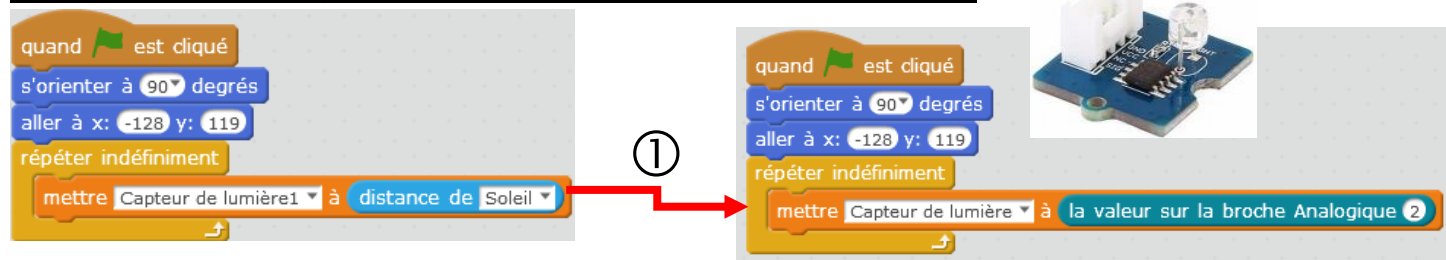


1°) Effectuer les changements suivants pour le capteur de lumière.

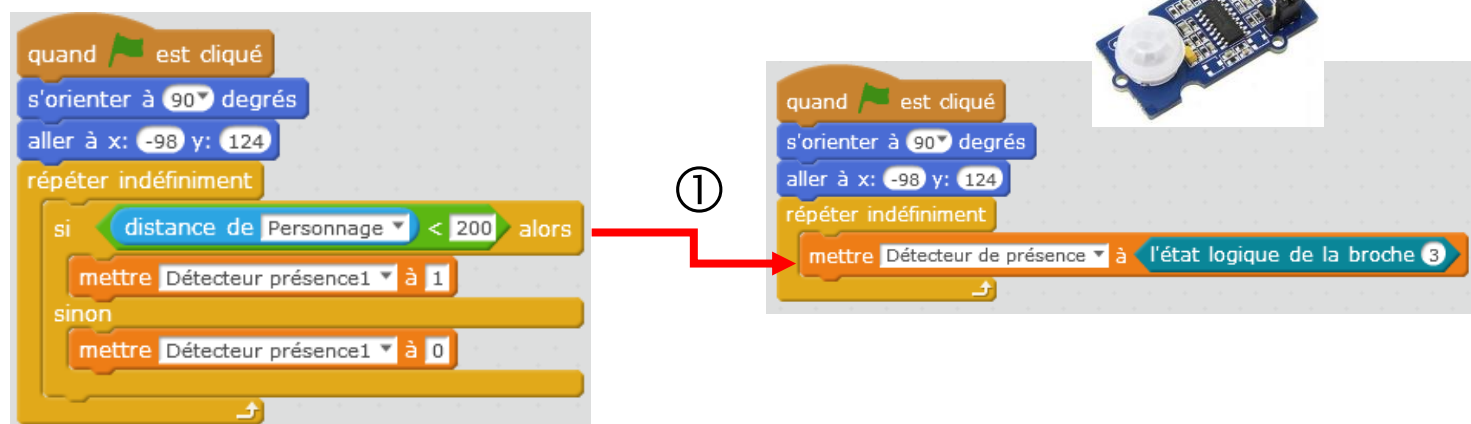


The image shows two Scratch code blocks for a light sensor. The left block has a 'when green flag clicked' event, followed by 'turn 90 degrees', 'go to x: -128 y: 119', and a 'repeat indefinitely' loop containing 'set light sensor 1 to distance of sun'. A red arrow labeled '1' points to the right block, which is identical except the loop contains 'set light sensor 1 to value on analog pin 2'. An image of a light sensor module is shown to the right.

Explications :

① : Ce changement permet de _____.

2°) Effectuer les changements suivants pour le capteur de présence.

