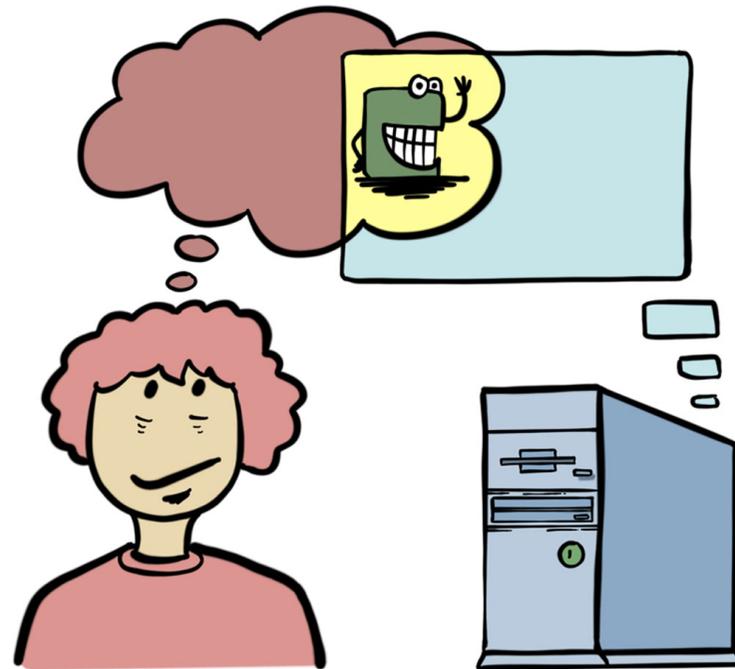


Computational Thinking Patterns



Michael Mittag / PH FHNW

