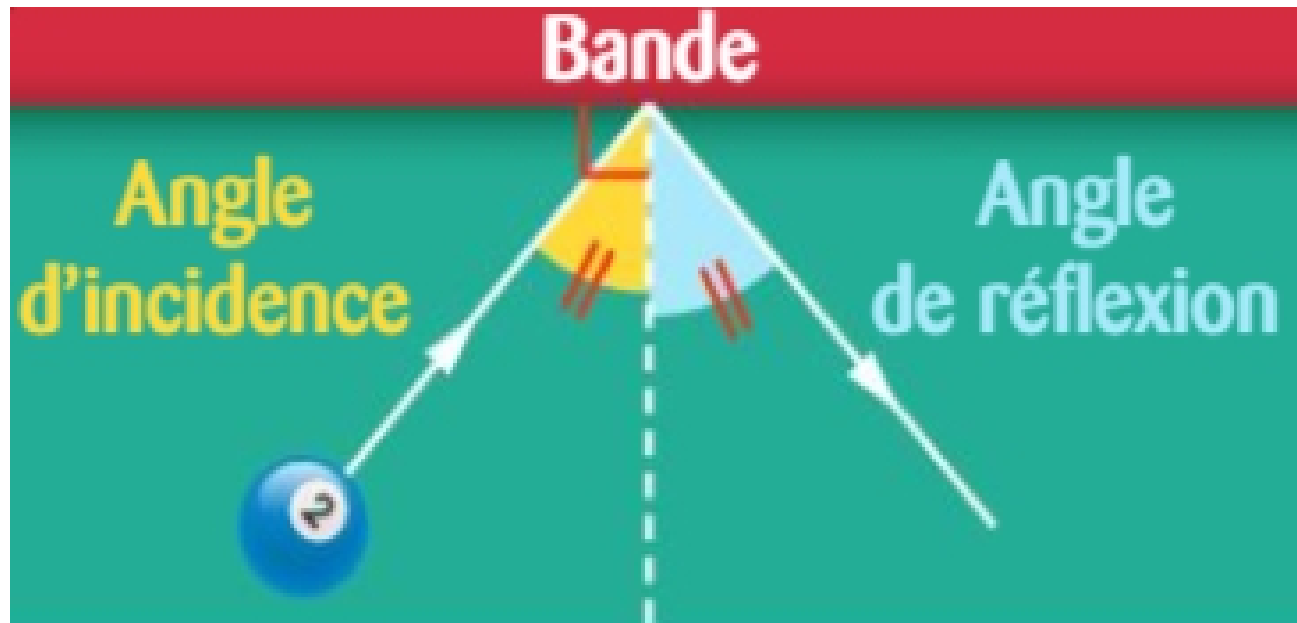


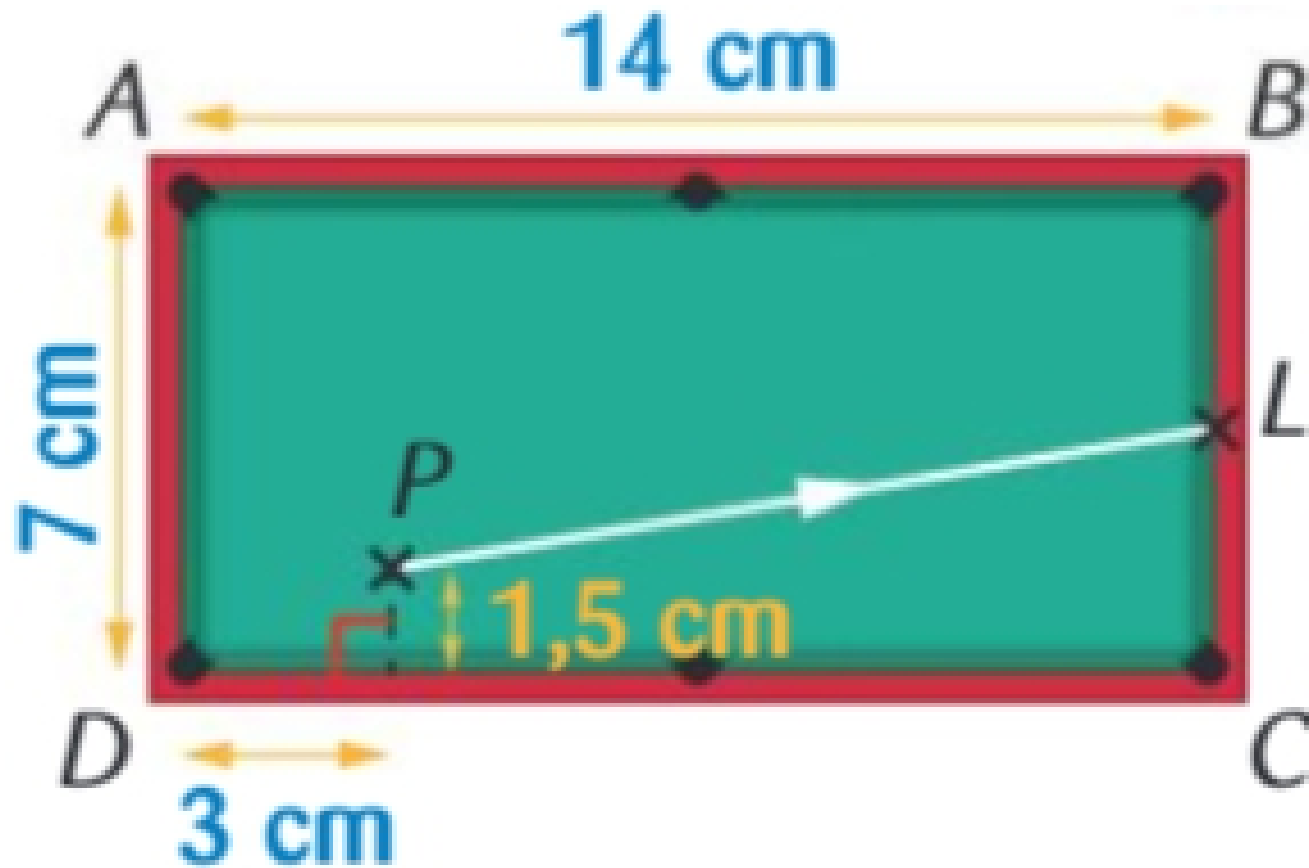
Trajectoire d'une boule sur un billard rectangulaire

