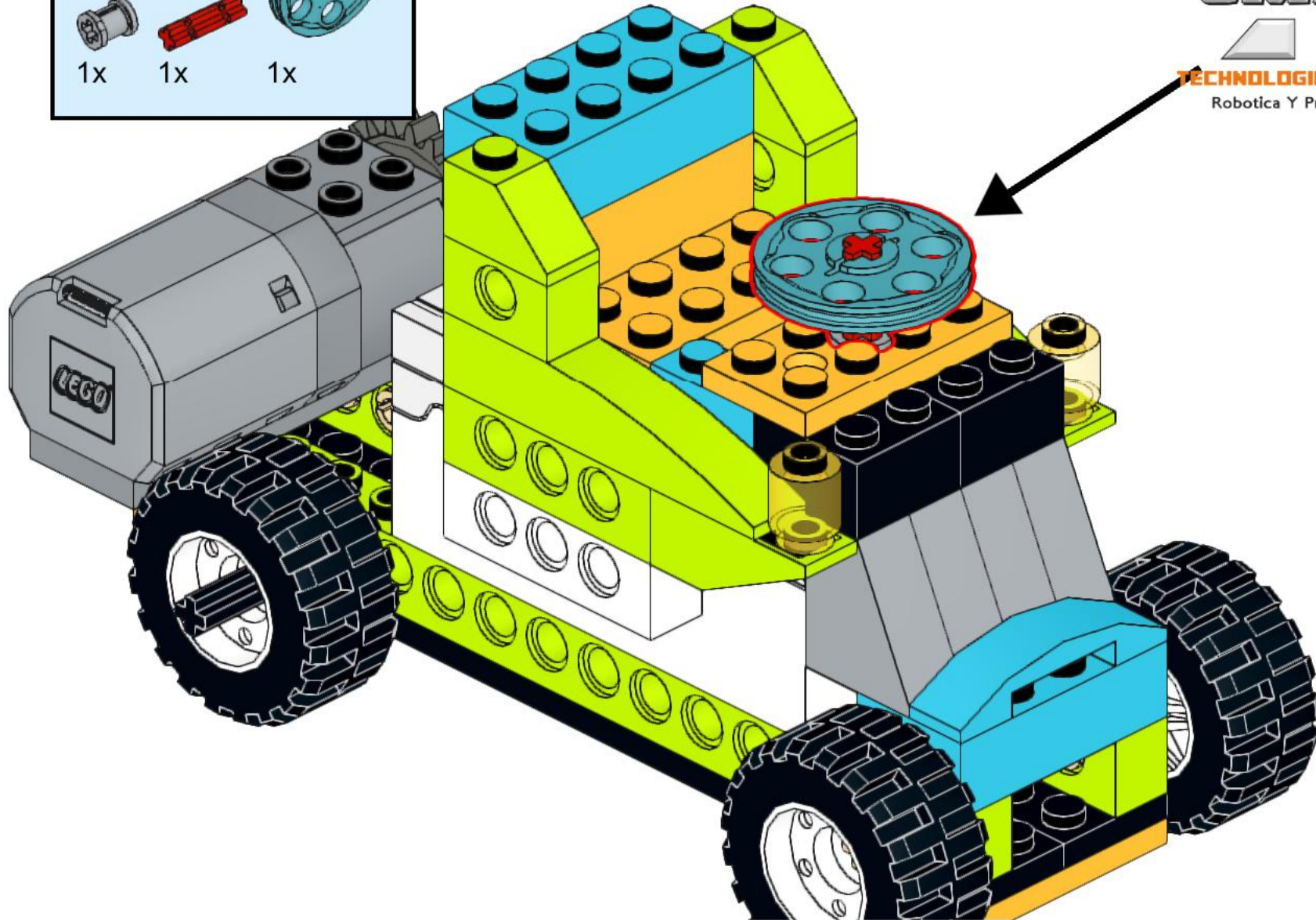
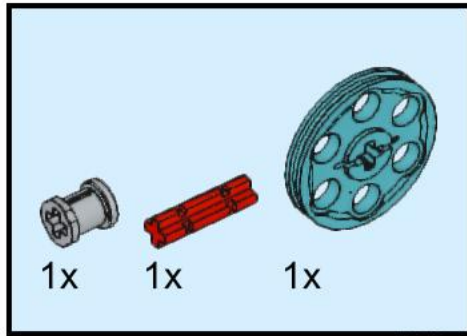
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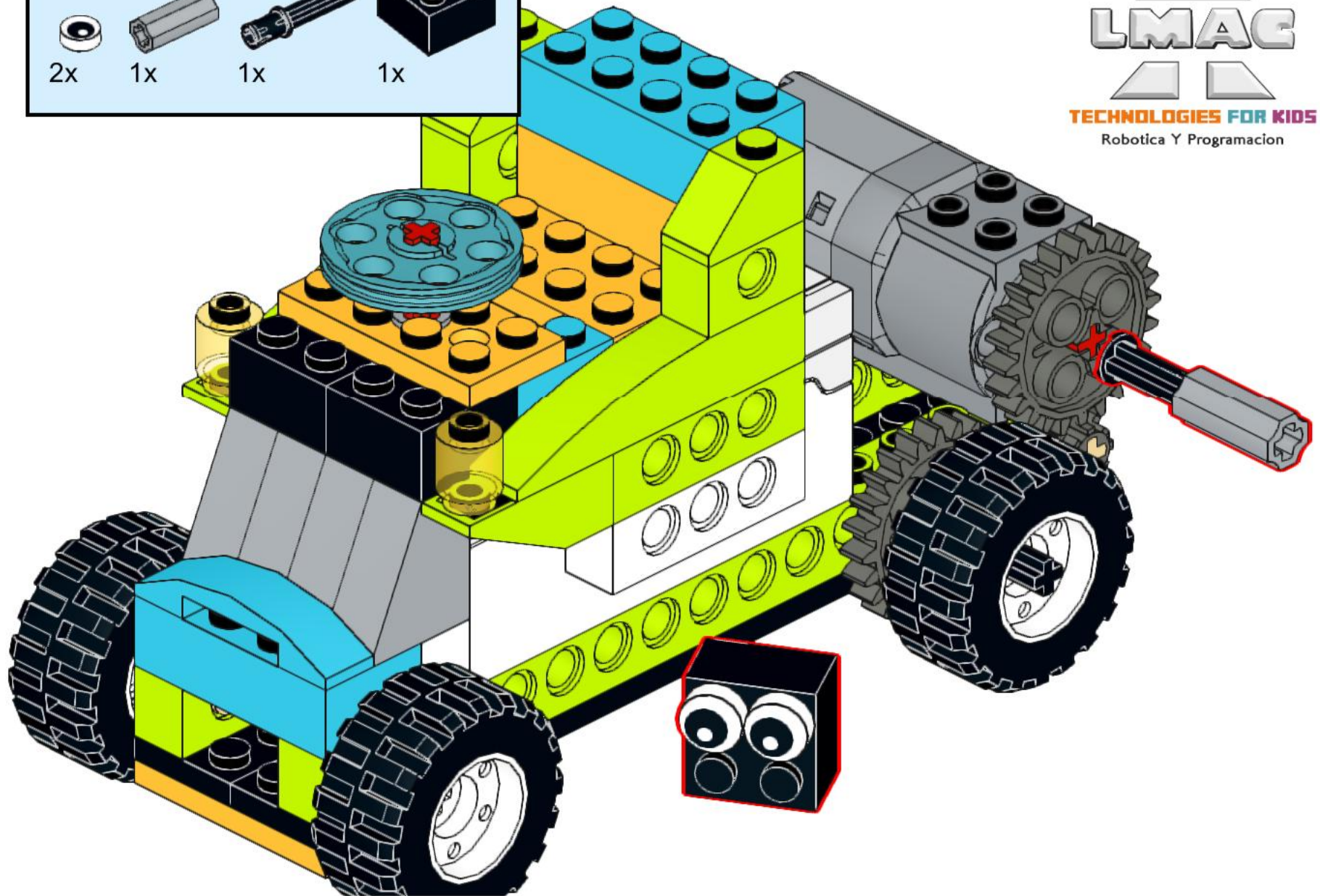
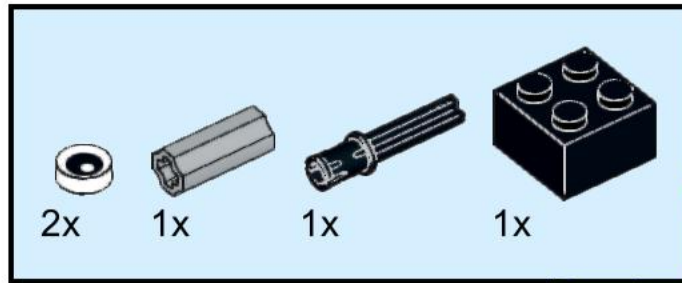
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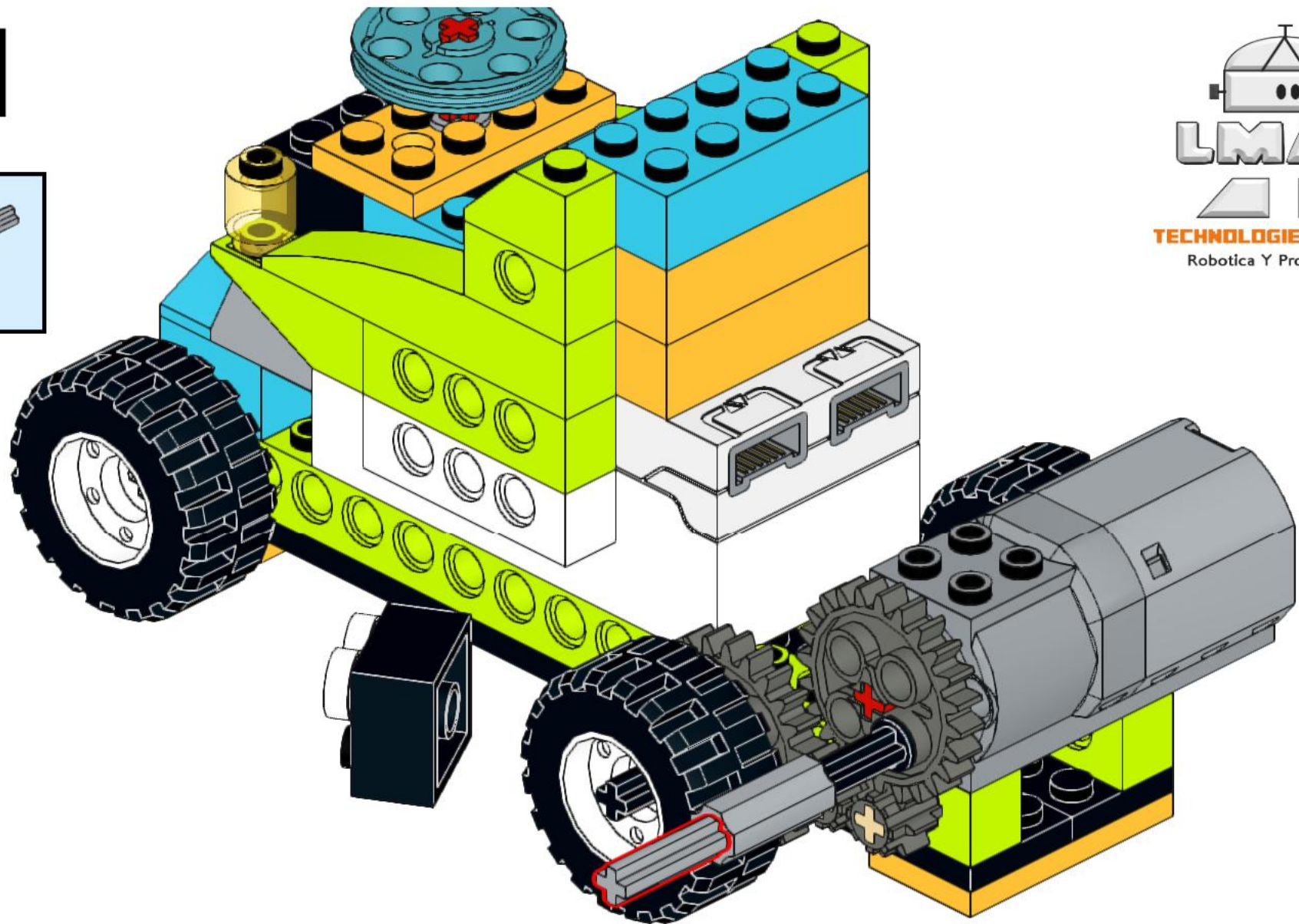
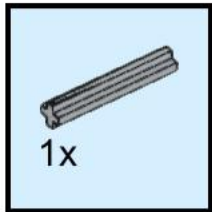
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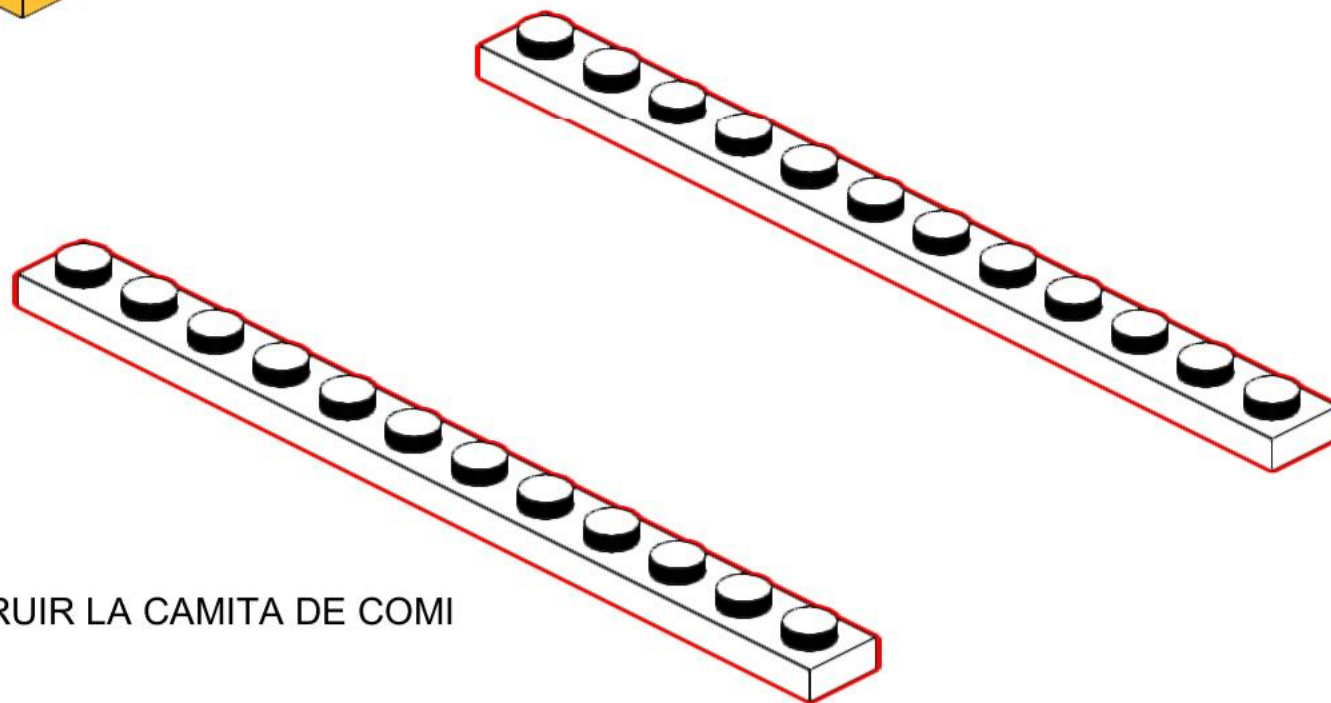
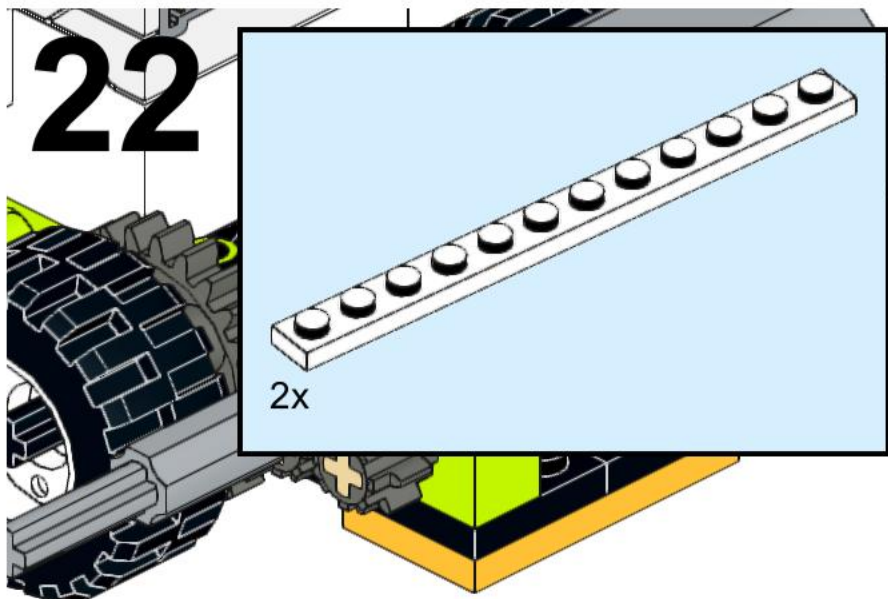
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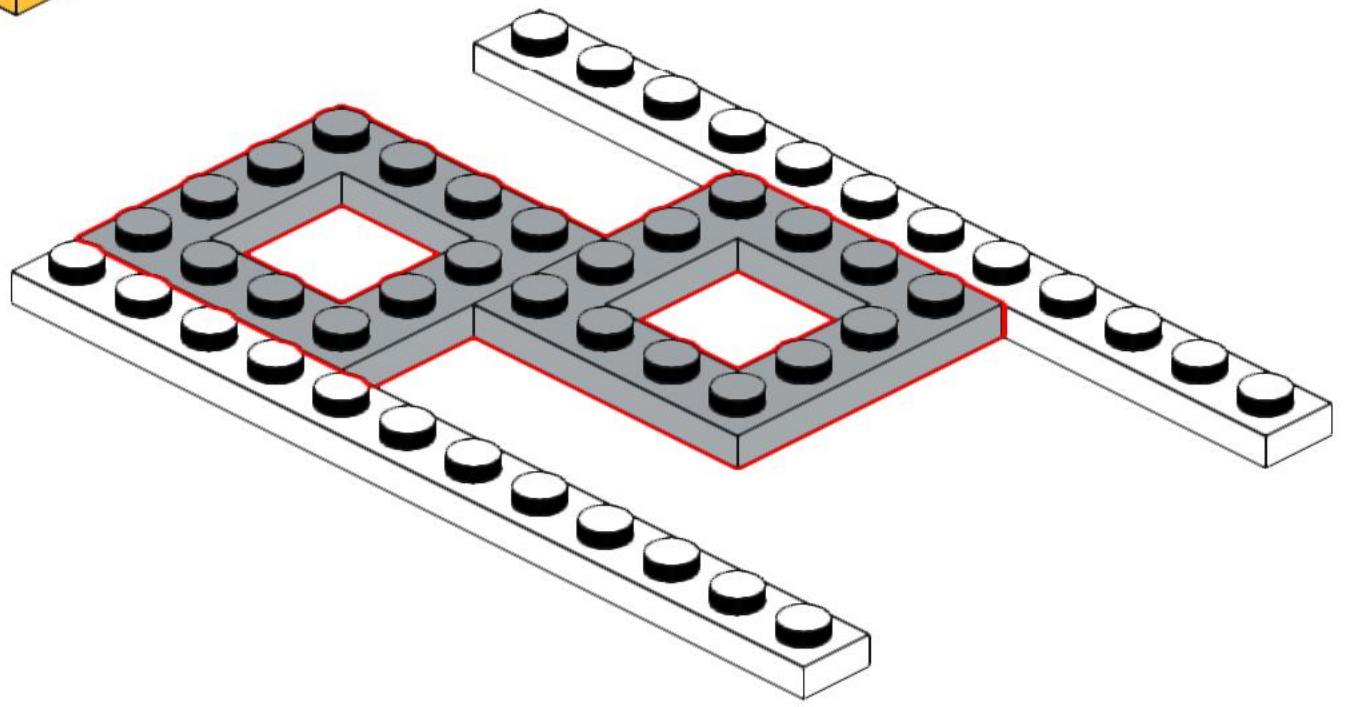
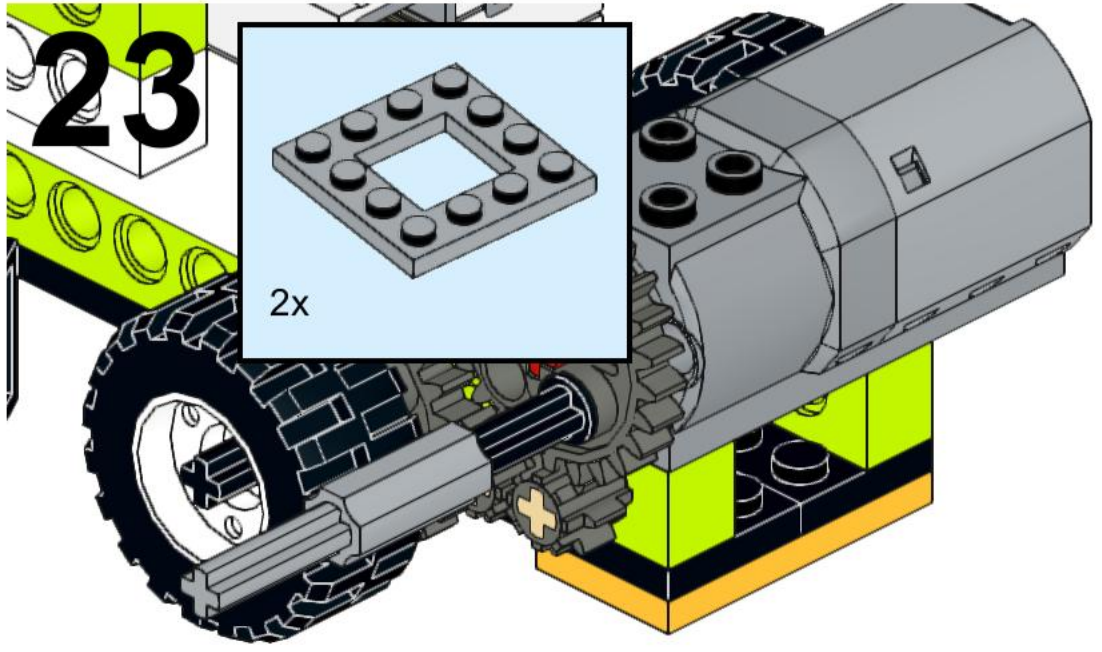
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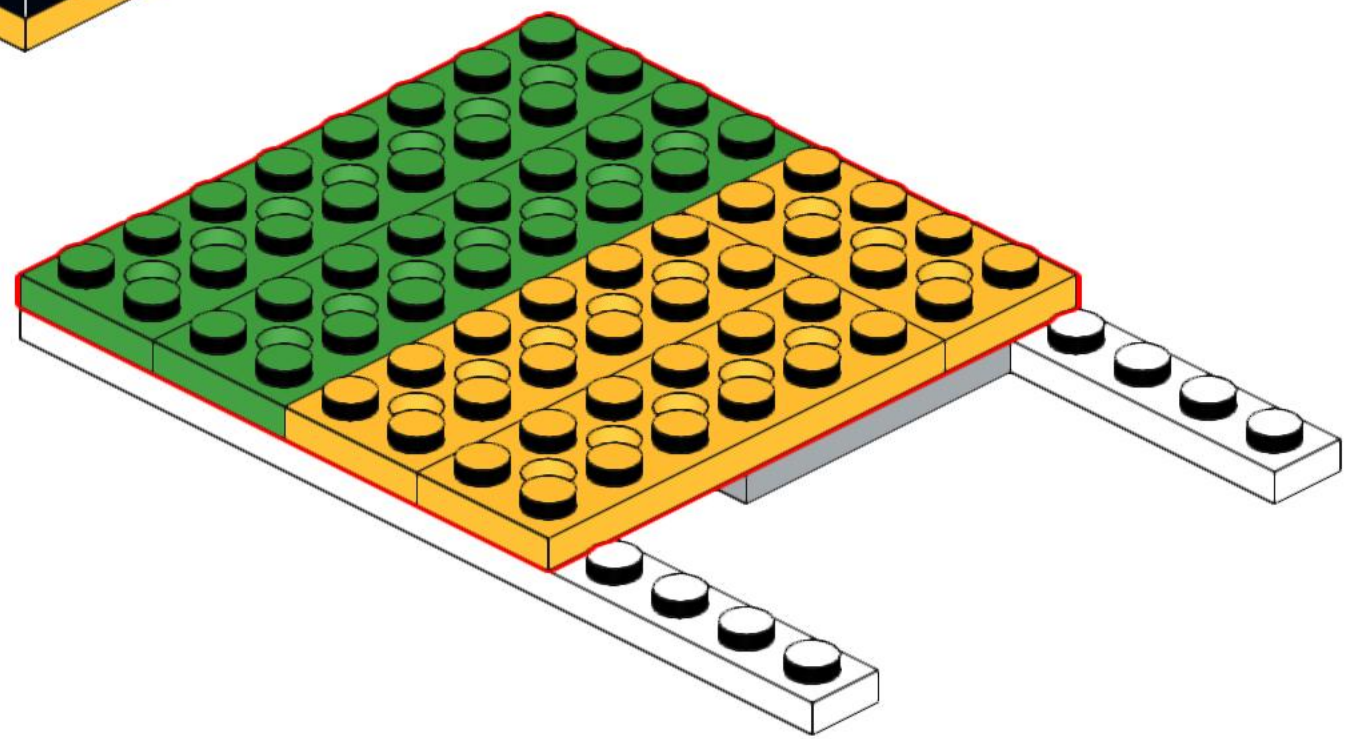
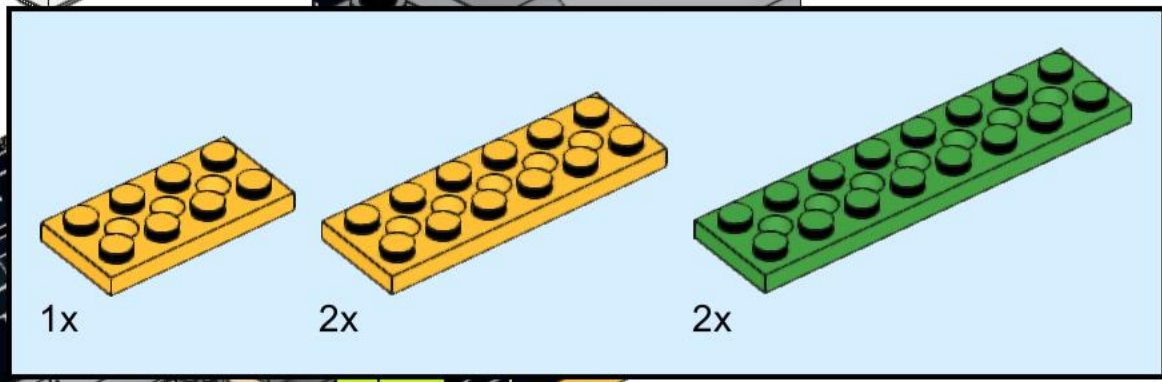
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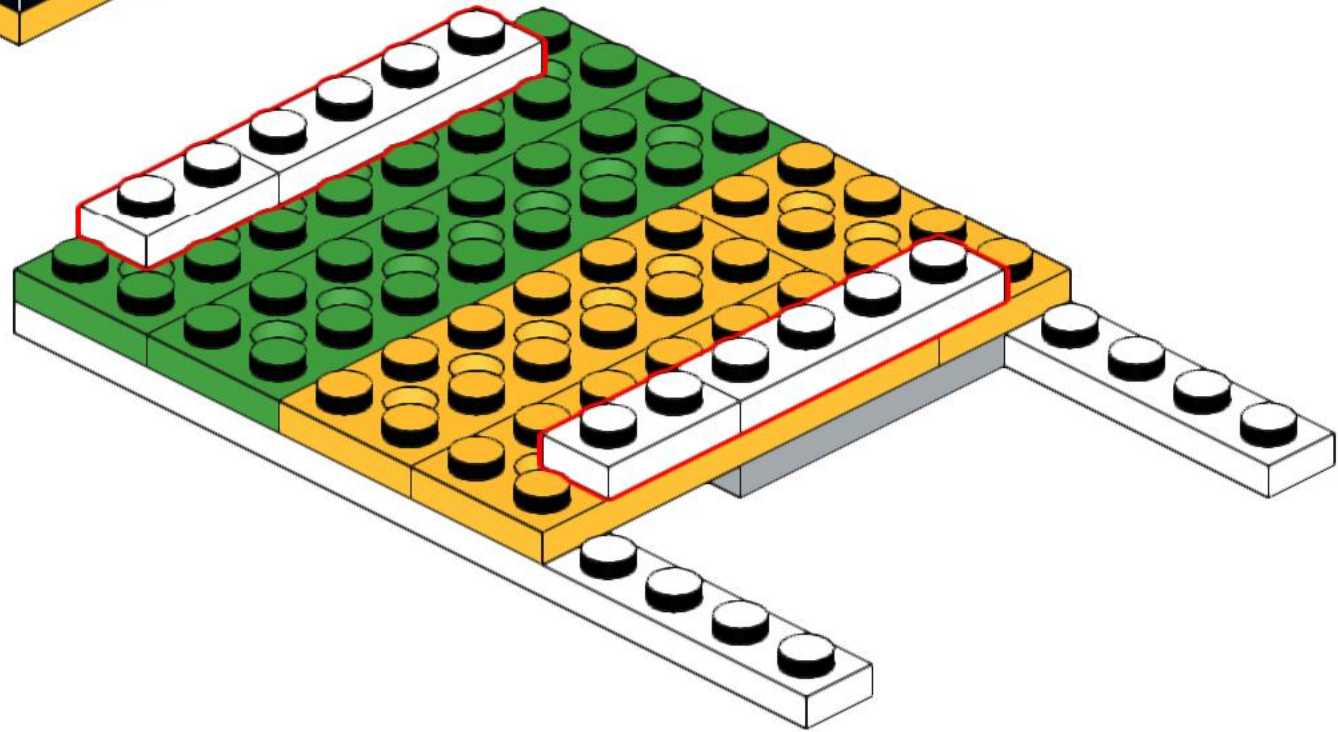
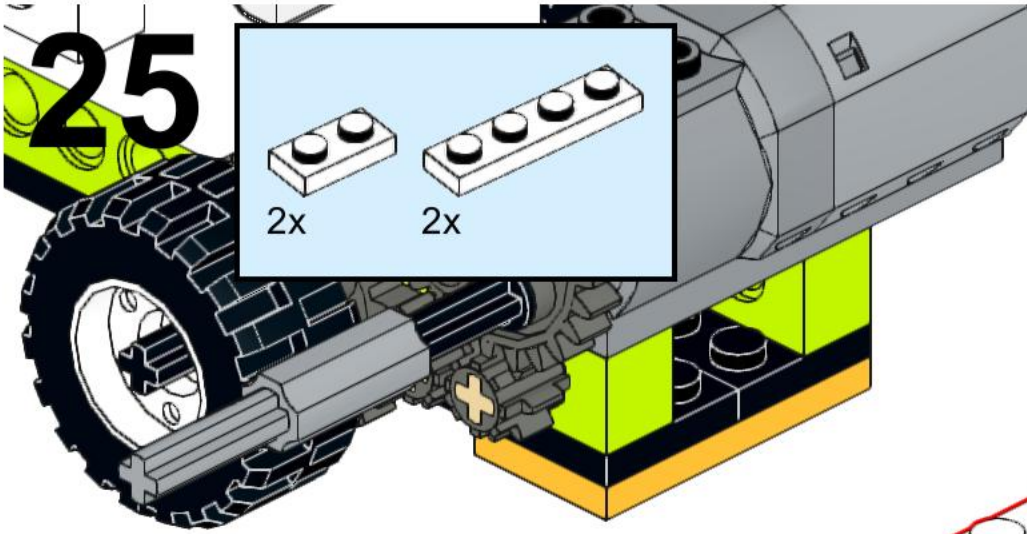
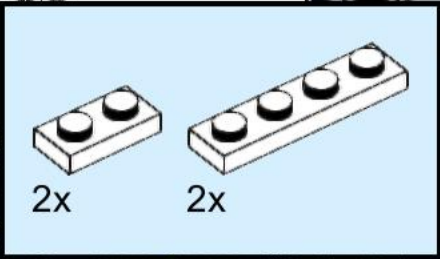
VAMOS A CONSTRUIR LA CAMITA DE COMI