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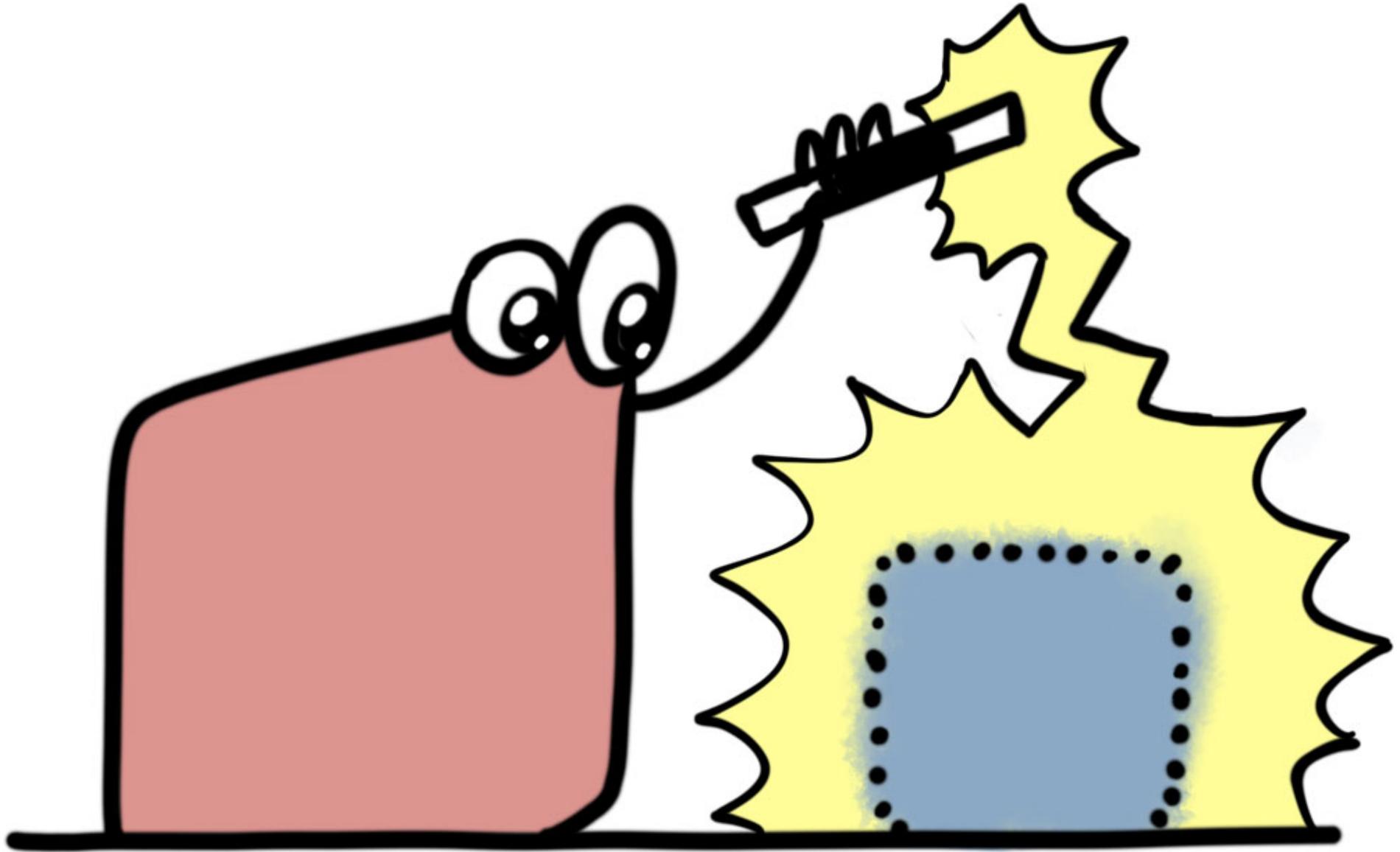
Kollision

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