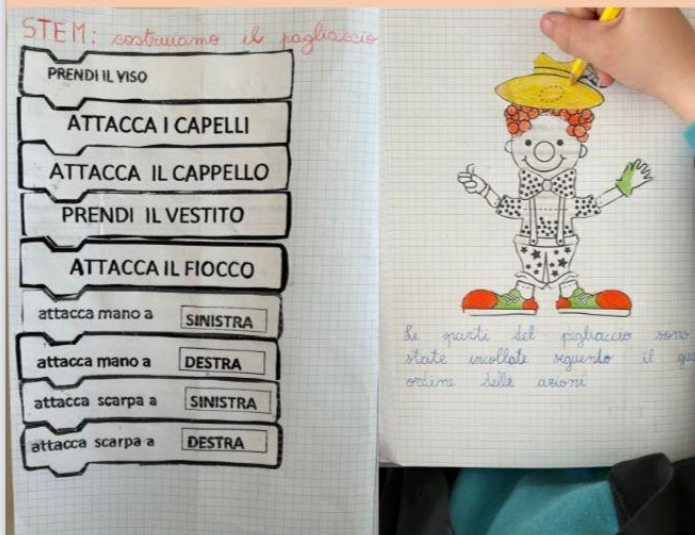


## PROGRAMMAZIONE A BLOCCHI CON SCRATCH



CLASSI SECONDE  
MANDELA