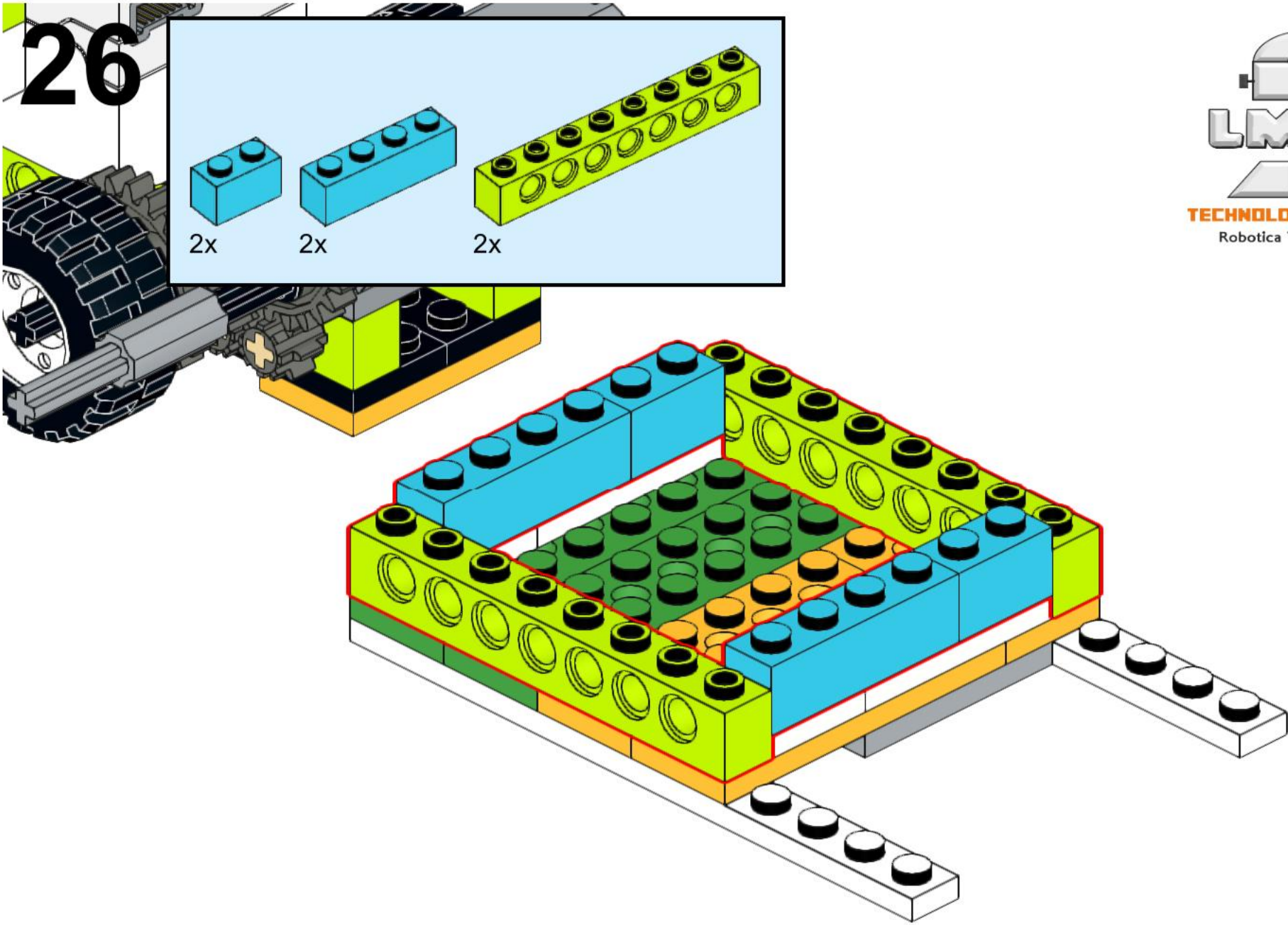
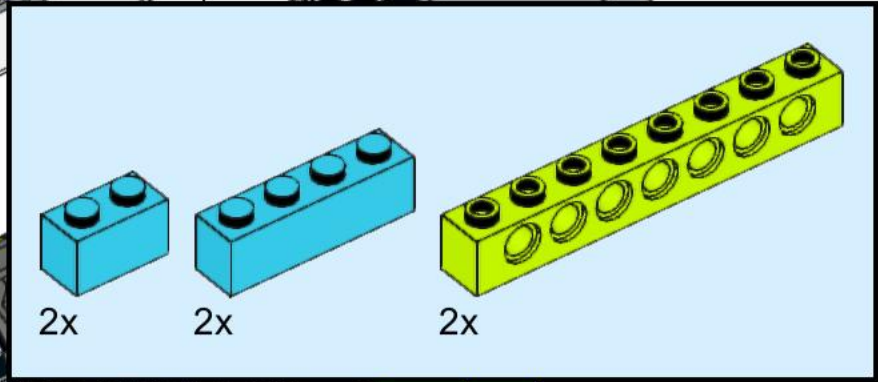
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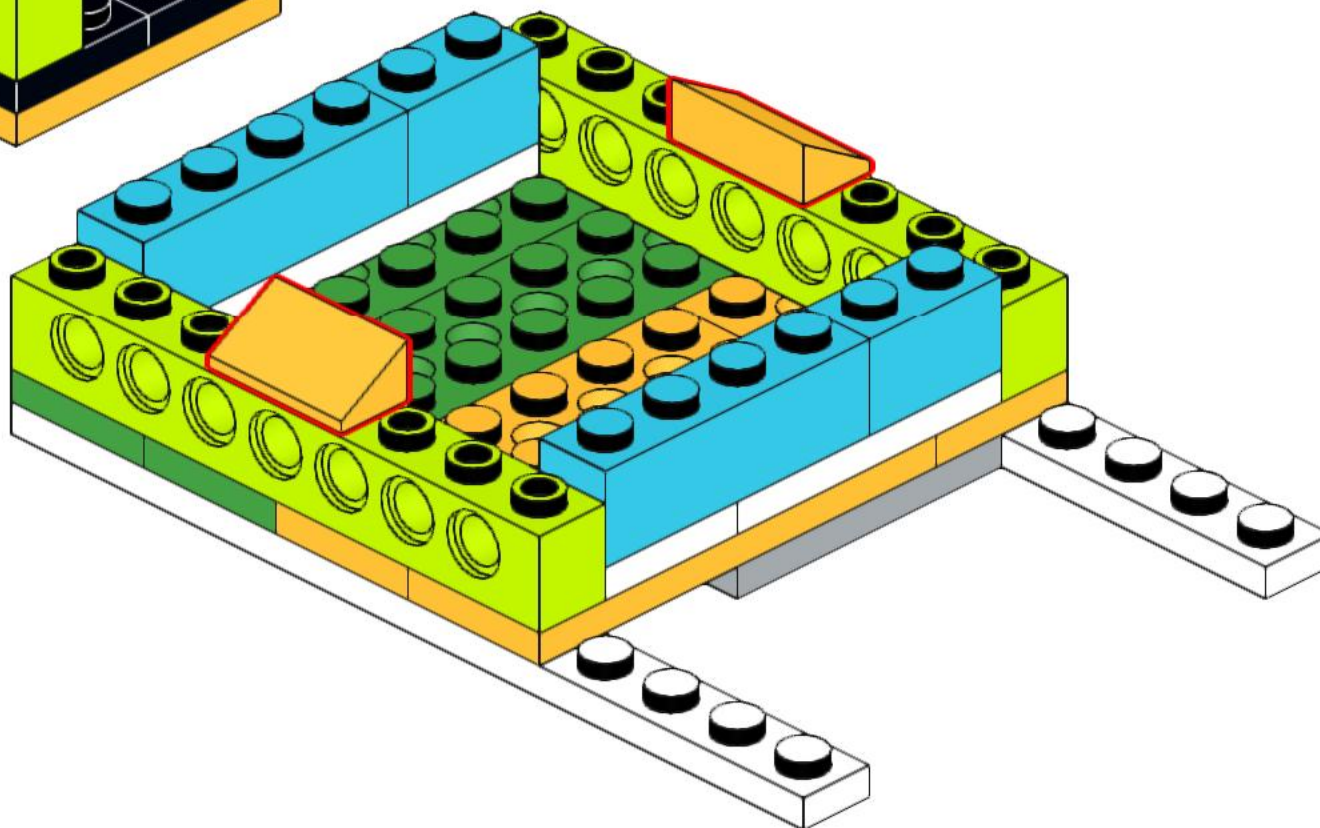
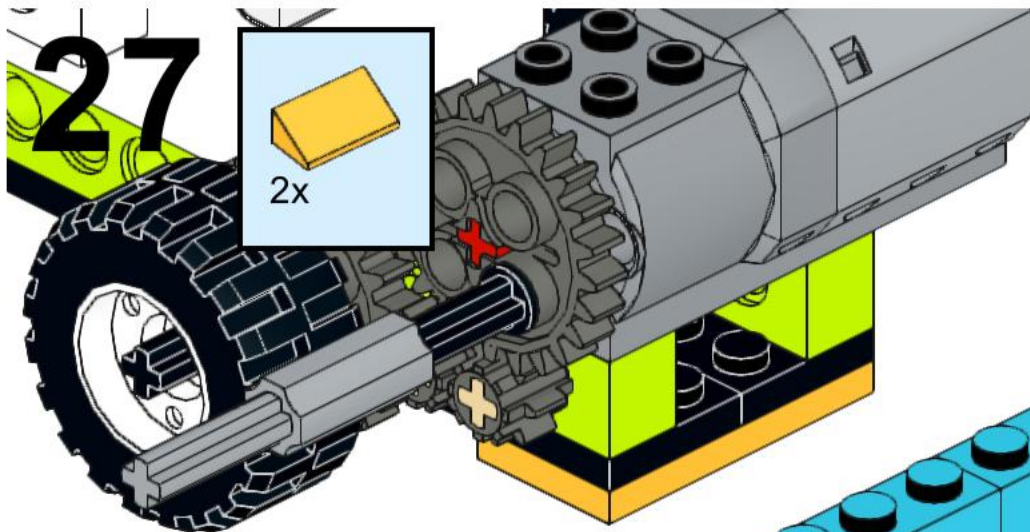