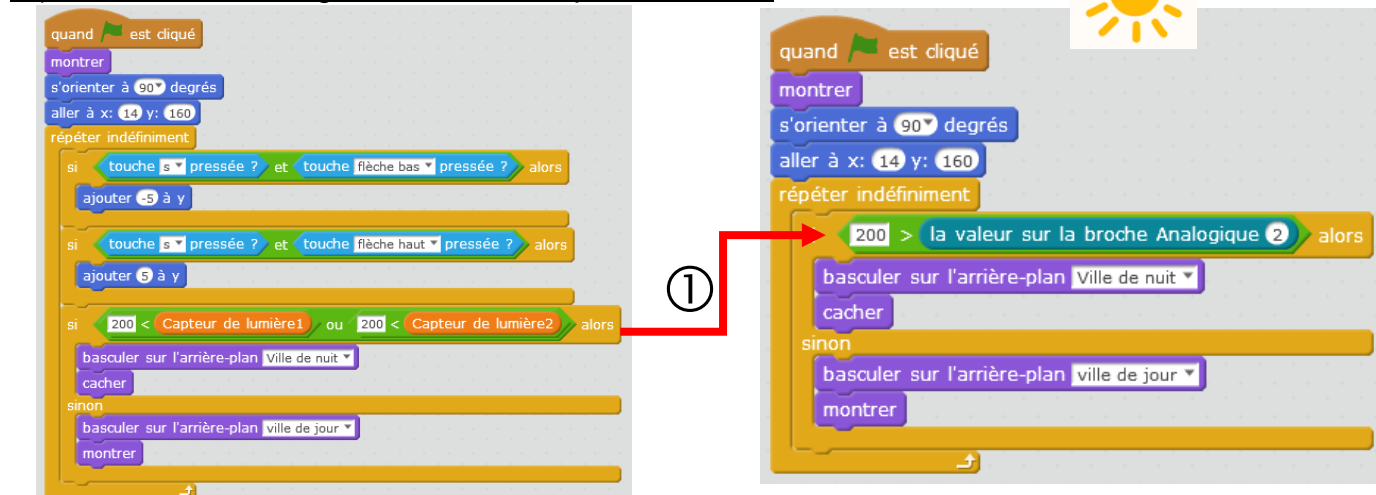


The image shows two Scratch code blocks for a presence sensor. The left block has a 'when green flag clicked' event, followed by 'turn 90 degrees', 'go to x: -98 y: 124', and a 'repeat indefinitely' loop. Inside the loop is an 'if distance of character < 200 then' condition. If true, it sets 'presence detector 1' to 1; otherwise, it sets it to 0. A red arrow labeled '1' points to the right block, which is identical except the loop contains 'set presence detector 1 to logical state of pin 3'. An image of a presence sensor module is shown to the right.

Explications :

① : Ce changement permet de _____.

3°) Effectuer les changements suivants pour le soleil.



The image shows two Scratch code blocks for a sun sprite. The left block has a 'when green flag clicked' event, followed by 'show', 'turn 90 degrees', 'go to x: 14 y: 160', and a 'repeat indefinitely' loop. Inside the loop are three 'if' conditions: 'if space key pressed and down arrow key pressed then add -5 to y', 'if space key pressed and up arrow key pressed then add 5 to y', and 'if 200 < light sensor 1 or 200 < light sensor 2 then switch background to night, hide, and show'. A red arrow labeled '1' points to the right block, which is identical except the first 'if' condition is 'if 200 > value on analog pin 2 then switch background to night, hide, and show'. An image of a sun sprite is shown to the right.

Explications :

① : Ce changement permet de _____.

4°) Effectuer les changements suivants pour **la lune**.



Explications :

① : Ce changement permet de _____

5°) Effectuer les changements suivants pour **La DEL**.



Explications :

① : Ce changement permet de _____

② : Ce changement permet de mettre la sortie D5 à 100. Ceci permet d'éclairer la DEL faiblement.

③ : Ce changement permet de _____

④ : Ce changement permet _____

⑤ : Ce changement permet de _____