Expérimentation
avec deux classes de 6ème
et le rapporteur

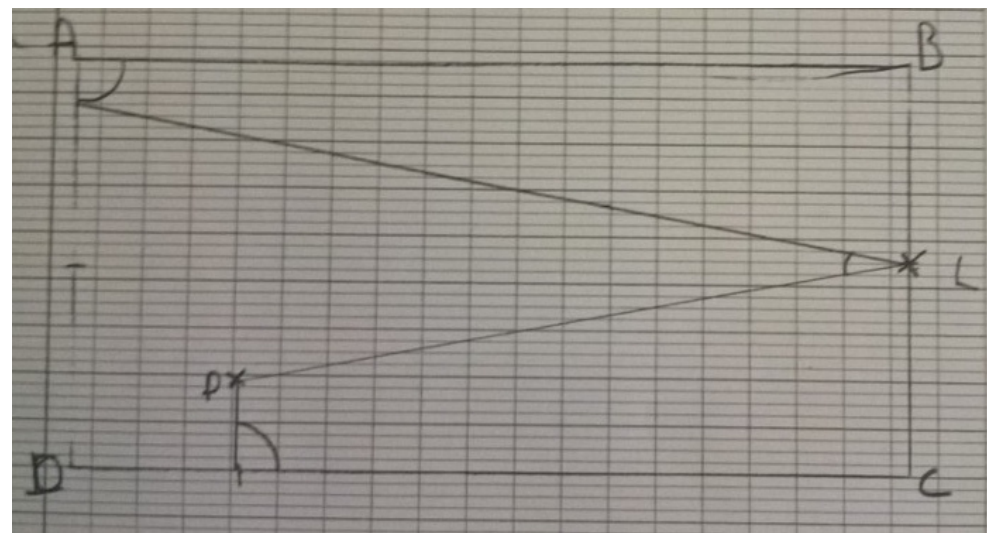
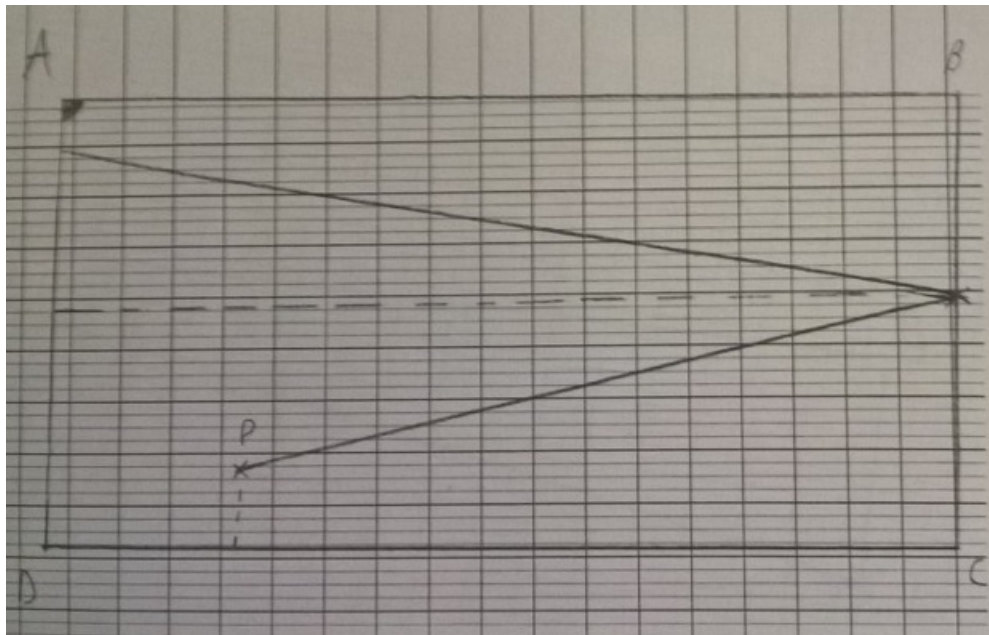
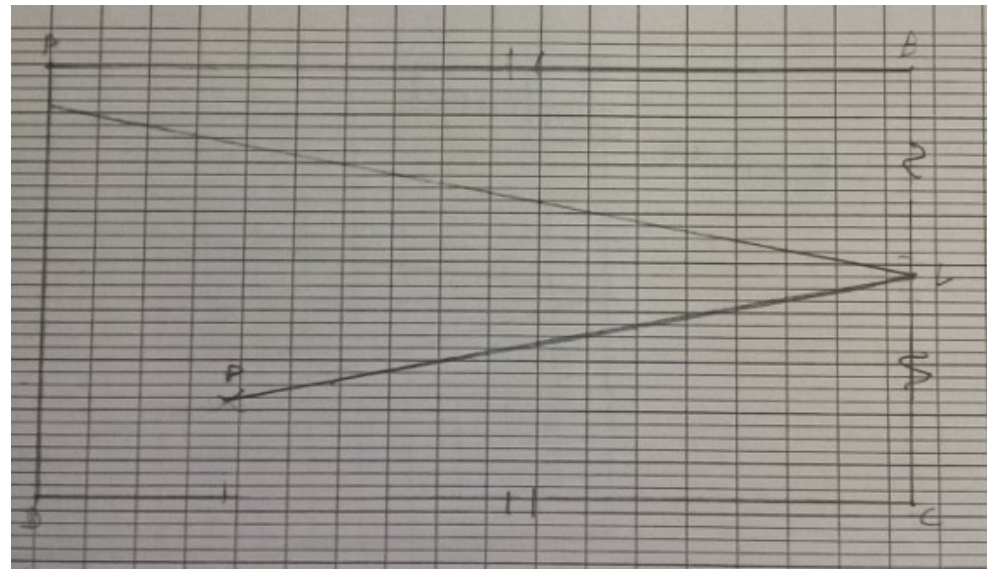
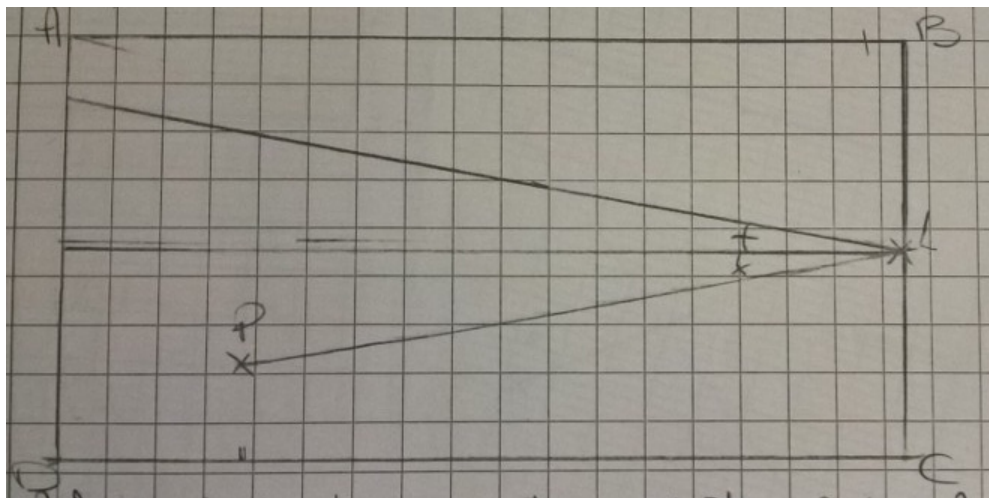
Rebond de la boule et angles



