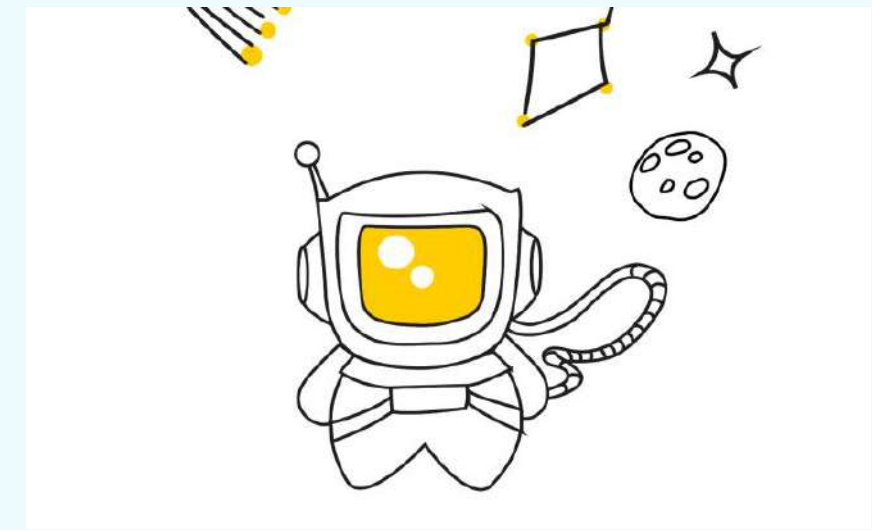


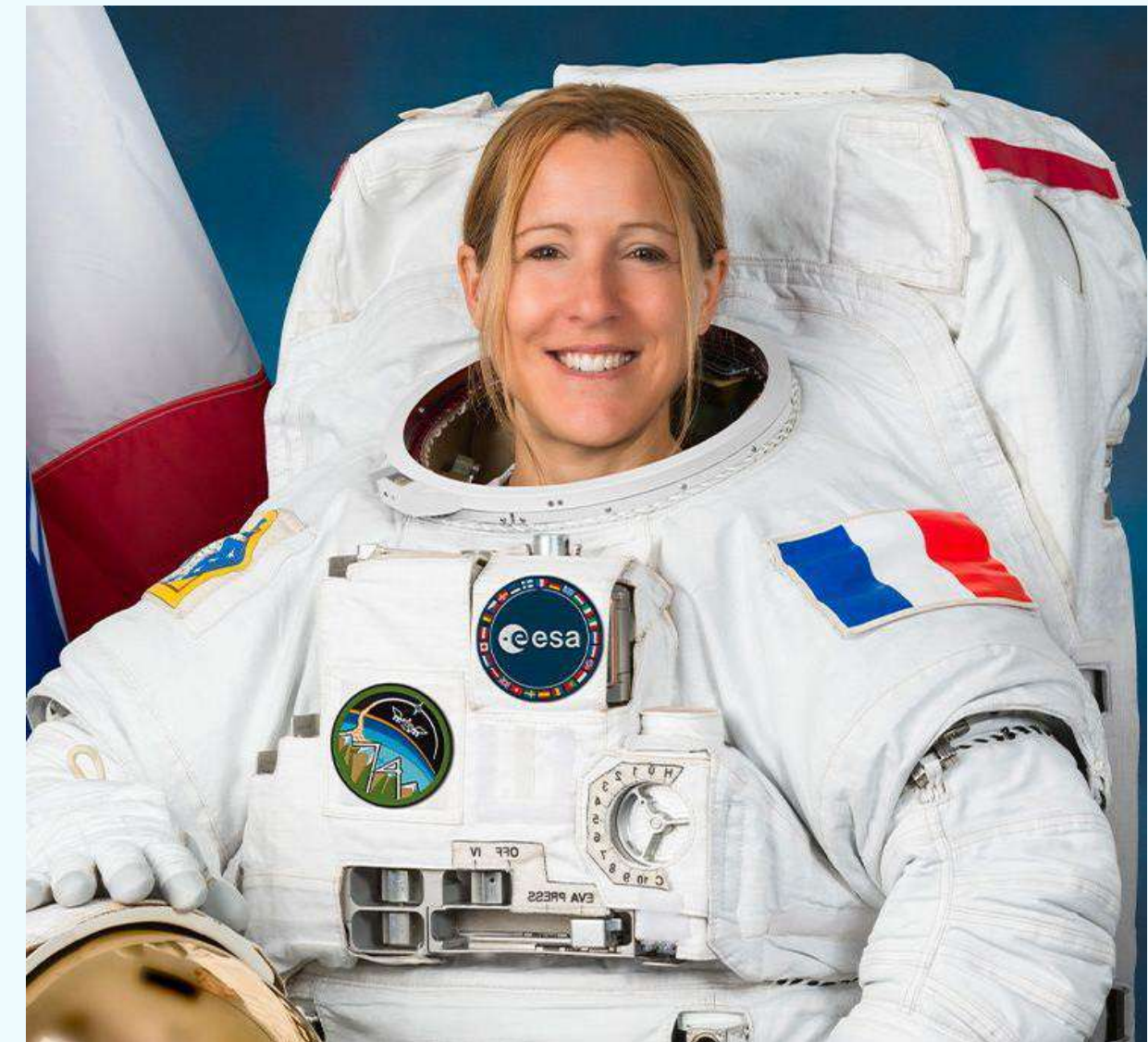
MISSION  SOPHIE



De Mimizan à L'ISS : notre aventure avec Sophie Adenot et L'IUT de Gradignan

