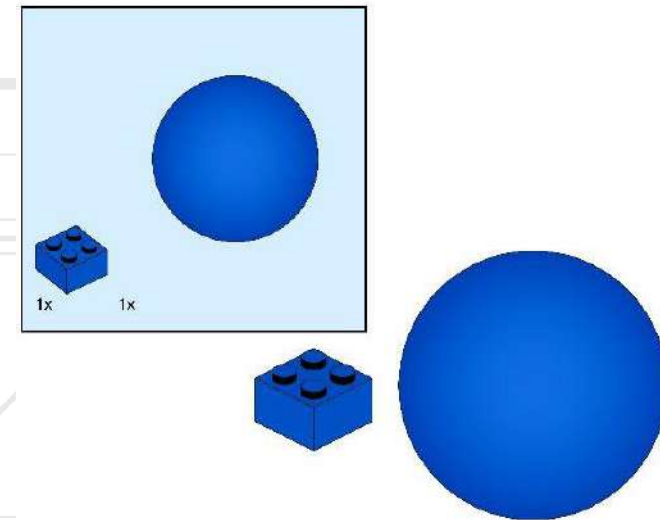


WRO® STARTER Project: costruzioni (1)

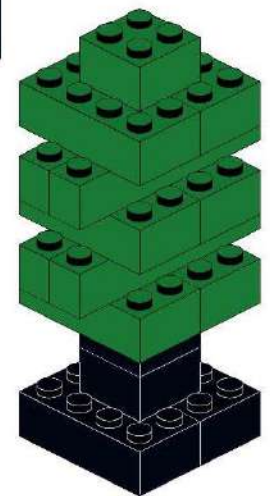
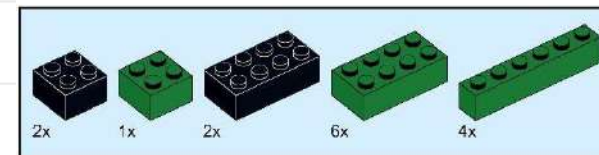
PALLA

Una palla può essere usata per missioni in diversi modi. Un esempio è quello di mettere la palla su un mattoncino LEGO 2x2 con la missione FAI GOL!. In alternativa, la palla potrebbe anche essere posizionata una piattina 2x2.



ALBERO (x2)

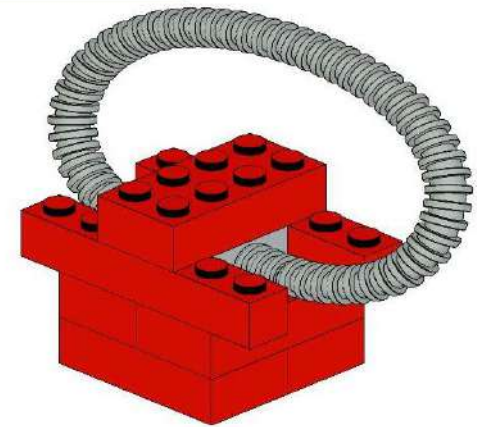
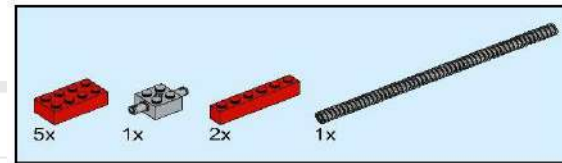
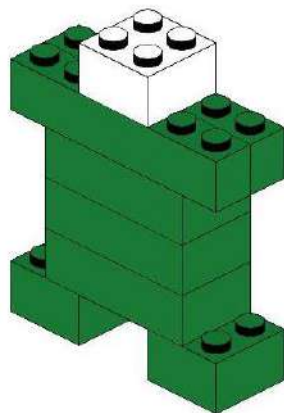
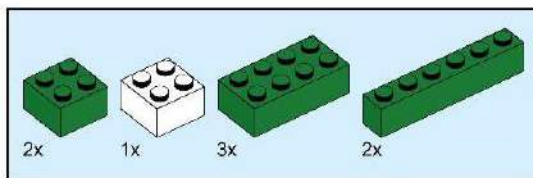
Un albero può essere posizionato su un marcatore 4x4 e collegato ad una missione tipo "L'albero non deve essere spostato, durante l'esecuzione di un programma".