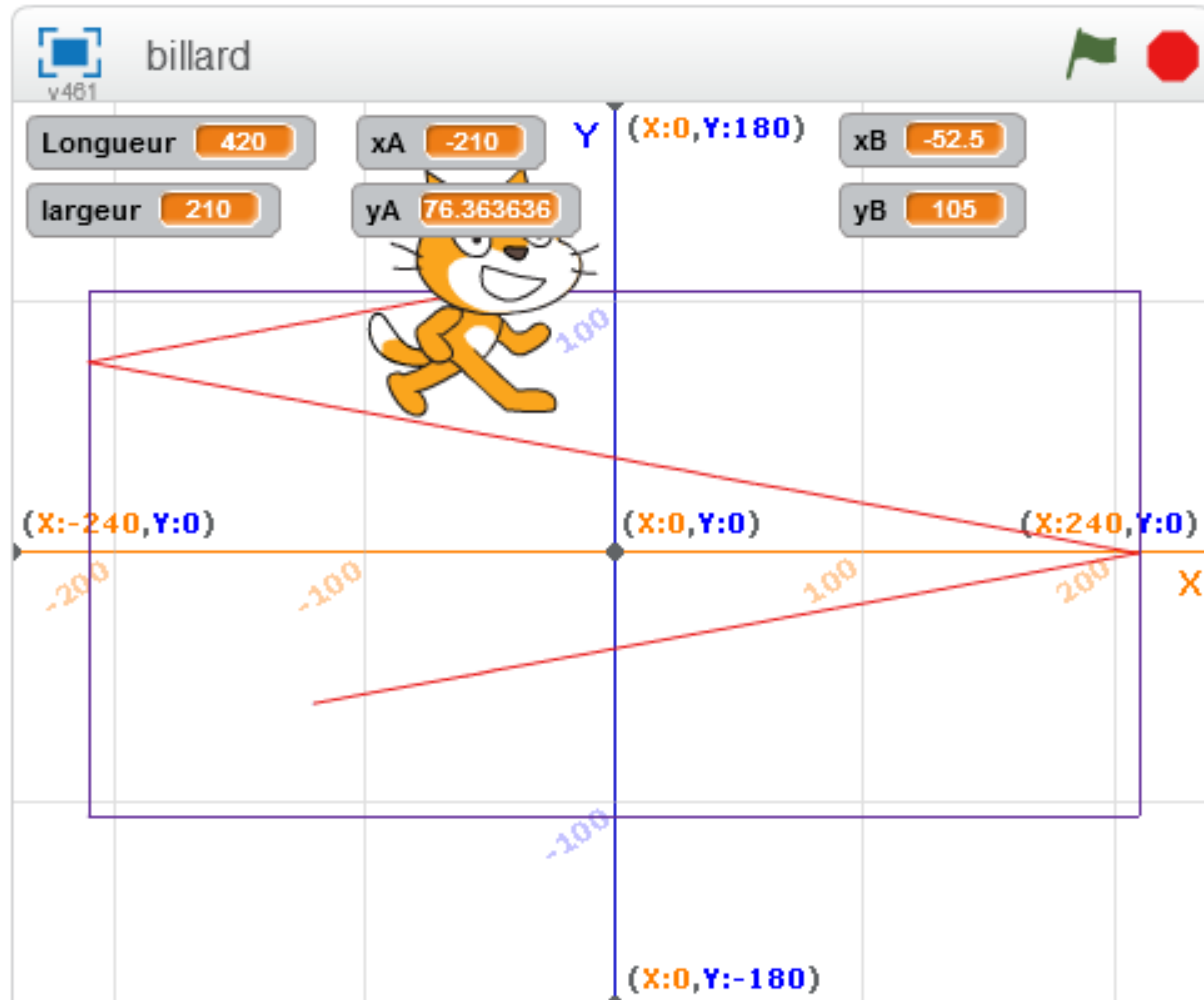
Situation 1



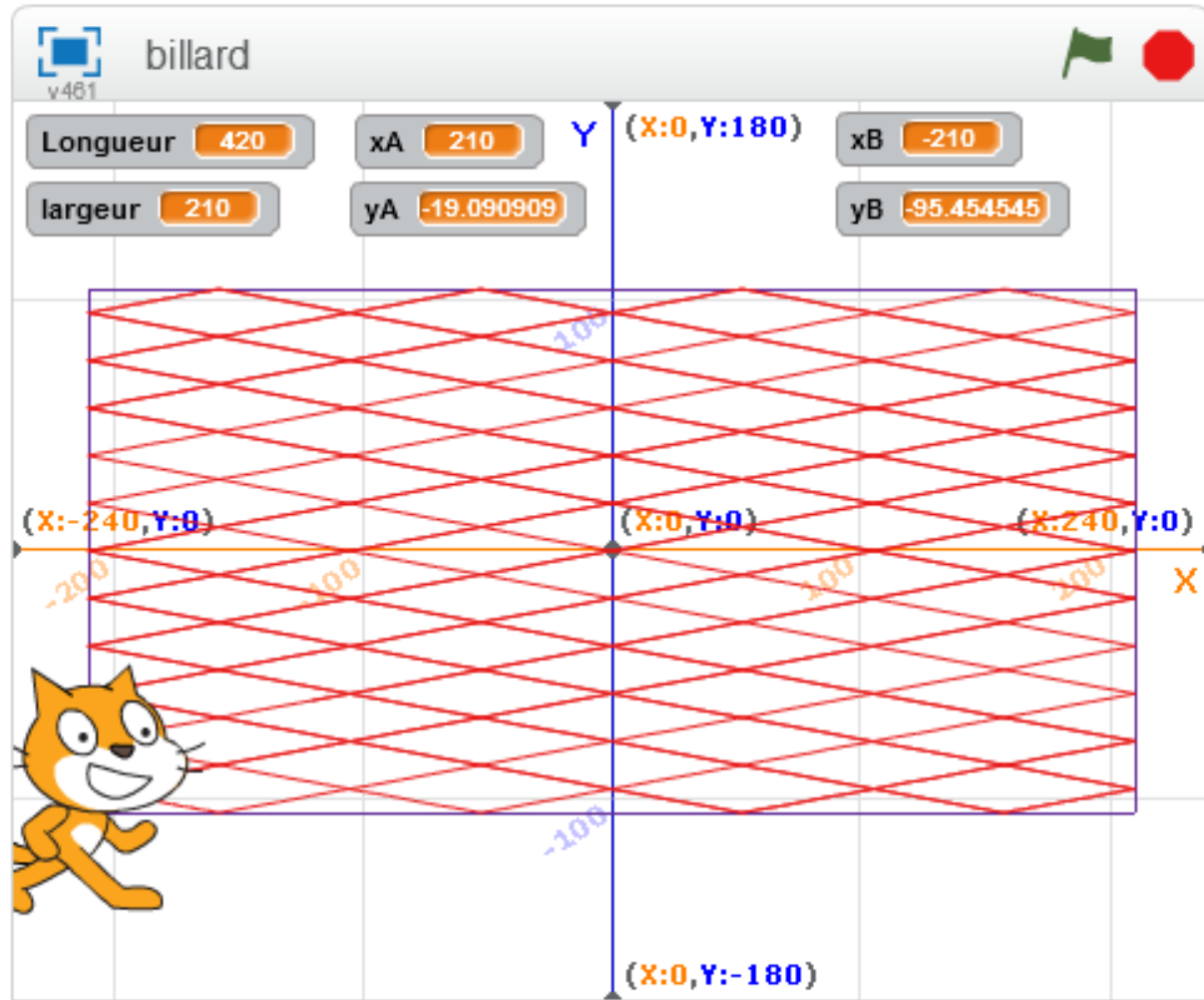
Productions d'élèves