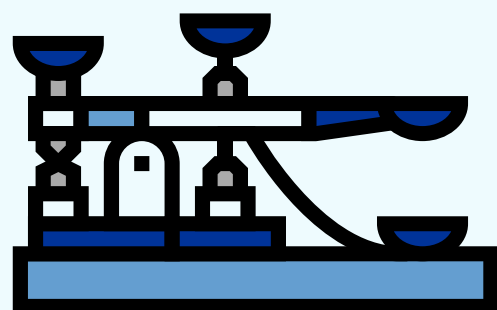


iut
de BORDEAUX

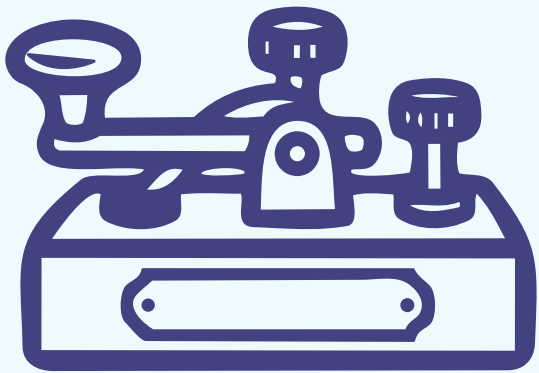
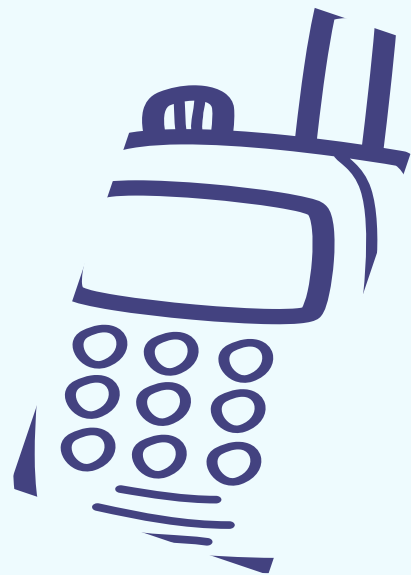