WRO® STARTER Project: costruzioni (2)

BORSA (x3)

La borsa può essere posizionata su un marcatore 4x4. E' un oggetto utile per missioni con l'utilizzo di una leva.



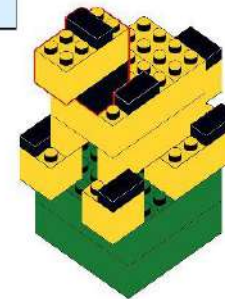
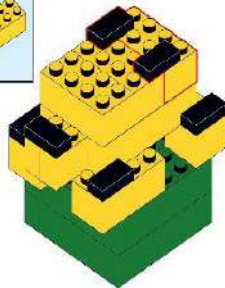
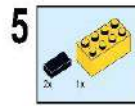
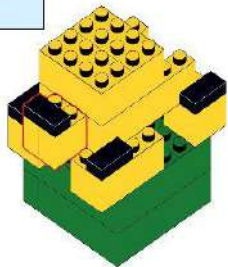
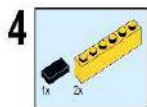
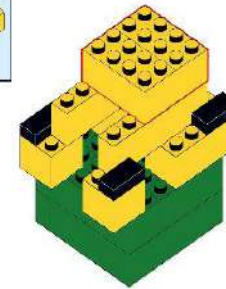
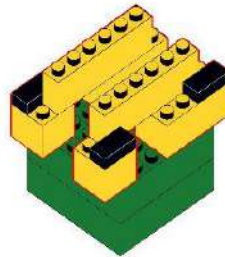
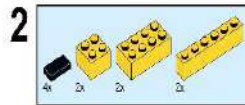
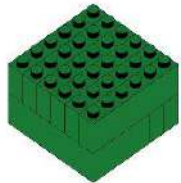
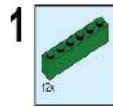
BAMBINO (x4:rosso,verde,blu e giallo)

I bambini possono essere posizionati sui marcatori 2x6. Inizialmente viene richiesto di spostarli semplicemente nell'area colorata attigua.

WRO® STARTER Project: costruzioni (3)

GIAGUARO (x 2)

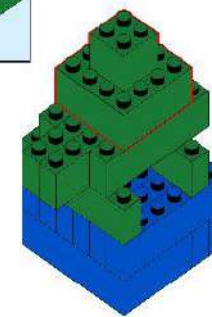
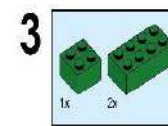
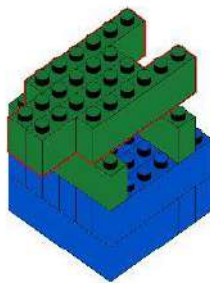
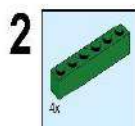
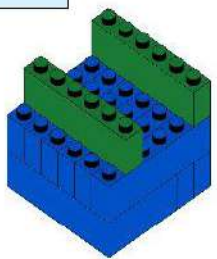
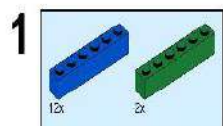
Il giaguaro può essere posizionato su un marcatore 6x6.



WRO® STARTER Project: costruzioni (4)

TARTARUGA (x2)

La tartaruga può essere posizionata su un marcatore 6x6.



WRO® STARTER Project: costruzioni (5)

CHARGING STATION (x1)

L'attuatore va posizionato sul marcatore 6x6 della zona carica batteria.