Trajectoire avec Scratch 2

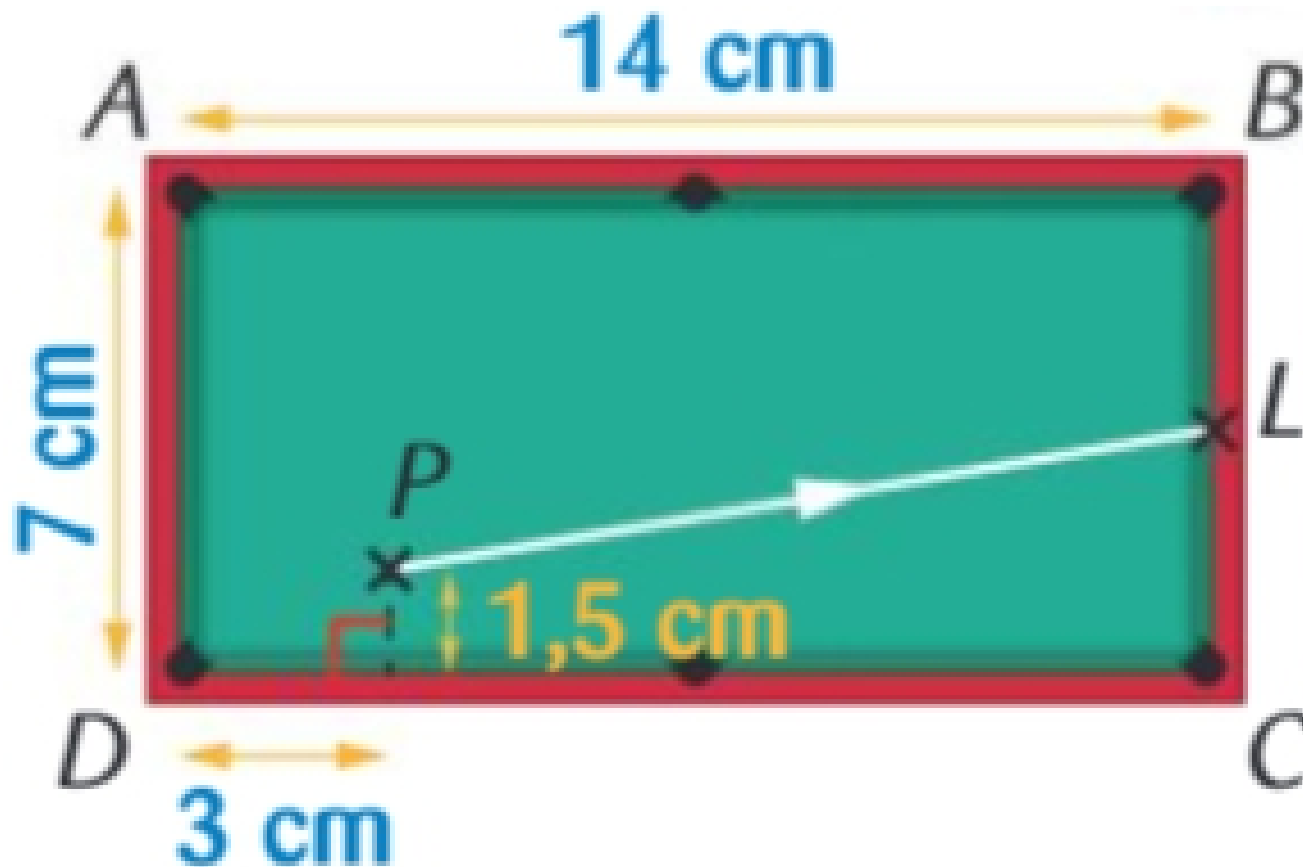


Trajectoire complète avec Scratch 2