1. AtelIier Time Line



2. Ateliers avec les élèves de L'UT





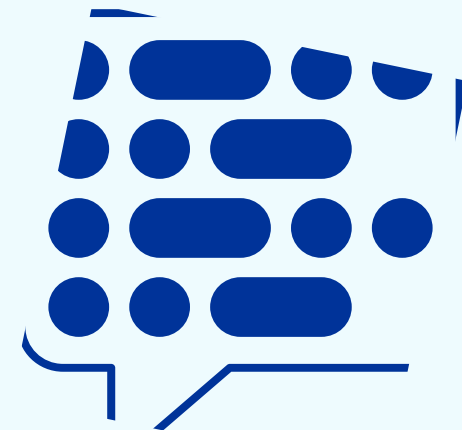
3. Programmation scratch

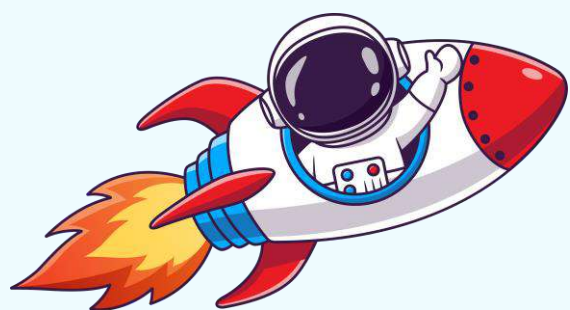
Scratch interface showing a project titled "Projet Scratch". The code editor displays a script for a Morse code translator. The script starts with a "when green flag clicked" event, followed by a "define creation code morse" block. A "ask" block prompts the user: "Quel lettre voulez en morse?". The response is stored in a variable named "réponse". A "if-then" block checks if the response is empty. If not empty, it loops through the "alphabet_morse" list, adding each element to the "réponse" variable. The final output is displayed using the "say" block: "dire élément 2 de alphabet_morse pendant 2 secondes".

The "alphabet_morse" list contains the following elements:

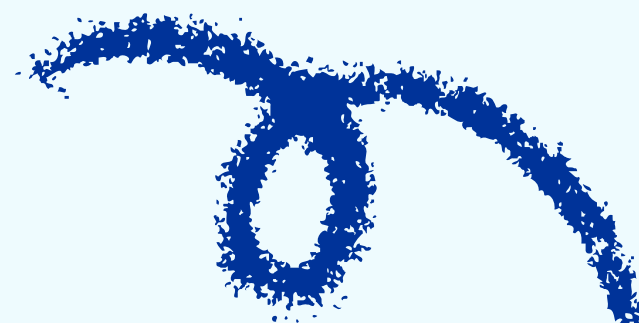
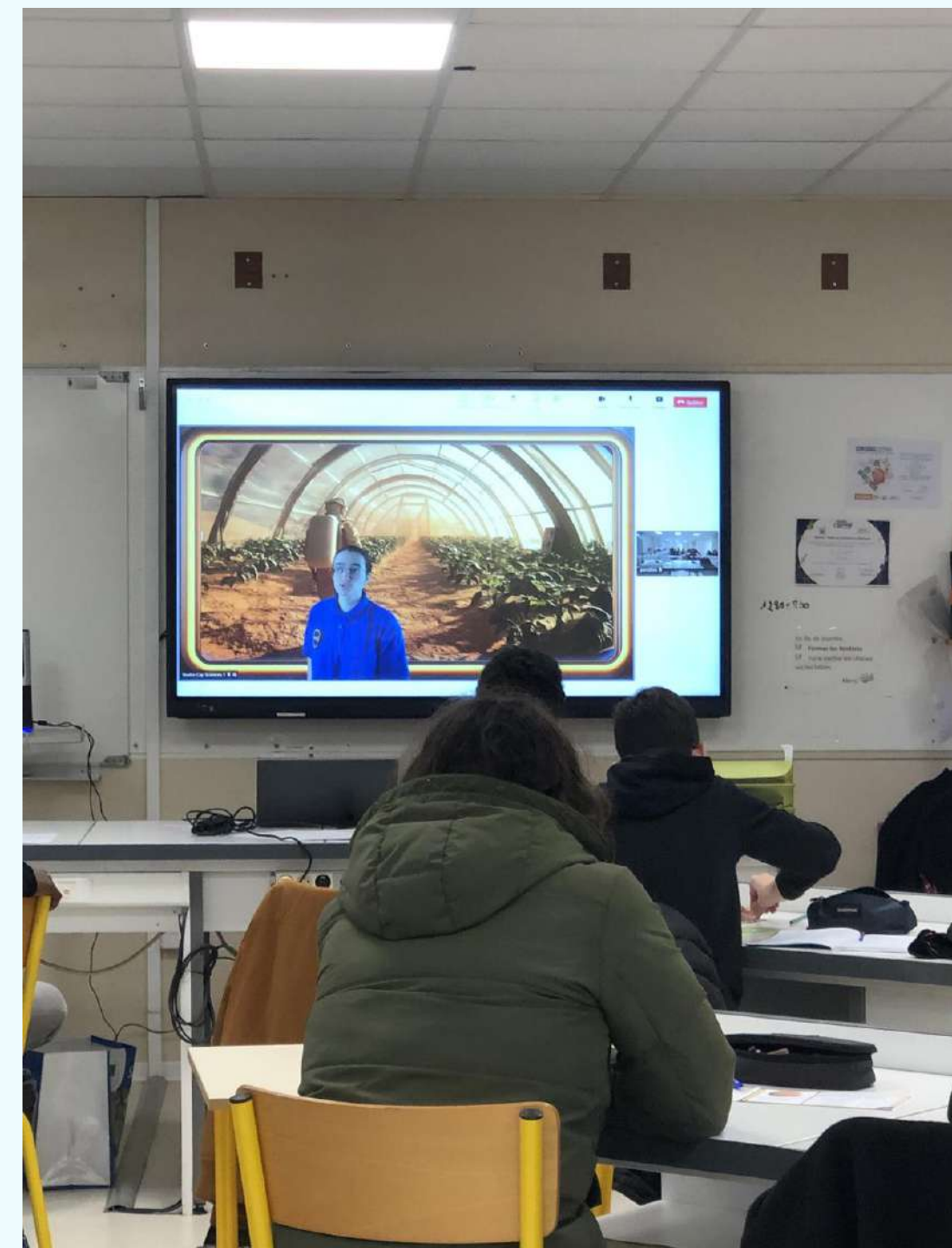
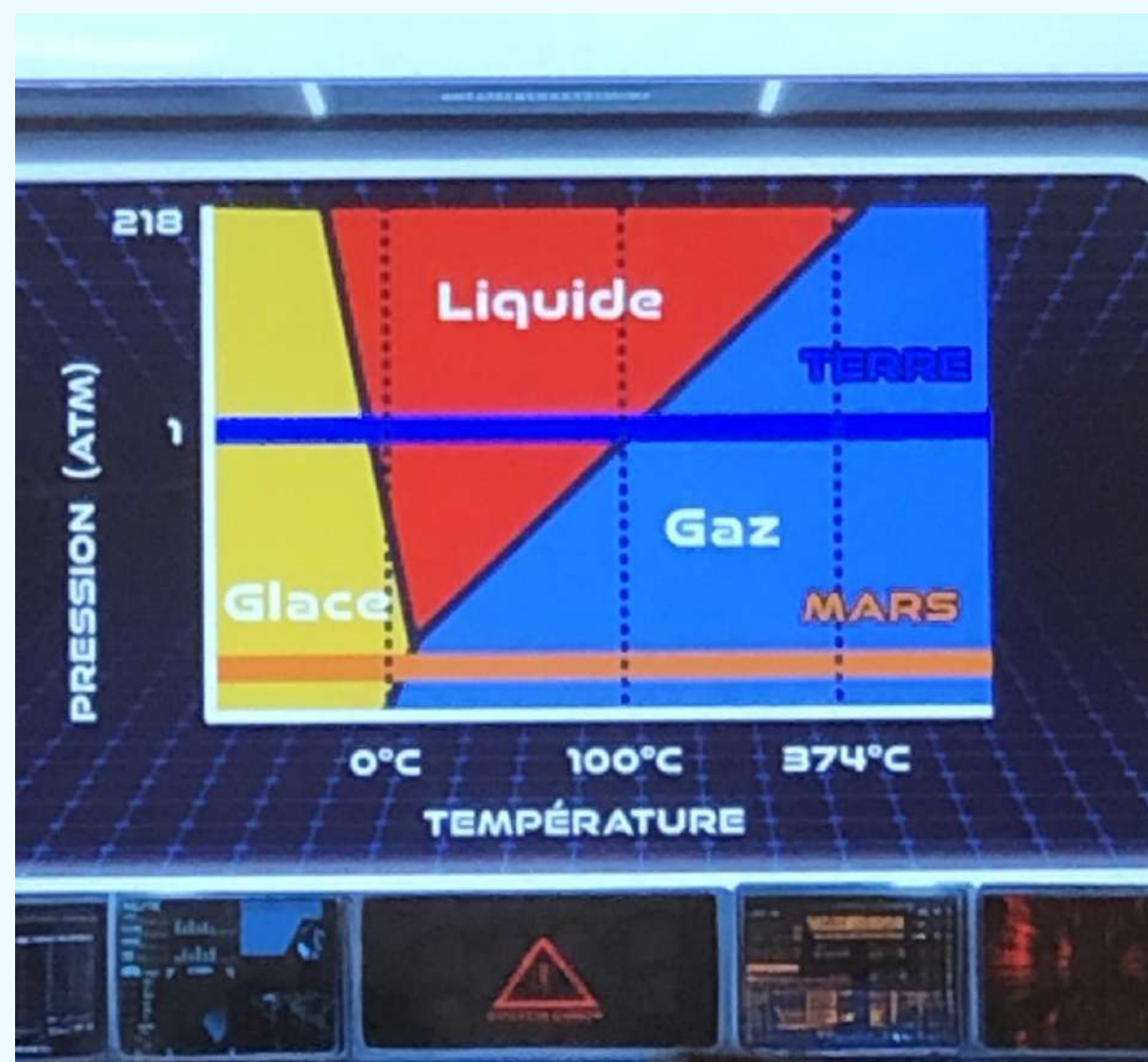
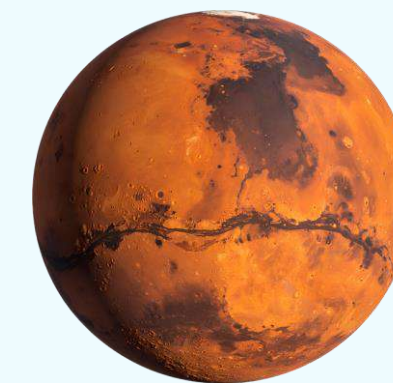
Index	Element
1	A
2	B
3	C
4	D
5	E
6	F
7	G
8	H
9	I
10	J
11	K
12	L
13	M
14	N
15	O
16	P
17	Q
18	R
19	S
20	T
21	U
22	V
23	W
24	X
25	Y
26	Z