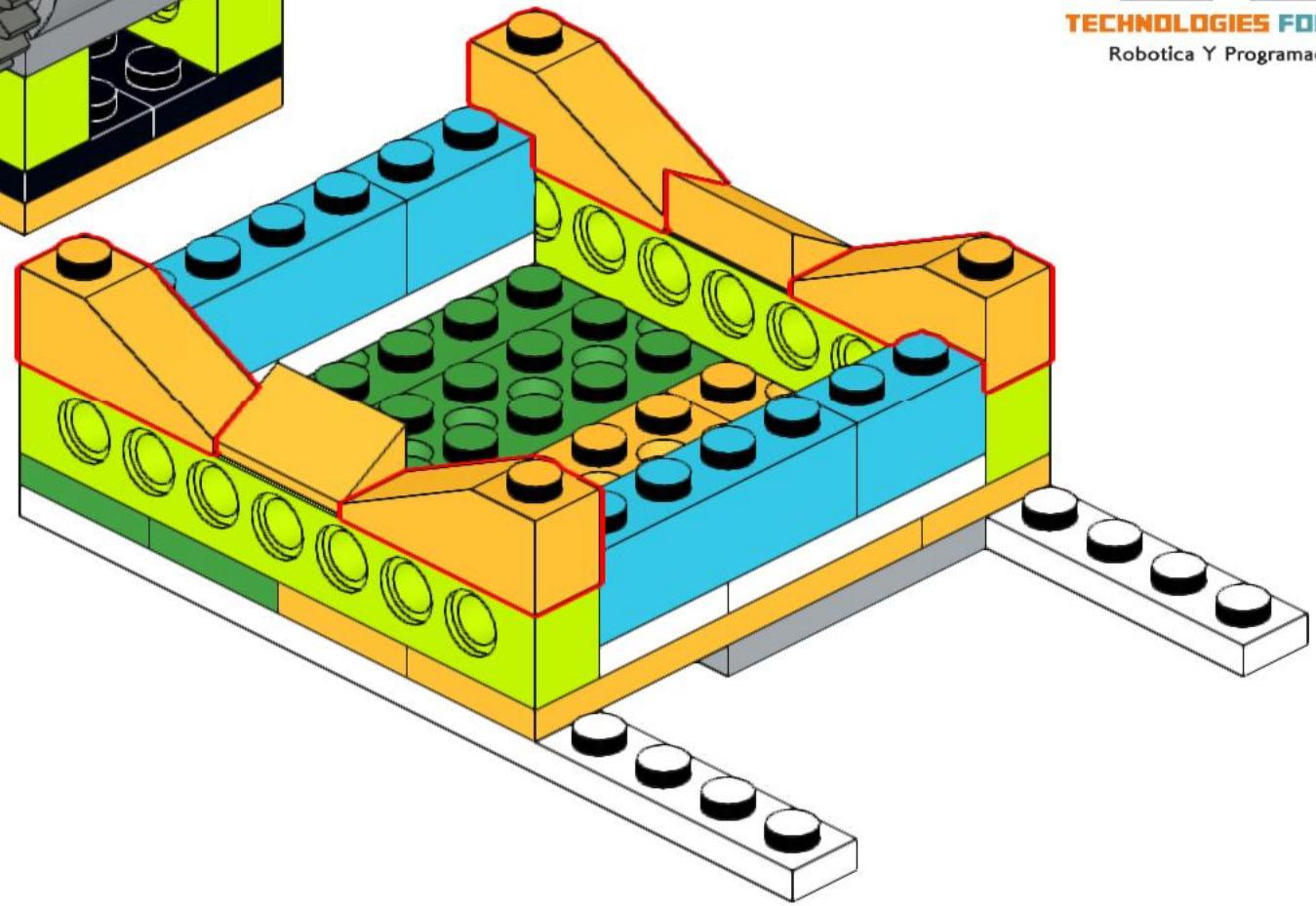
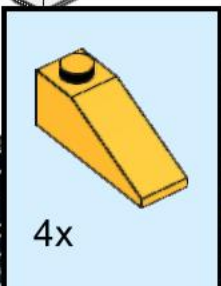
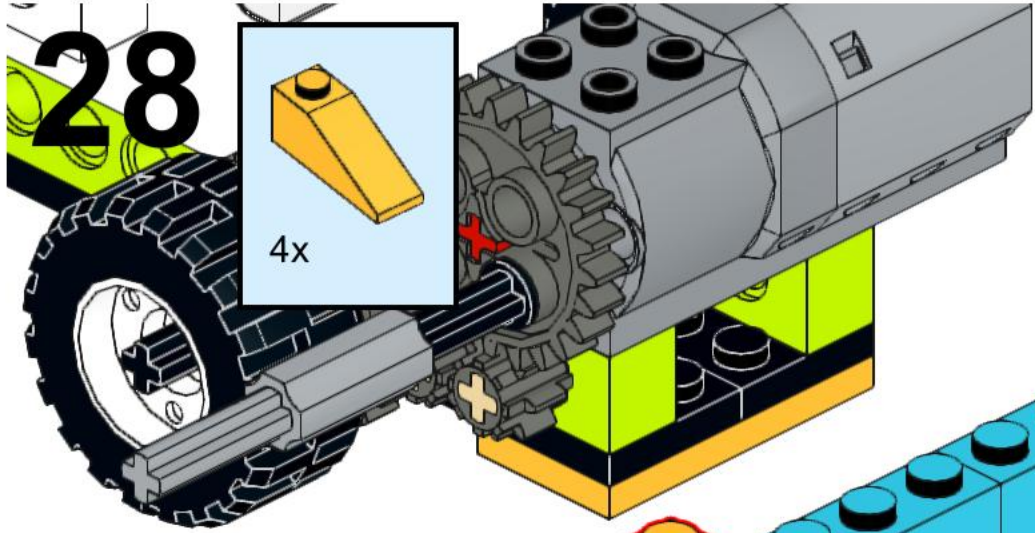
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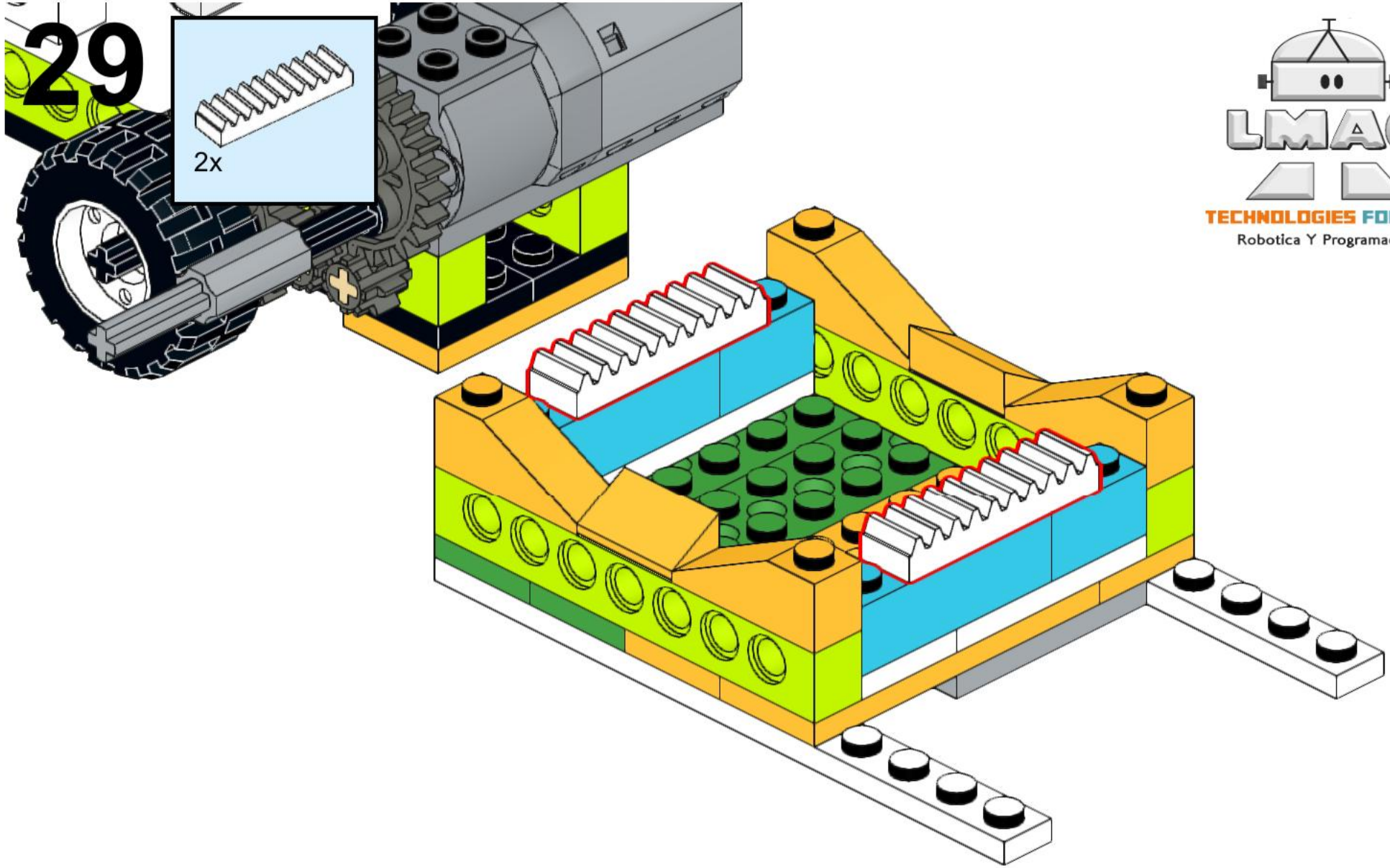
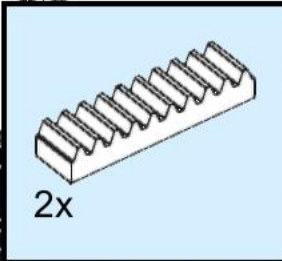
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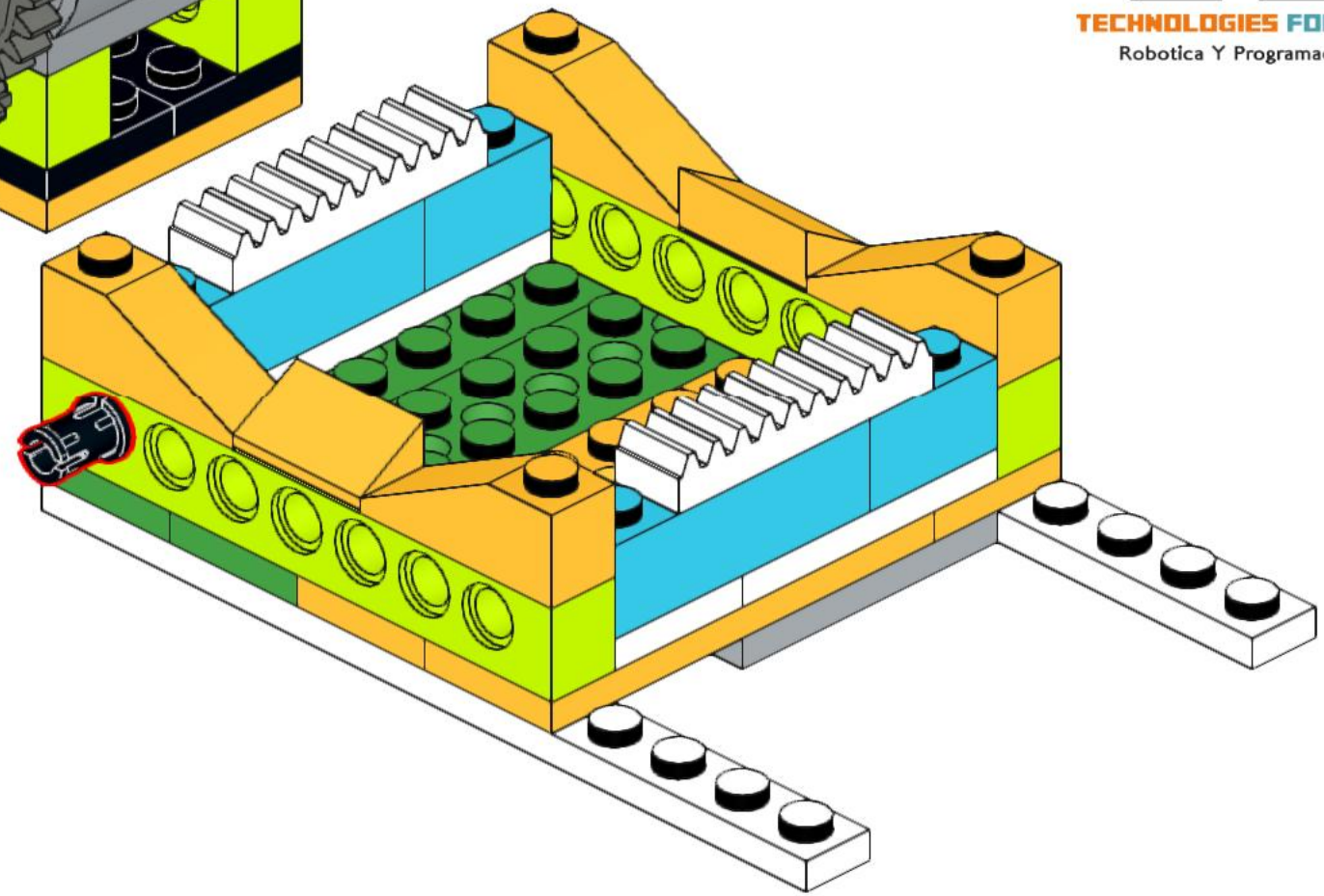
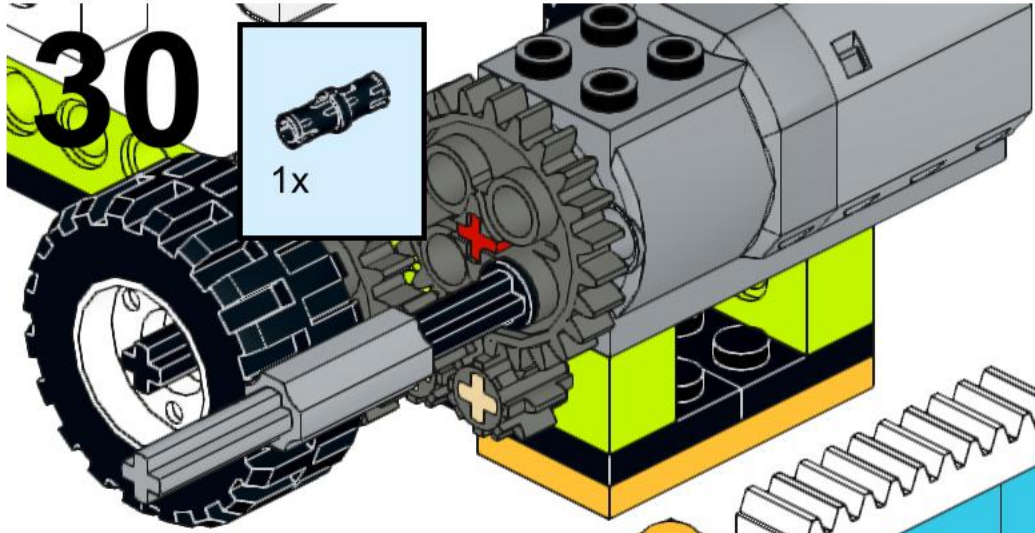