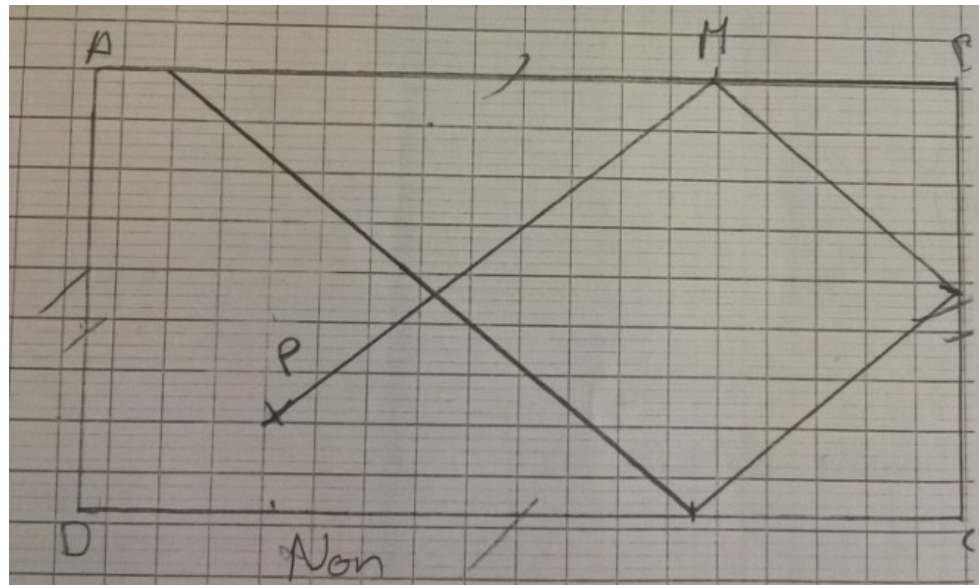
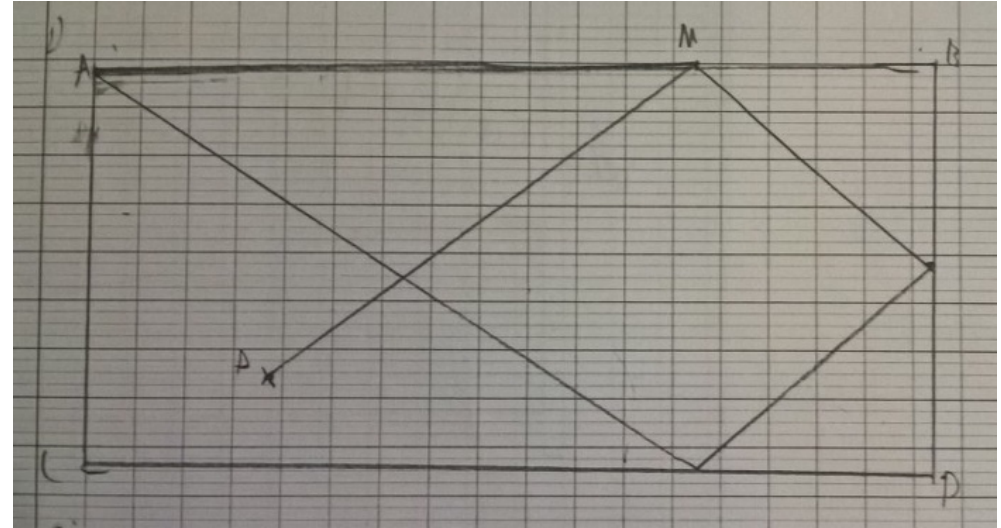
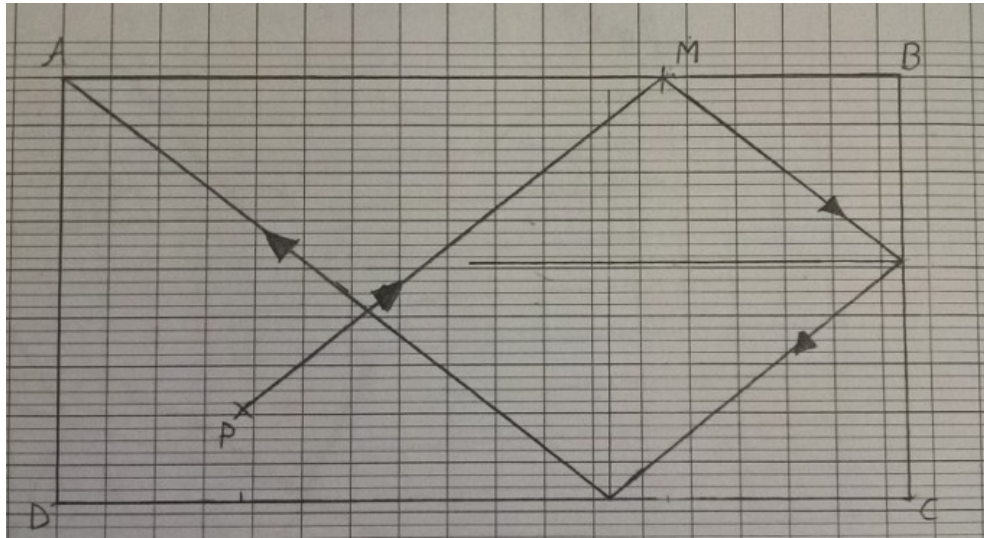