The "réponse" variable is currently empty. The "alphabet_morse" list has a length of 7.

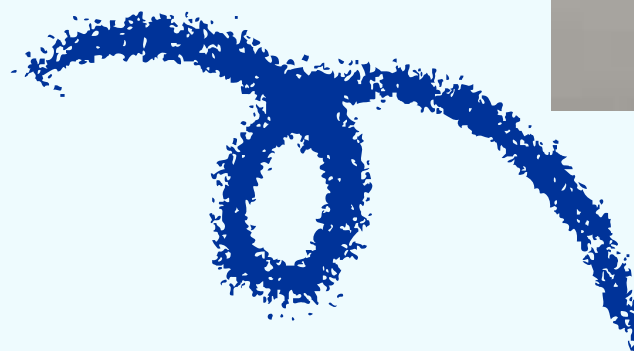
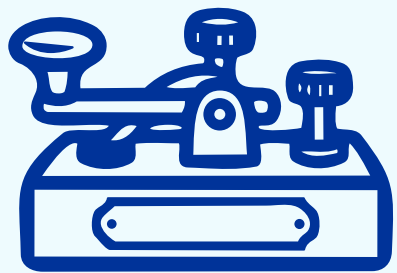
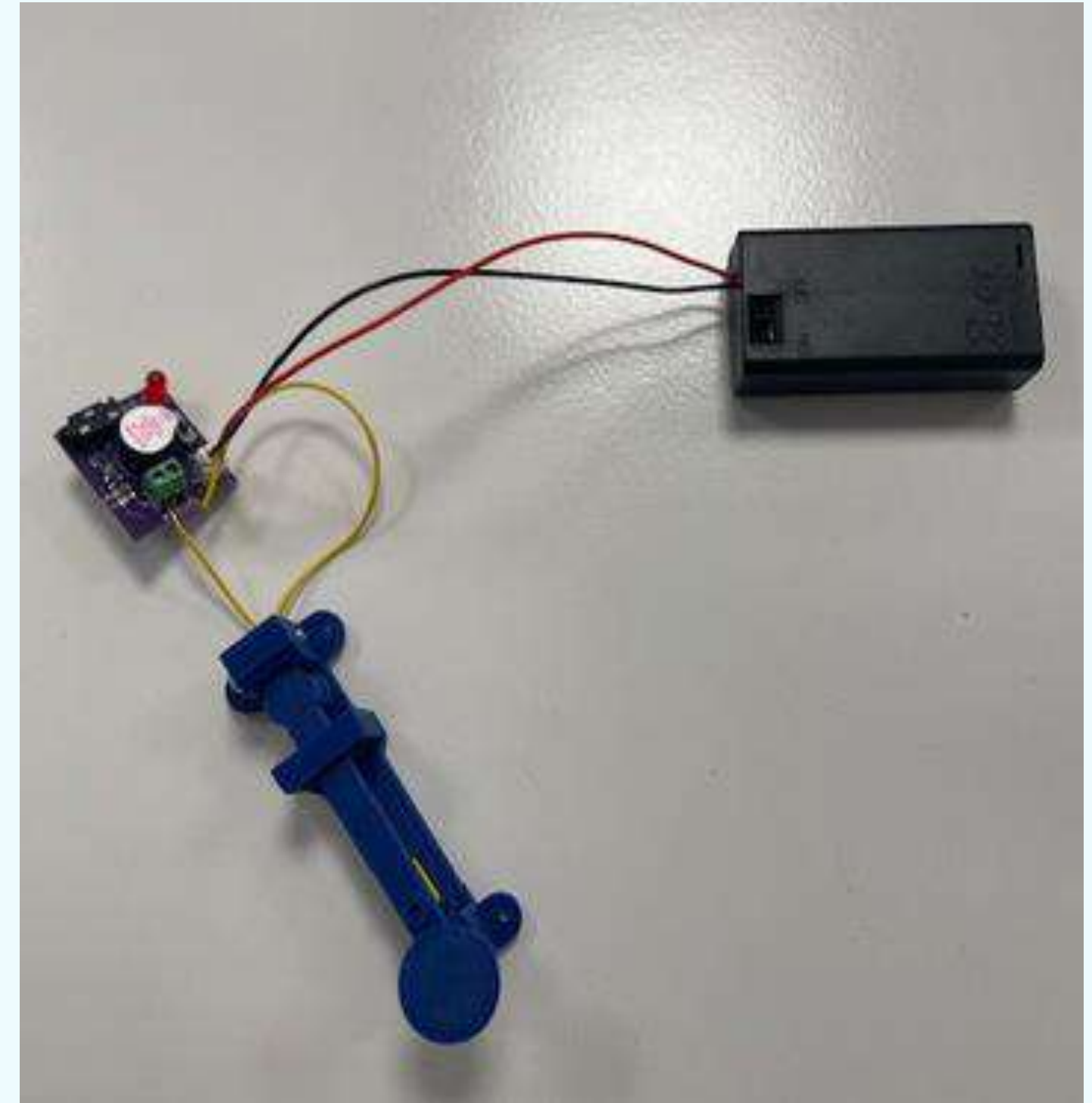




4. Escape game Mars

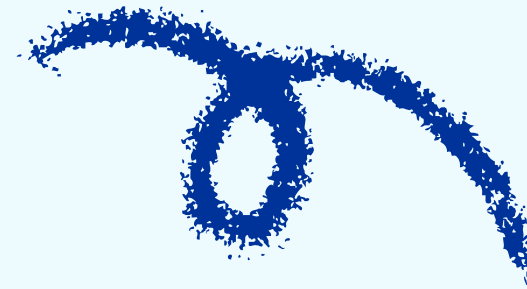


5. Atelier pratique : Le télégraphe



6. Les métiers de l'espace

Technicien d'essais en aérospatiale



DIPLOMATES CONNUS, DANS LE SPATIAL



7. Le contact avec Sophie