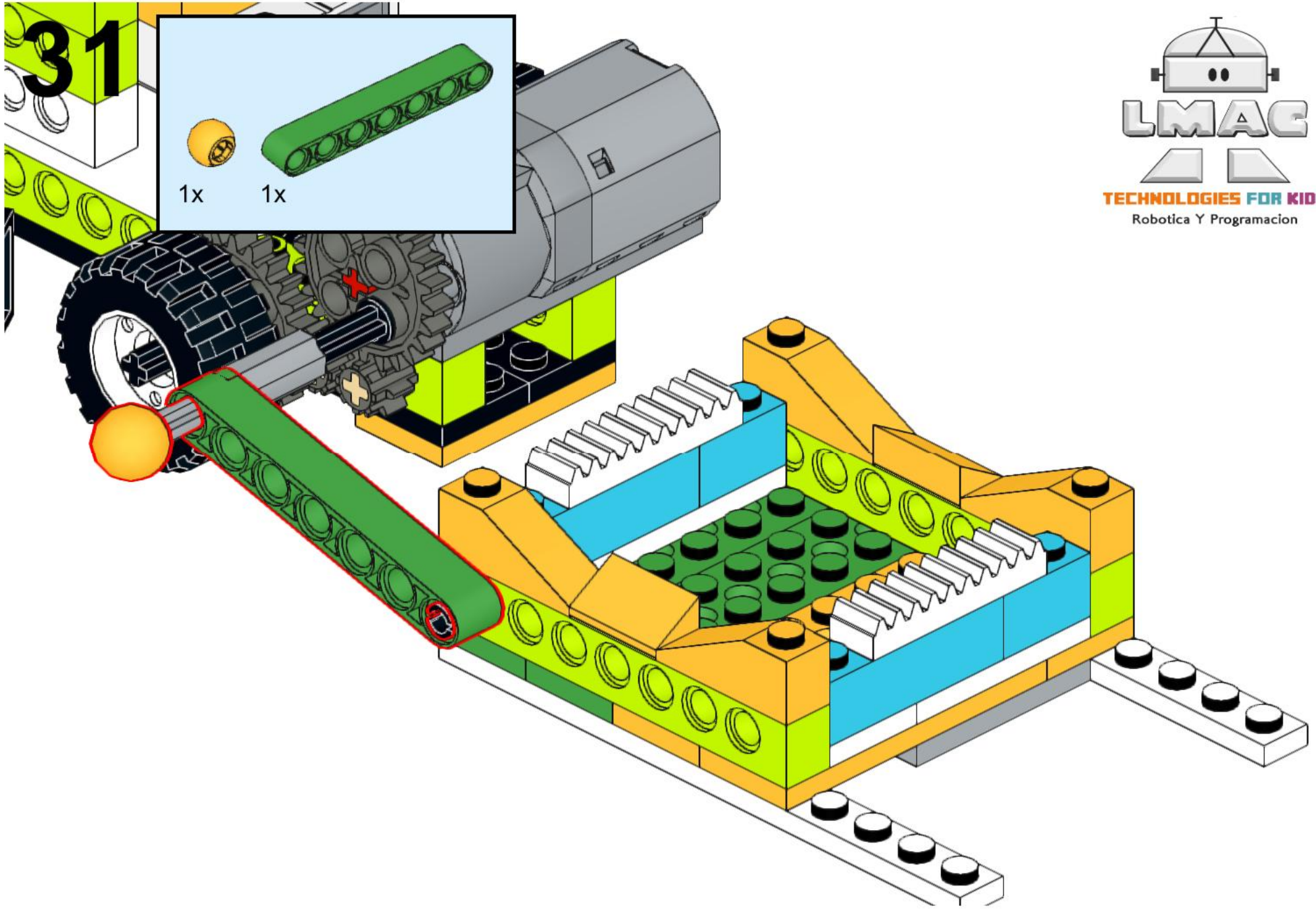
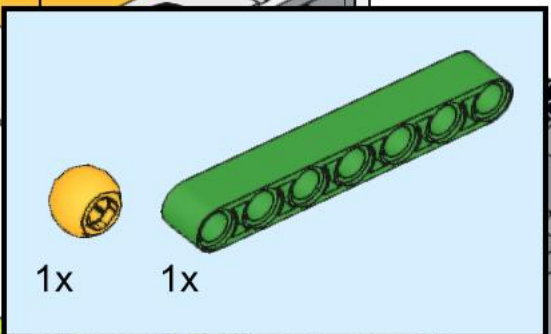