Situation 2

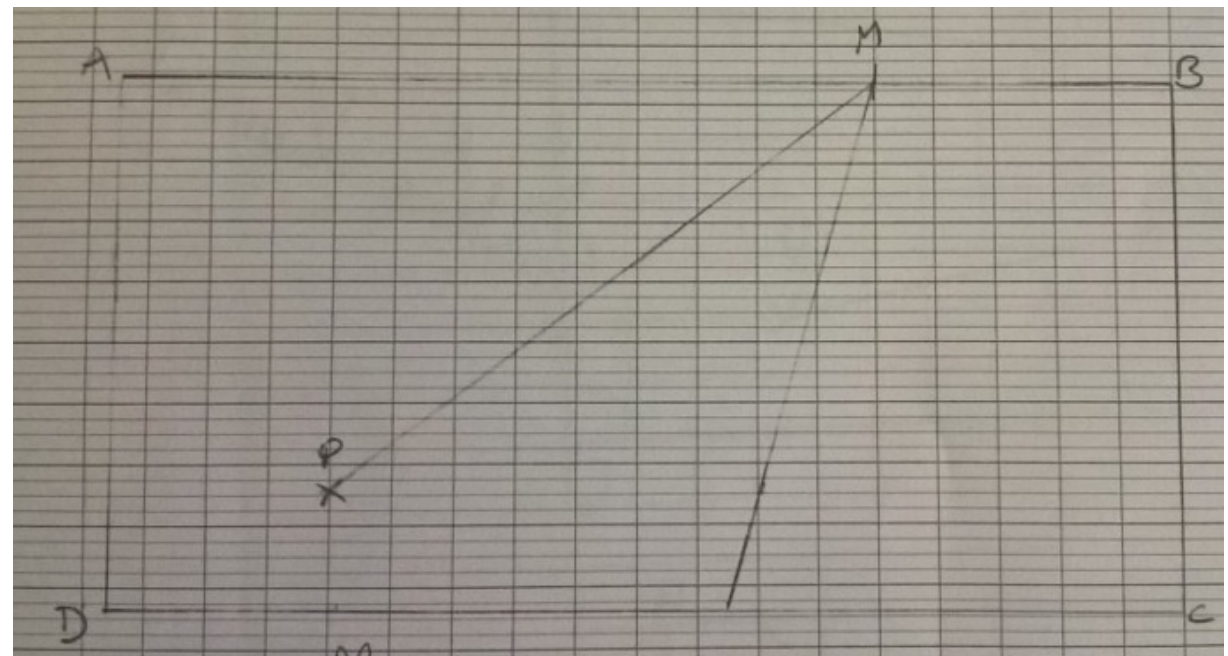
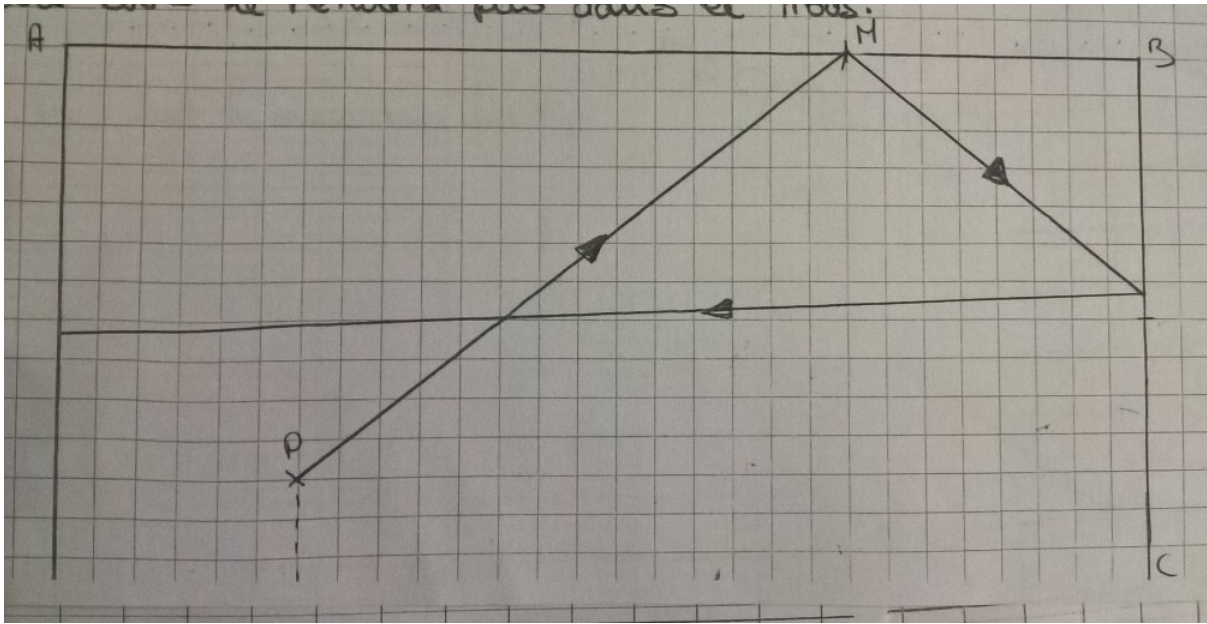
Le joueur vise le point M du segment $[AB]$ situé à 10 cm du point A.