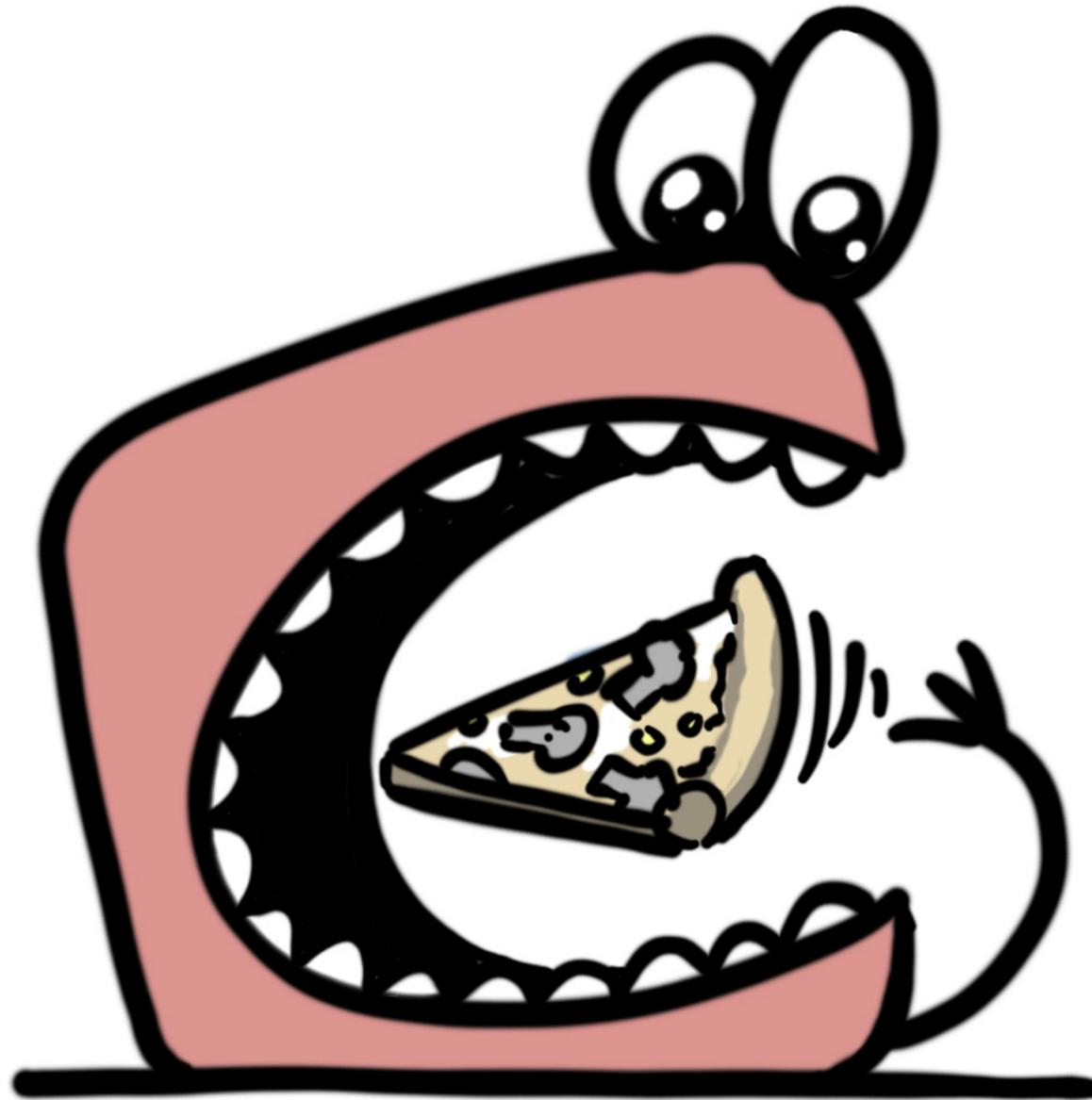
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