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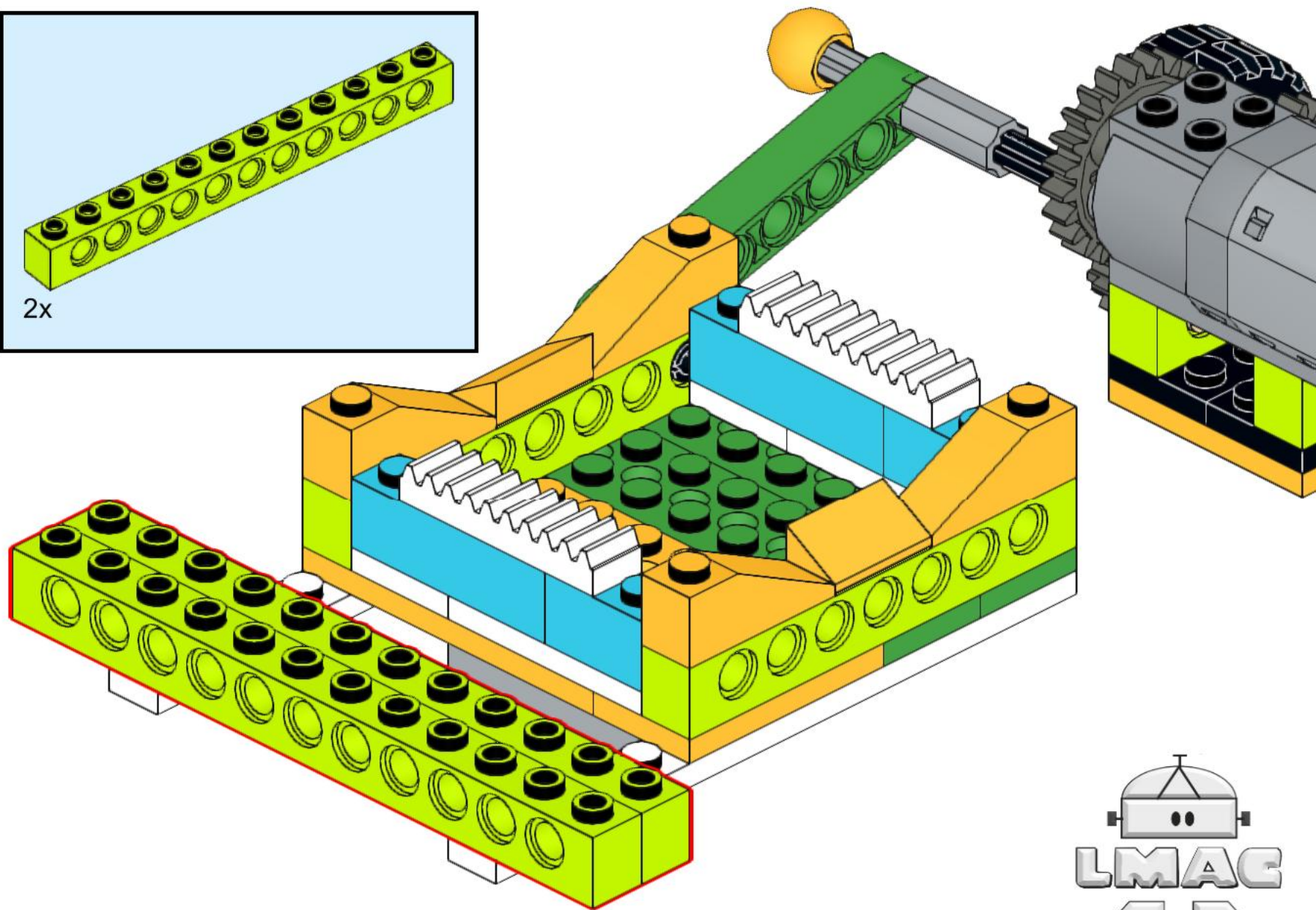
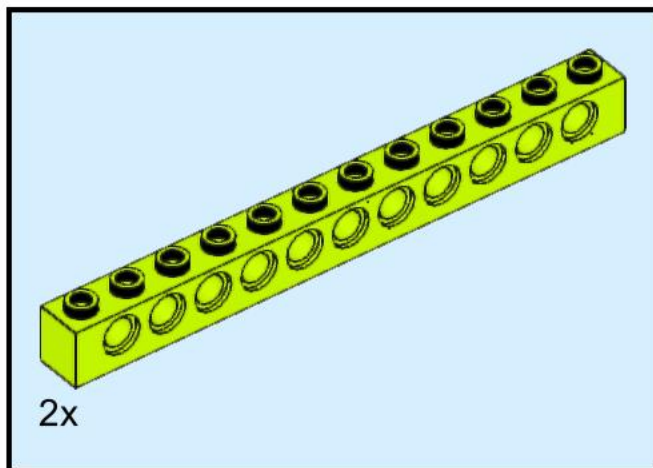




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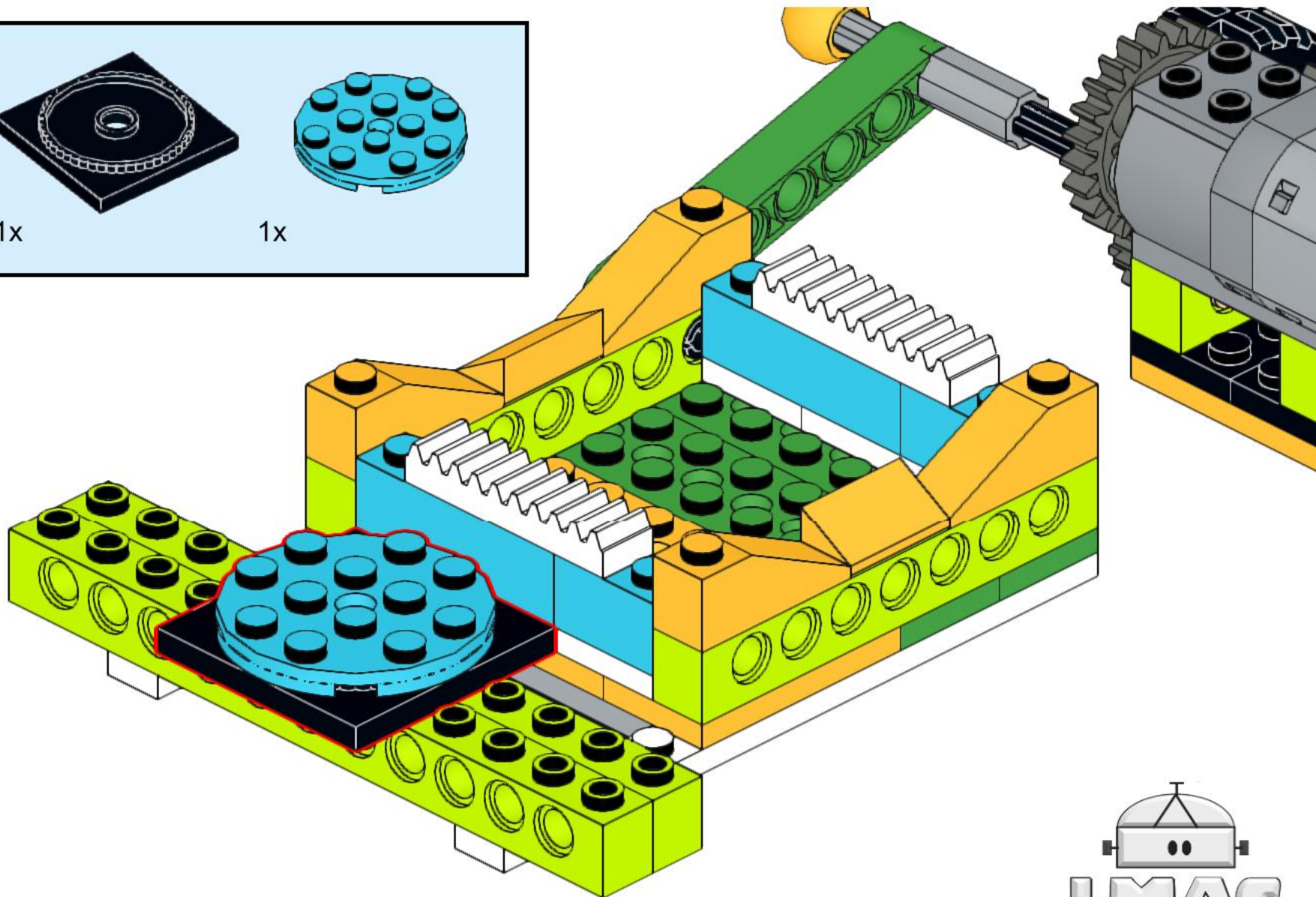
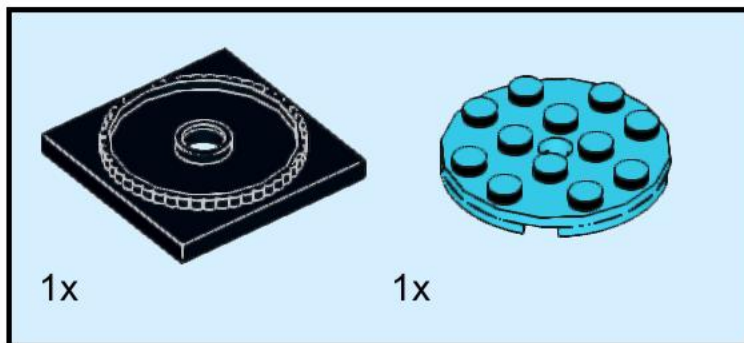


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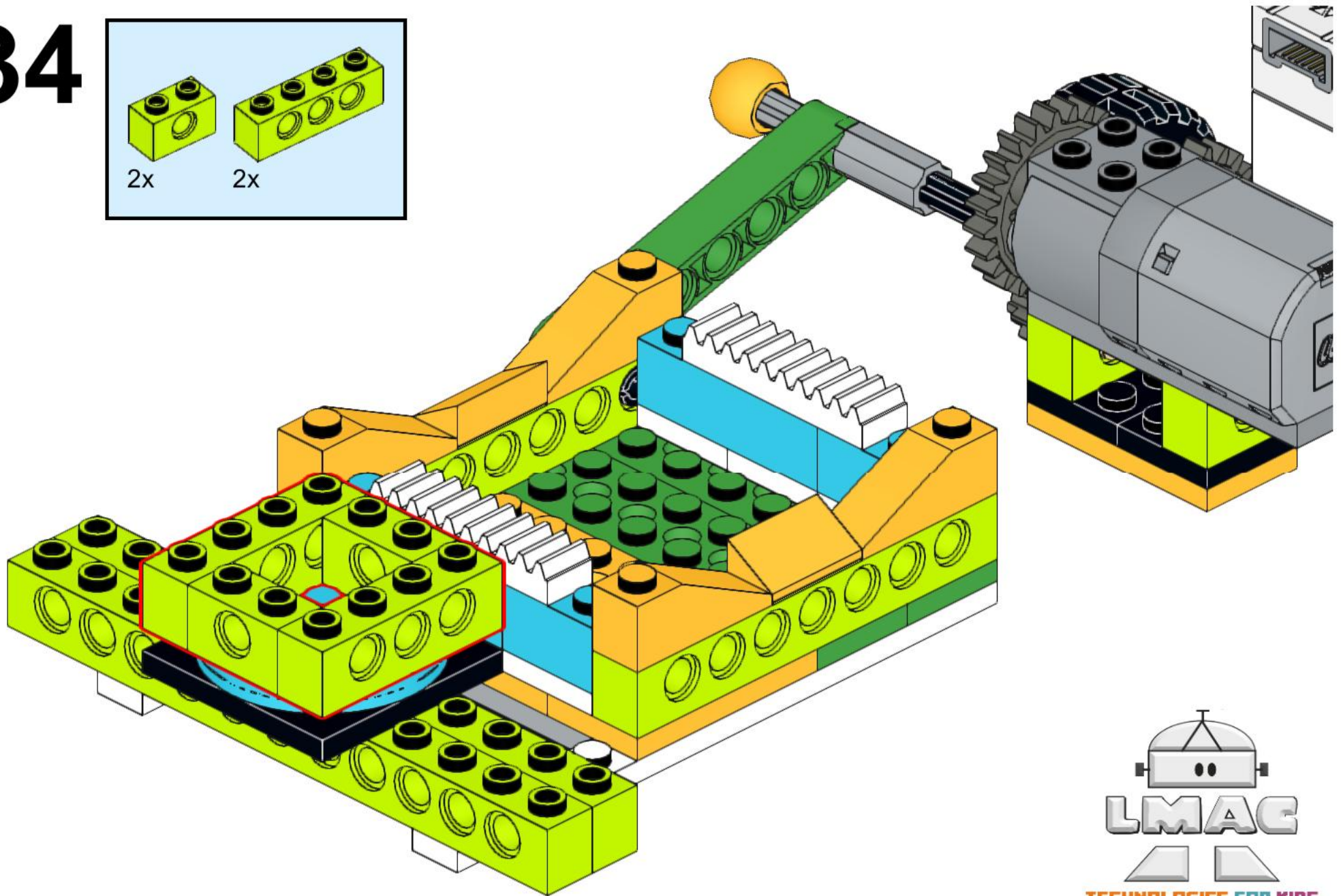
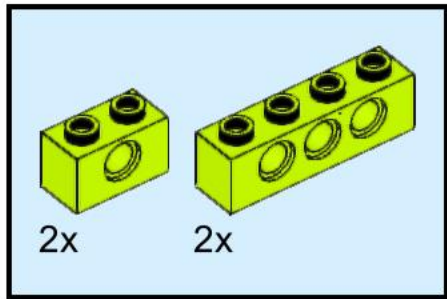