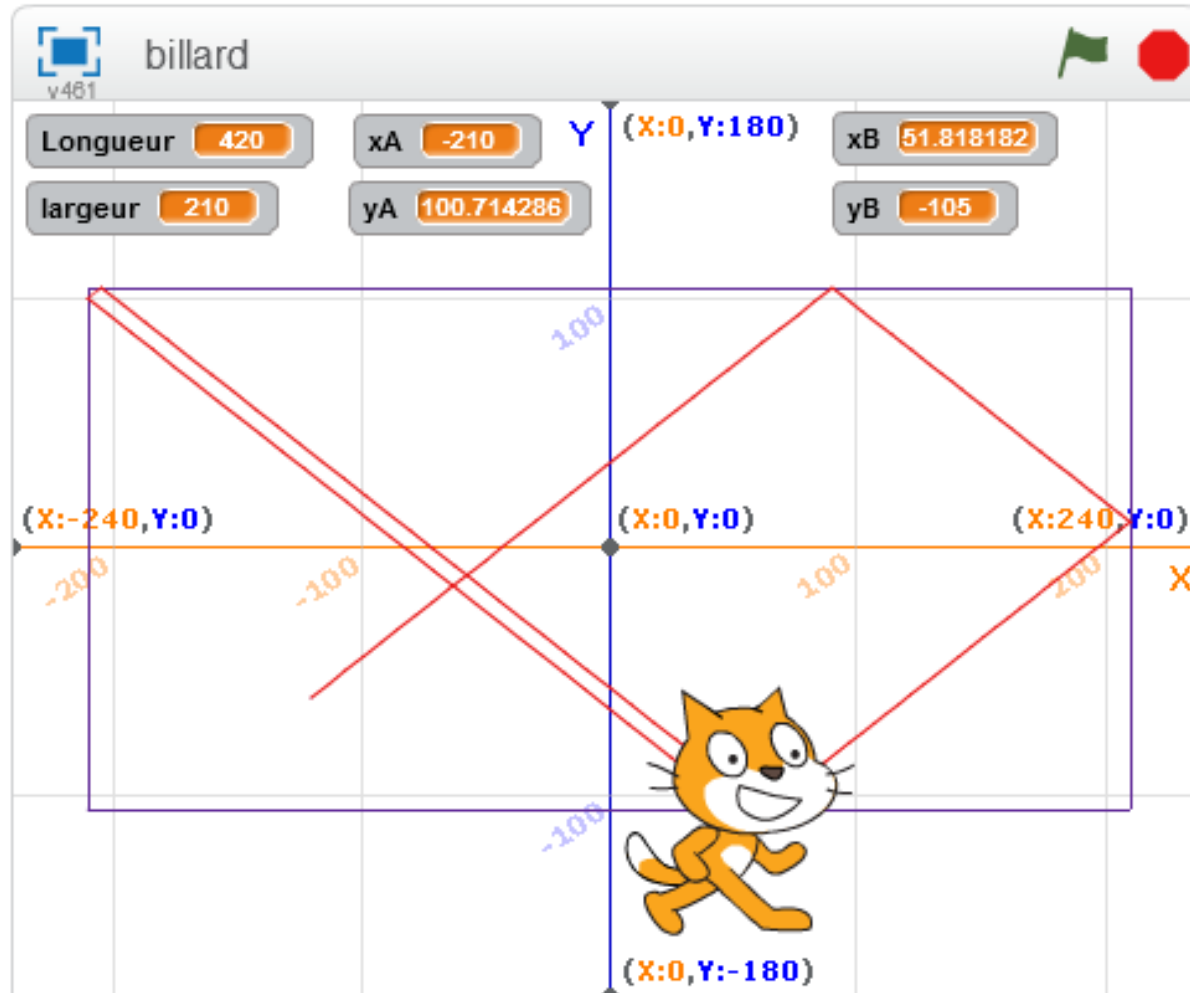
Productions d'élèves



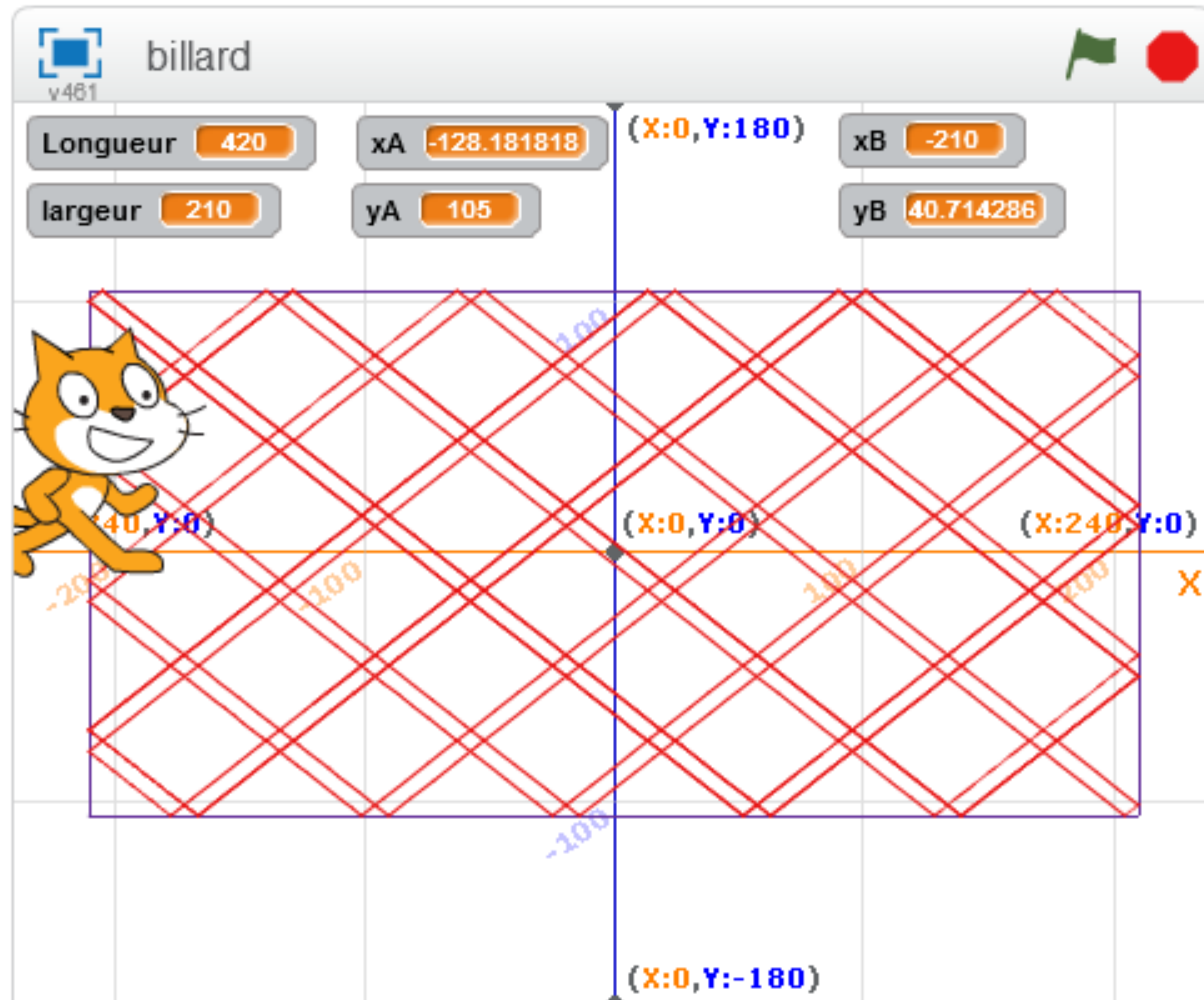
Productions d'élèves



Trajectoire avec Scratch 2



Trajectoire complète avec Scratch 2



Trajectoire légèrement différente avec Scratch 2 et 1000 rebonds