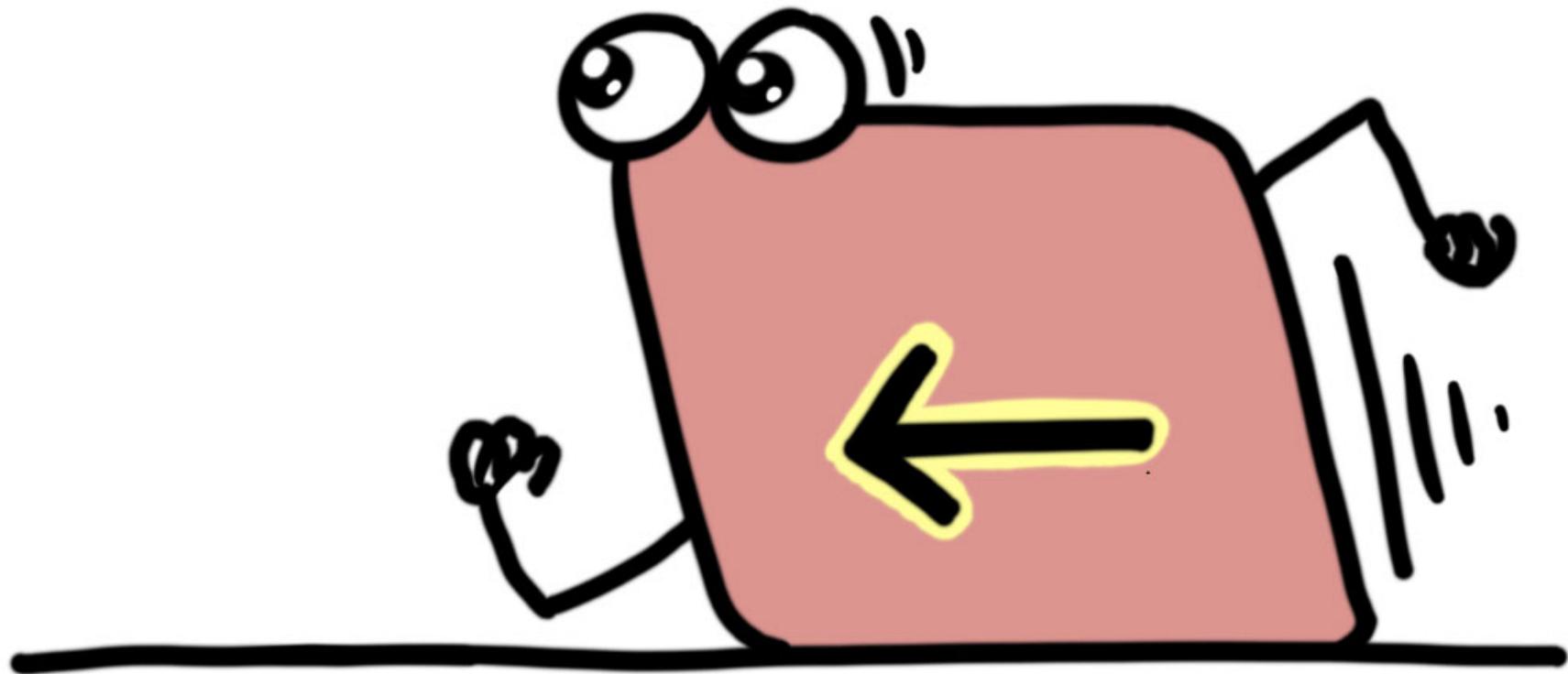
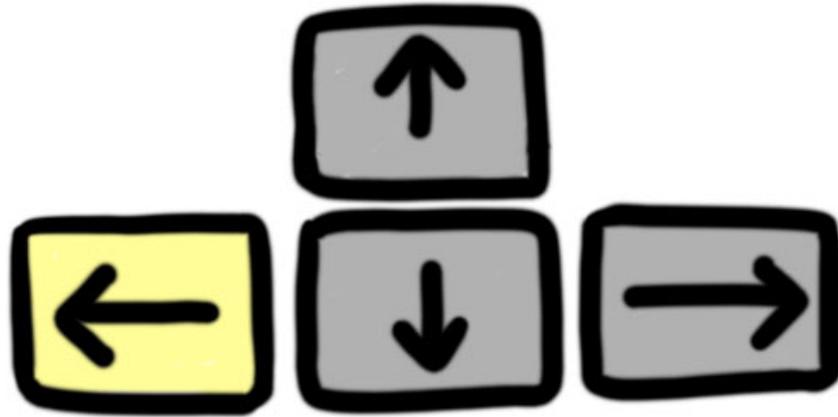
Generieren



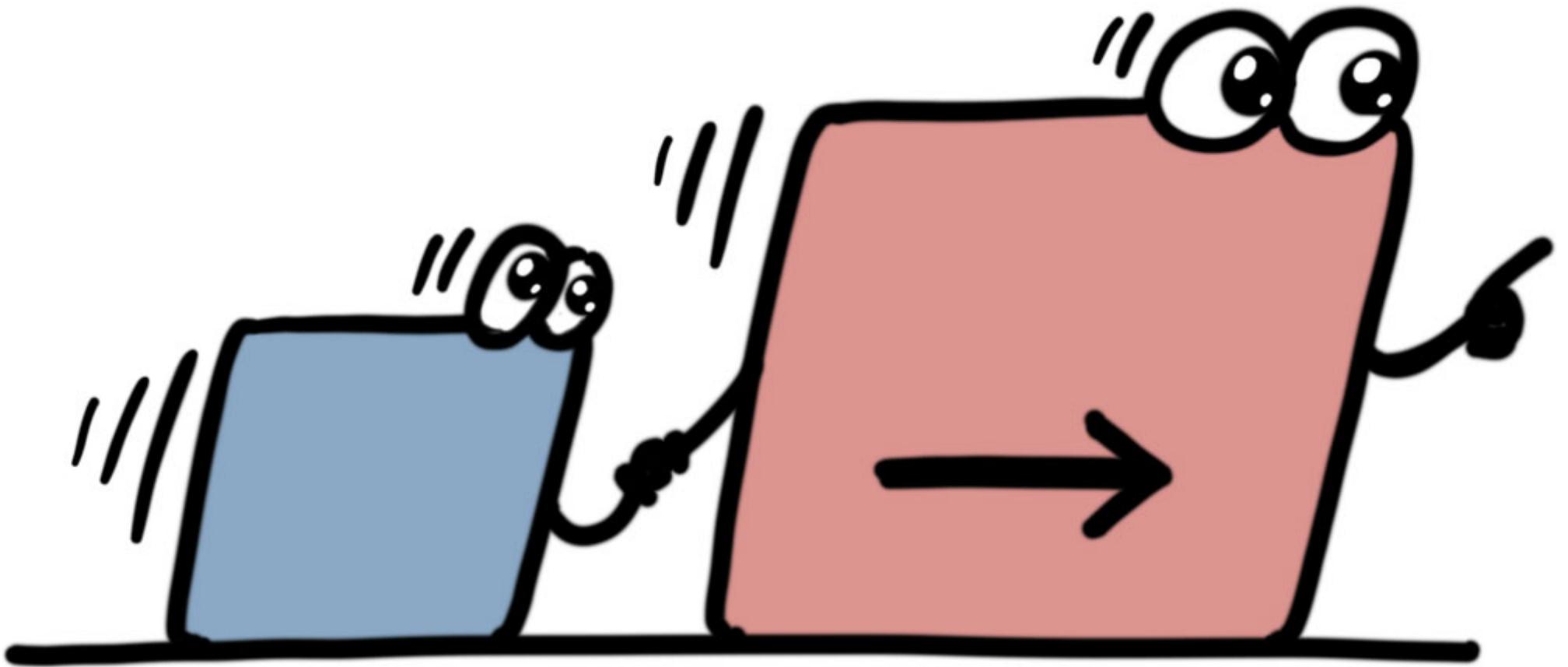