AHORA VAMOS A CONSTRUIR EL COMEDERO DE NUESTRO GATO

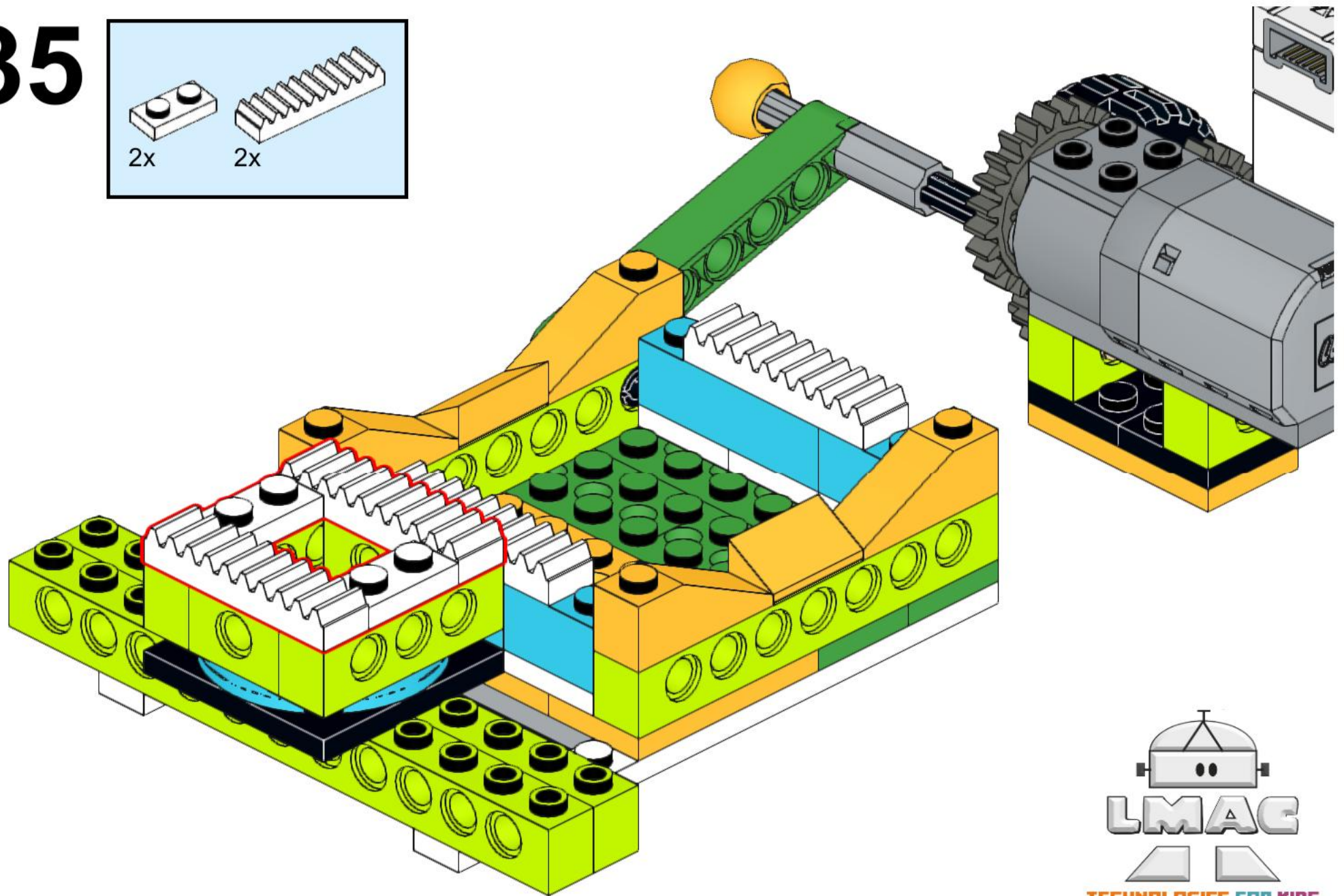
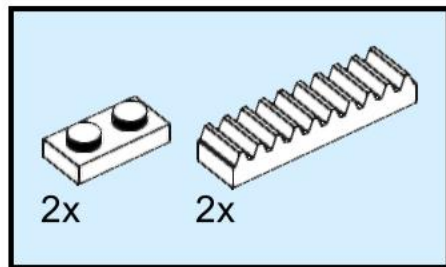
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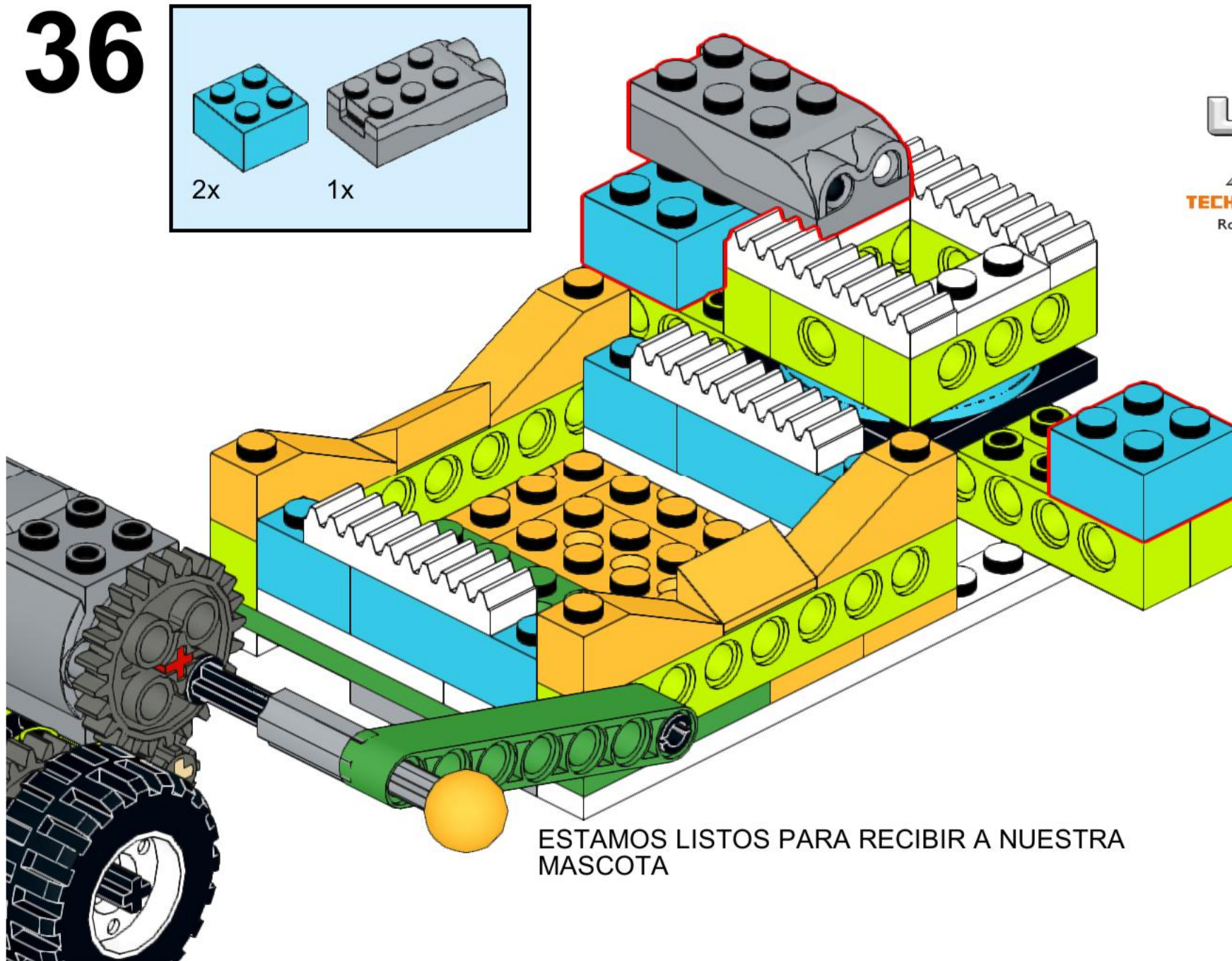
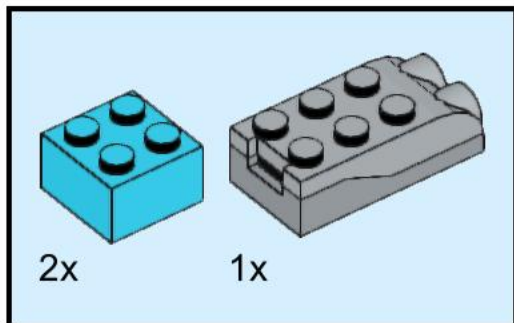
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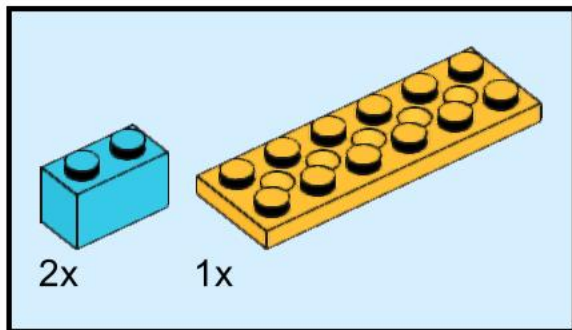


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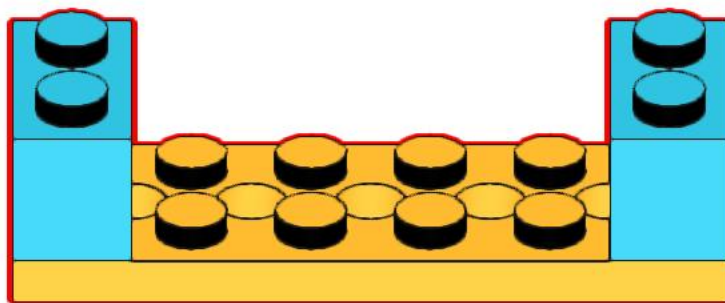


ESTAMOS LISTOS PARA RECIBIR A NUESTRA MASCOTA

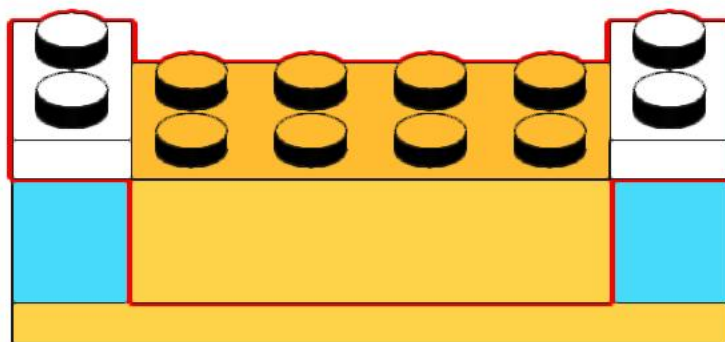
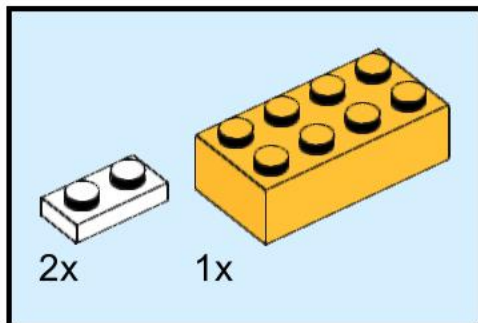
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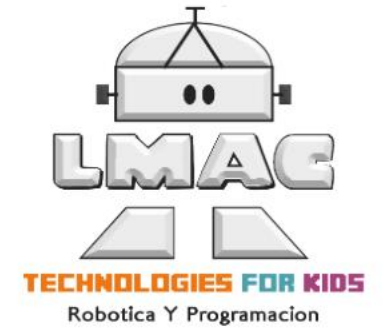
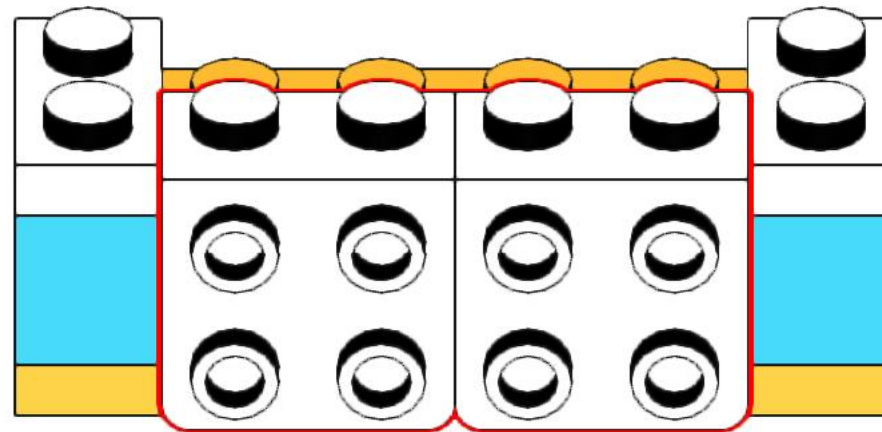
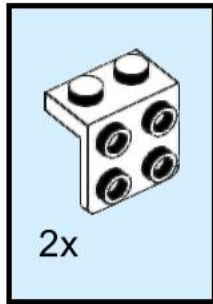
VAMOS A CONSTRUIR NUESTRO GATO COMI



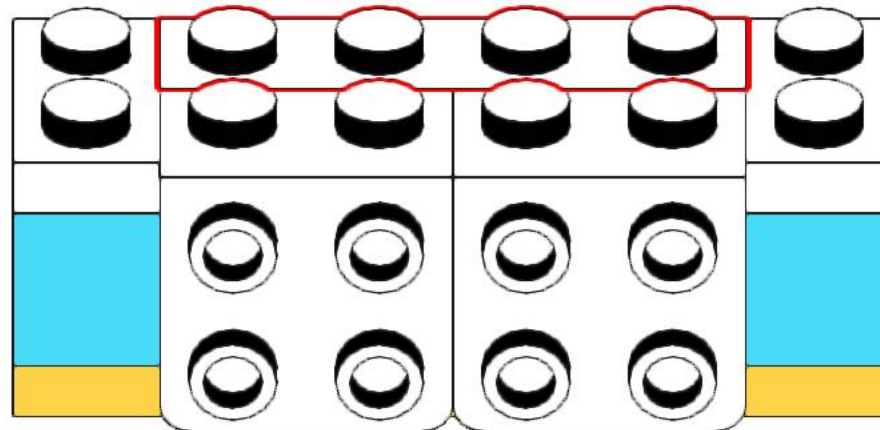
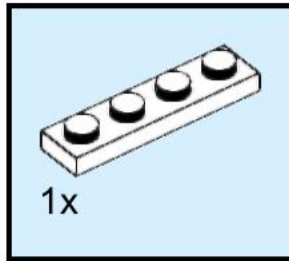
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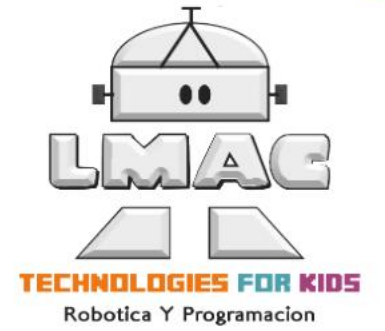
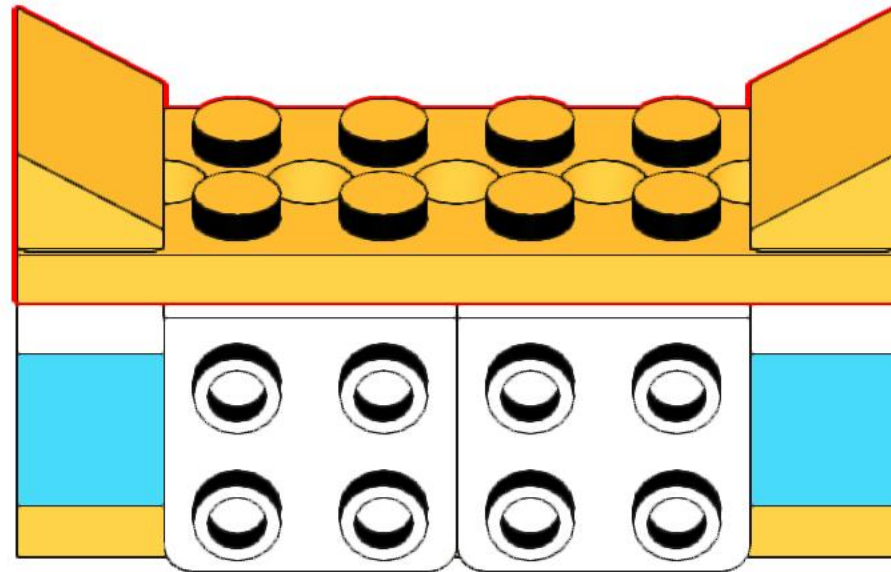
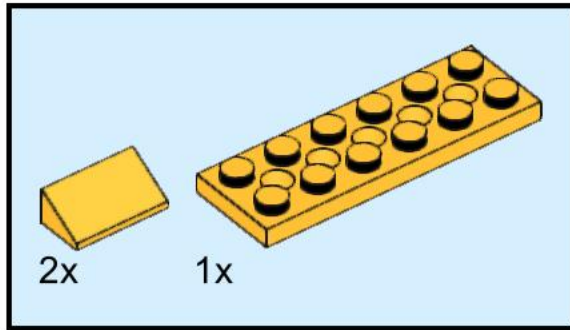
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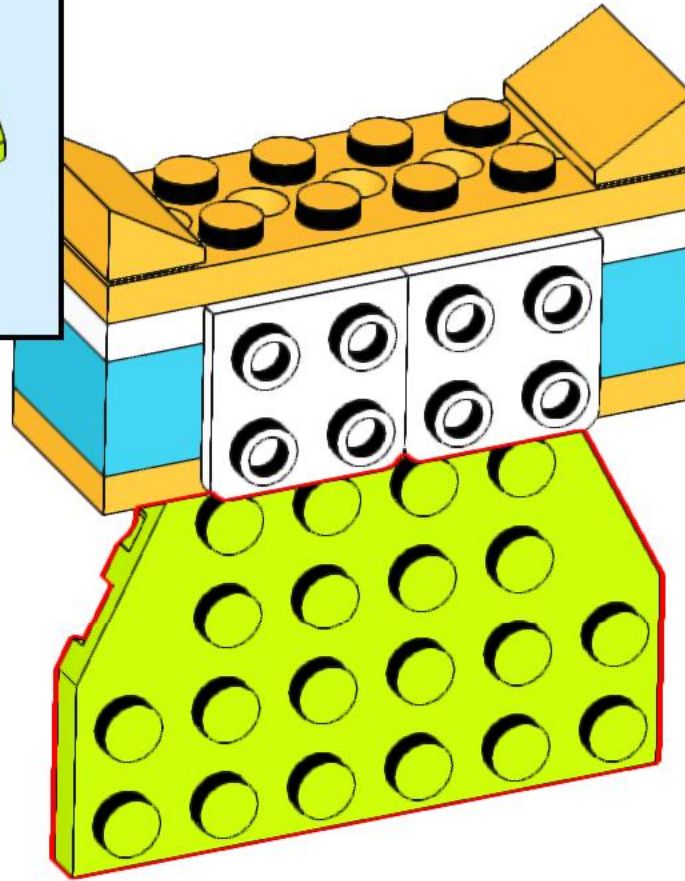
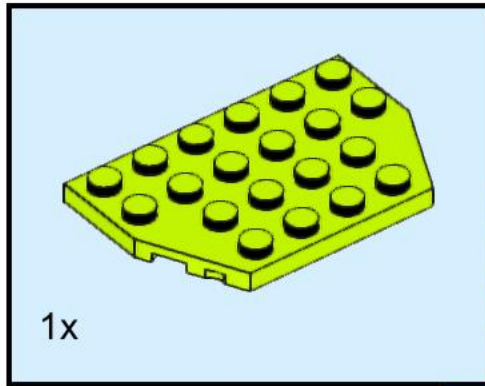
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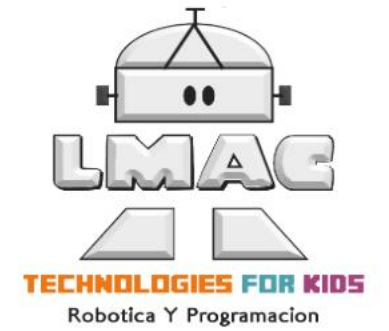
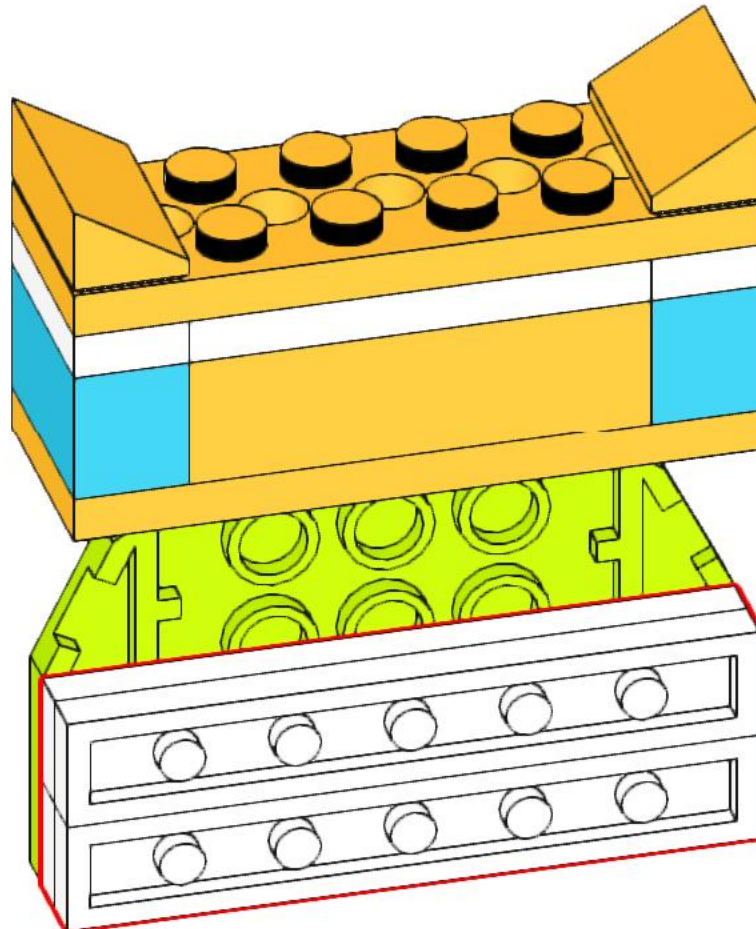
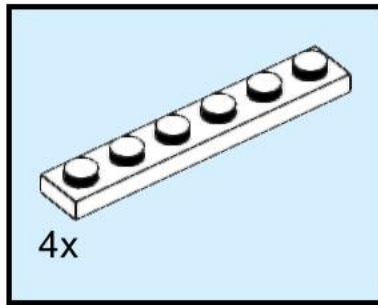
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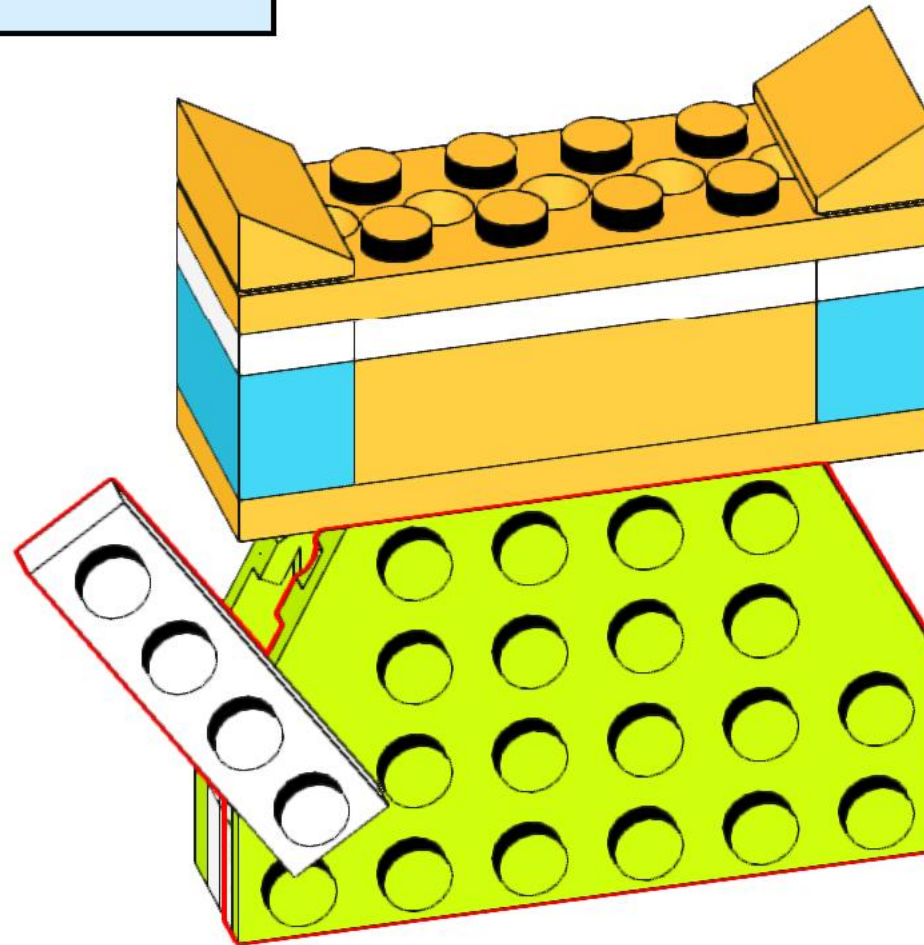
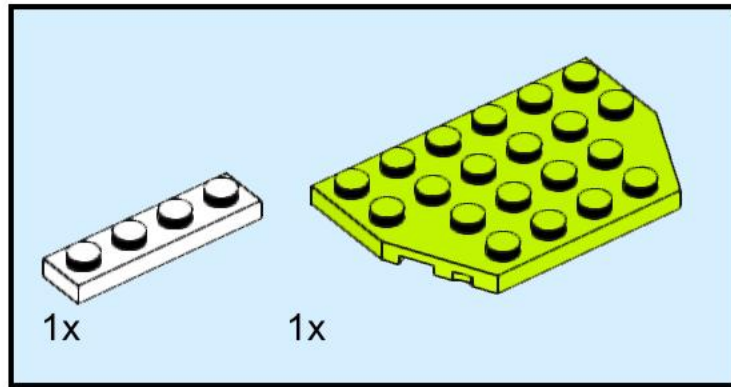
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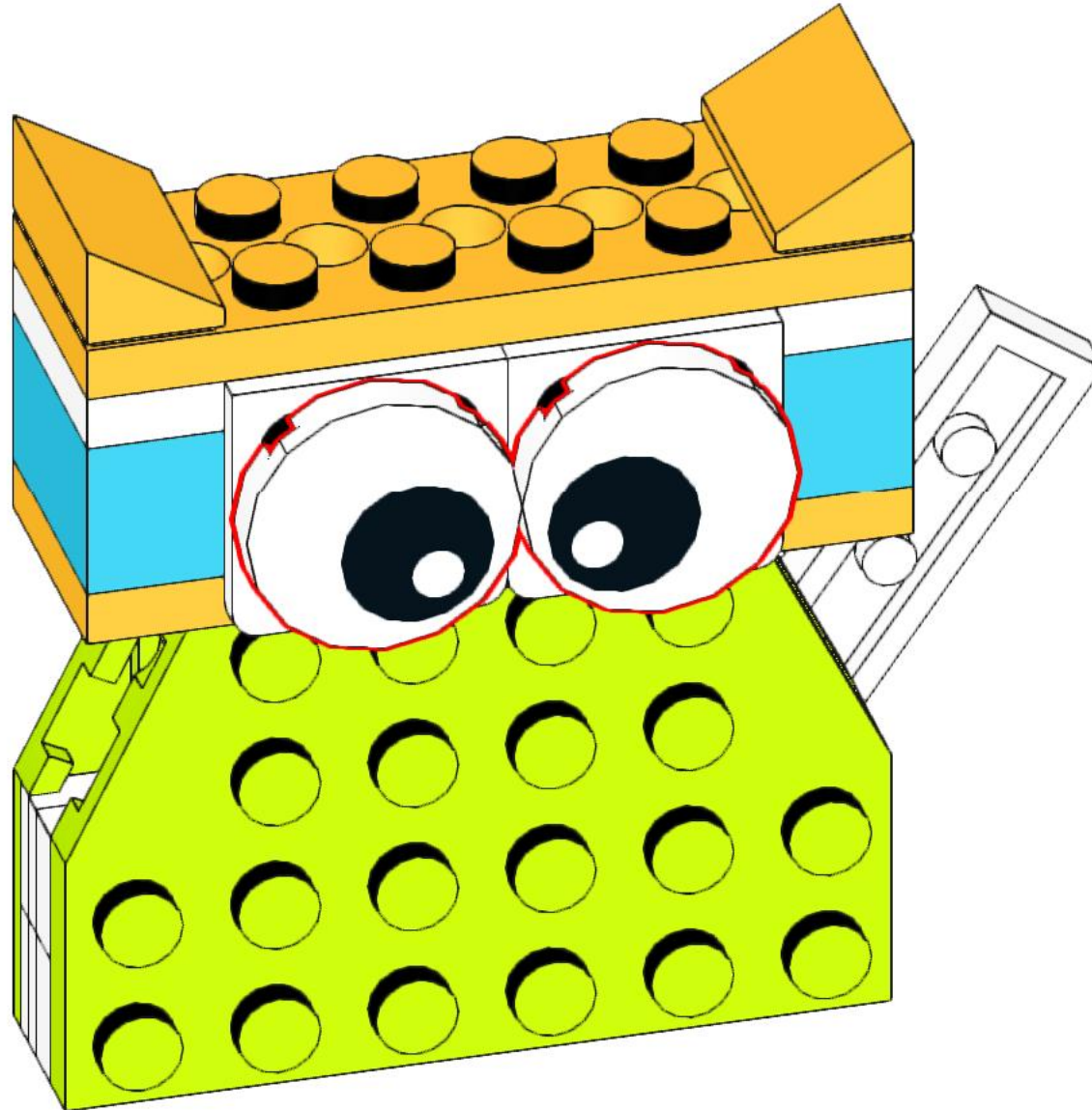
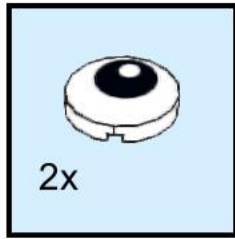
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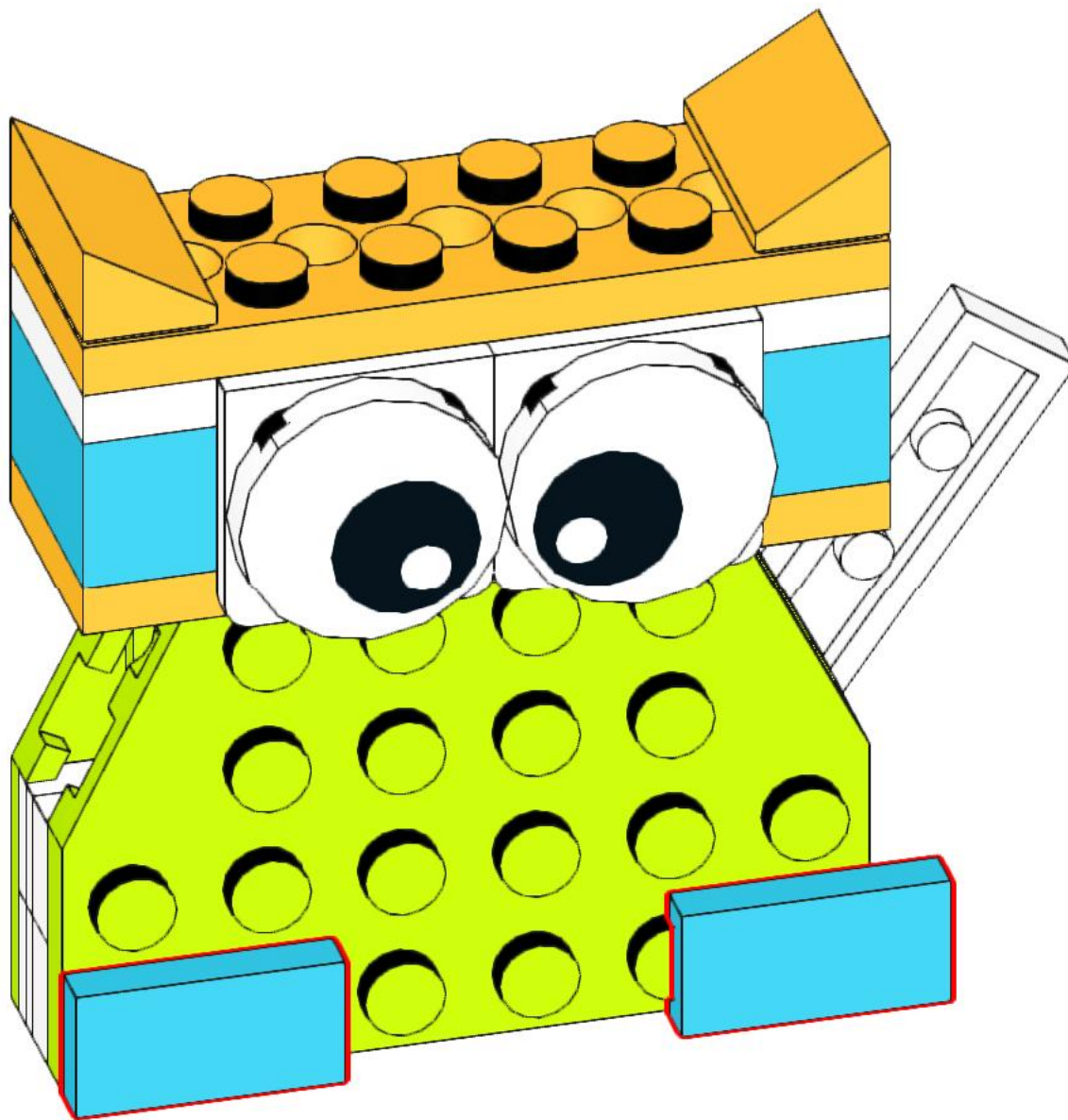
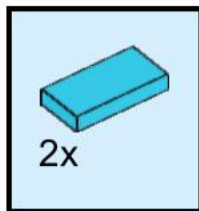
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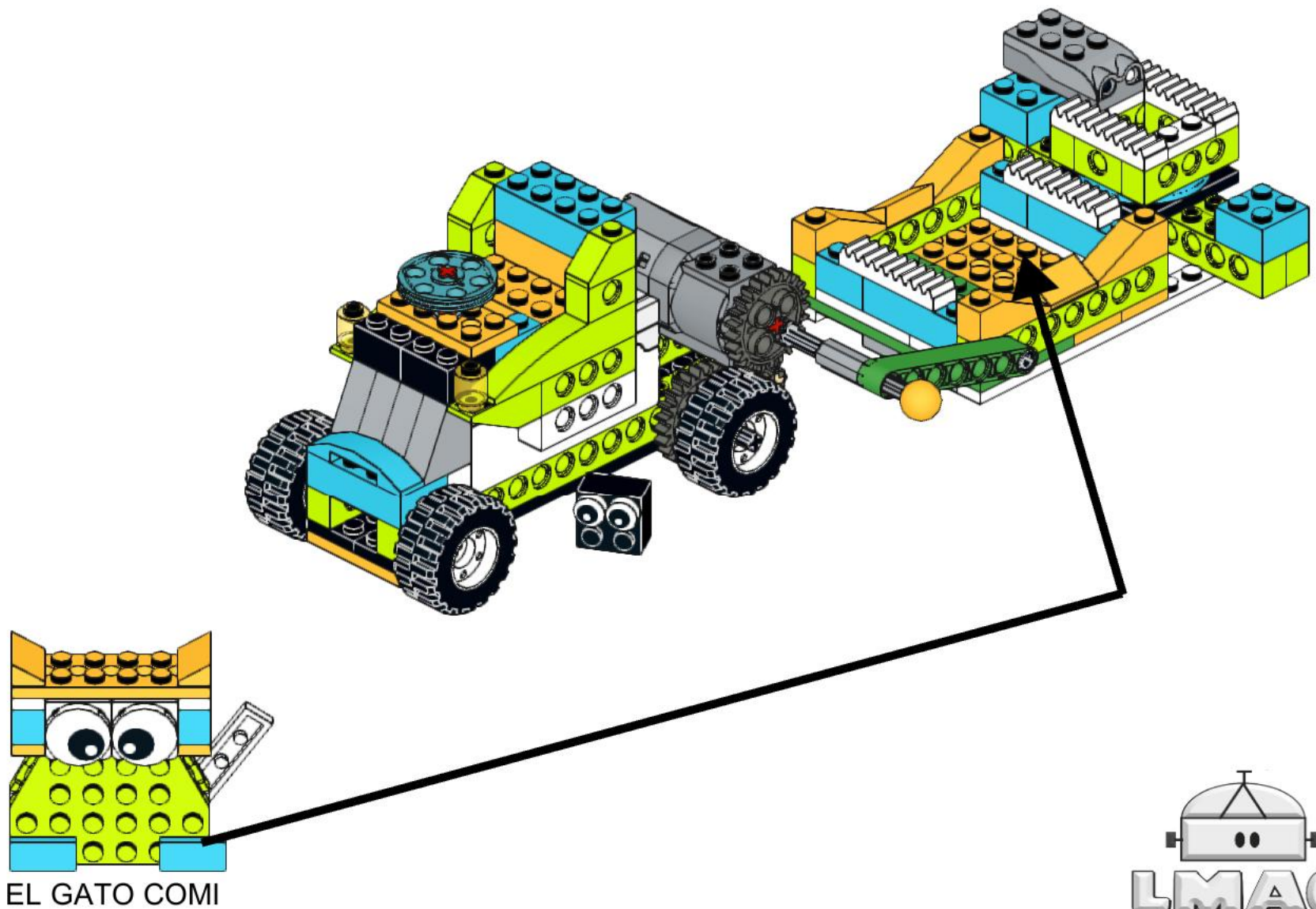
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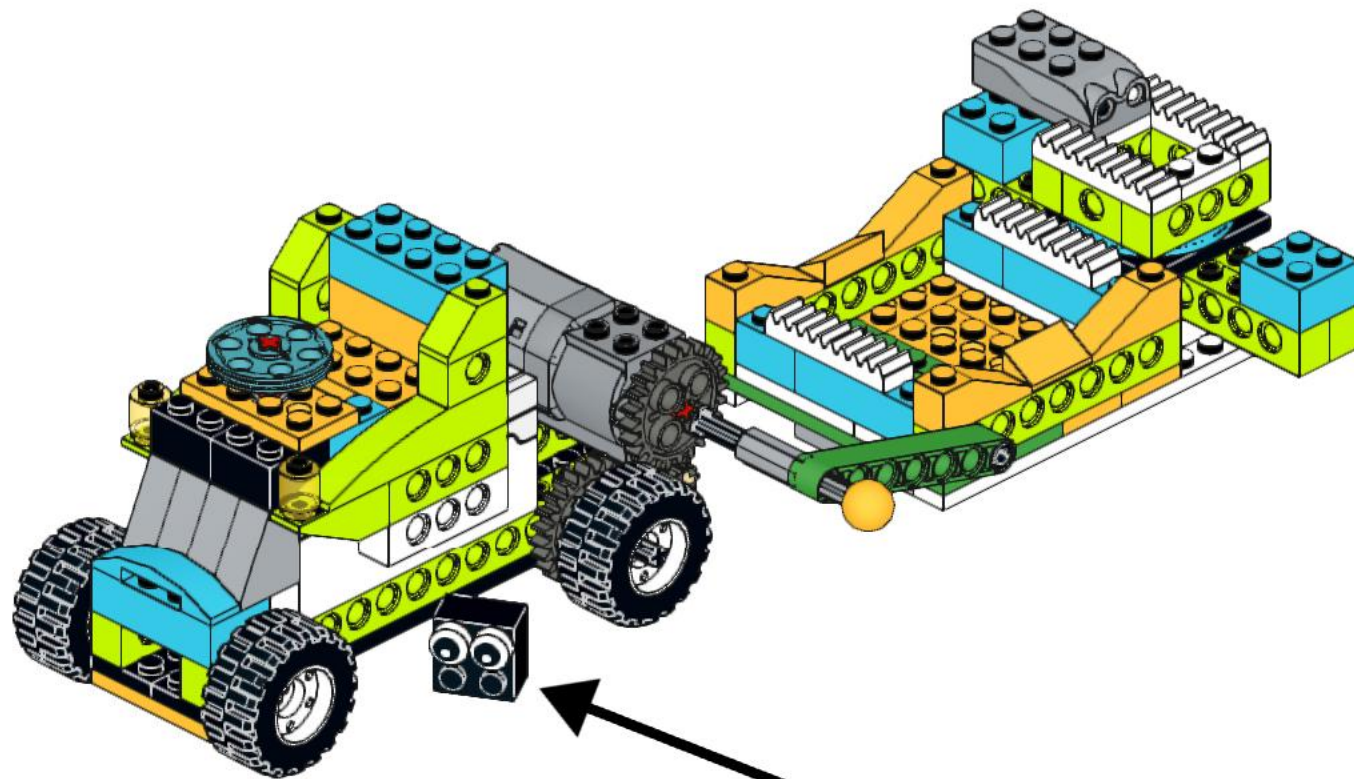
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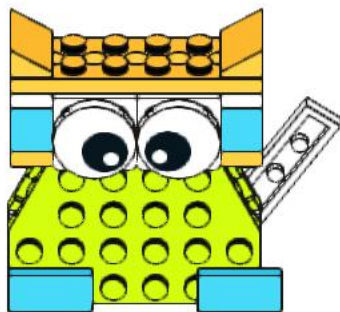
47



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CONDUCTOR



PROGRAMACIÓN DEL GATICO COMI

WeDo 2.0

The image displays a programming interface for WeDo 2.0 with a toolbar at the top containing icons for home, book, lightbulb, camera, eraser, pencil, and help. Below the toolbar are four programmed sequences of blocks:

- Sequence 1:** A yellow 'Play' block, a green 'When green flag clicked' block with a cat icon, a red 'Say 123 for 2 seconds' block, a yellow 'Send message' block with 'comer' as the message, and a yellow 'Repeat' block.
- Sequence 2:** A yellow 'Send message' block with 'pasea..', a green 'Repeat' block with a cat icon and a duration of 4, a red 'Say Tu ga.. for 2 seconds' block, a yellow 'Wait 1' block, and a yellow 'Send message' block with 'dormi..'. A speech bubble above it says 'Silencio el gato está dormido'.
- Sequence 3:** A yellow 'Send message' block with 'comer', a yellow 'Wait' block, a green 'When green flag clicked' block with a cat icon and a red 'X', a red 'Say Acari.. for 2 seconds' block, a yellow 'Wait 1' block, a red 'Play music for 0' block, a yellow 'Wait 2' block, and a yellow 'Send message' block with 'pasea..'. A speech bubble above it says 'Acaricia a tu gato y dale de comer'.
- Sequence 4:** A yellow 'Send message' block with 'dormi..', a green 'When green flag clicked' block with a cat icon and a red 'X', a red 'Play music for 28' block, a red 'Say Silen.. for 2 seconds' block, a yellow 'Wait 1' block, and a yellow 'Send message' block with 'comer'. A speech bubble above it says 'Tu gato está feliz'.

Esta programación te permite alimentar a tu gato, que de un corto paseo y que tome una pequeña siesta....y todo lo que tu quieras adicionarle!!!