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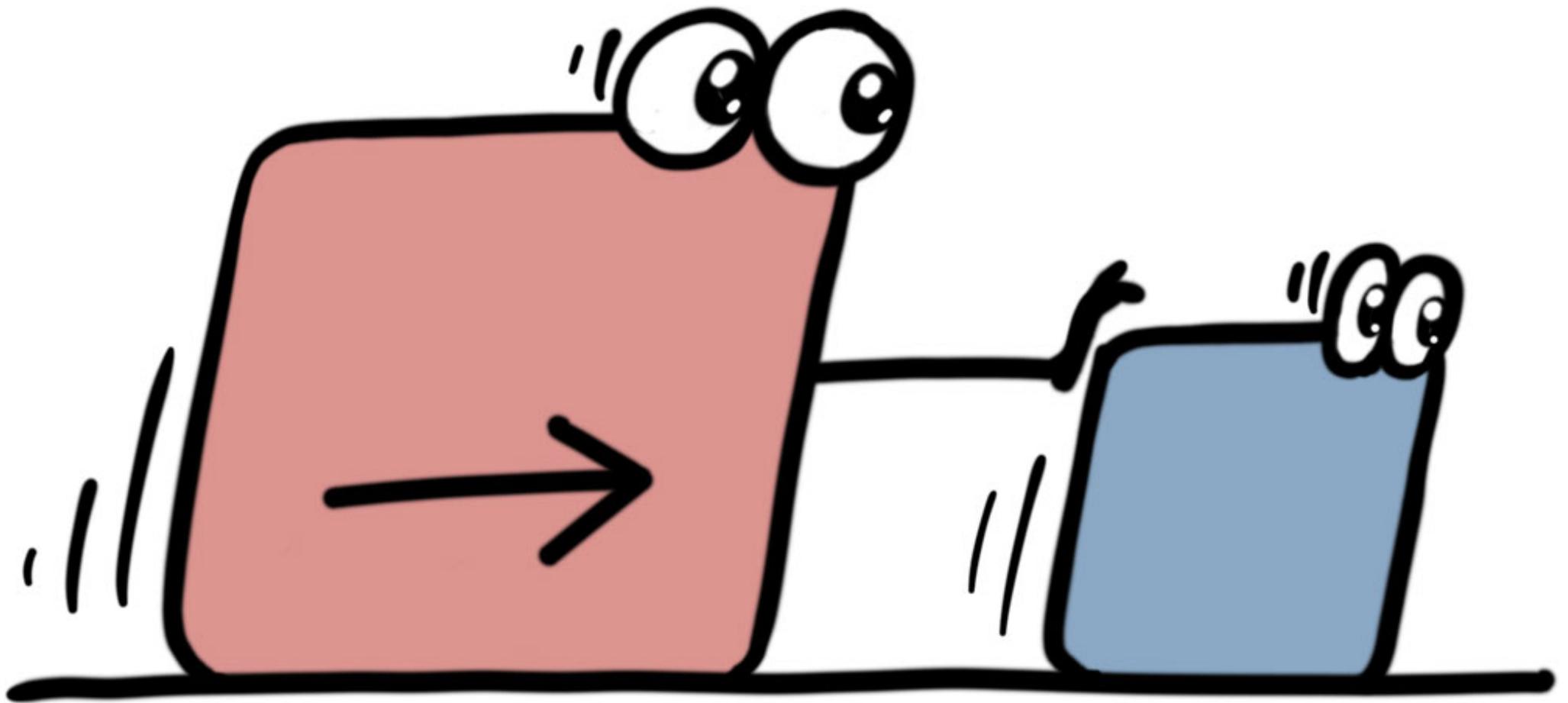
Tastensteuerung



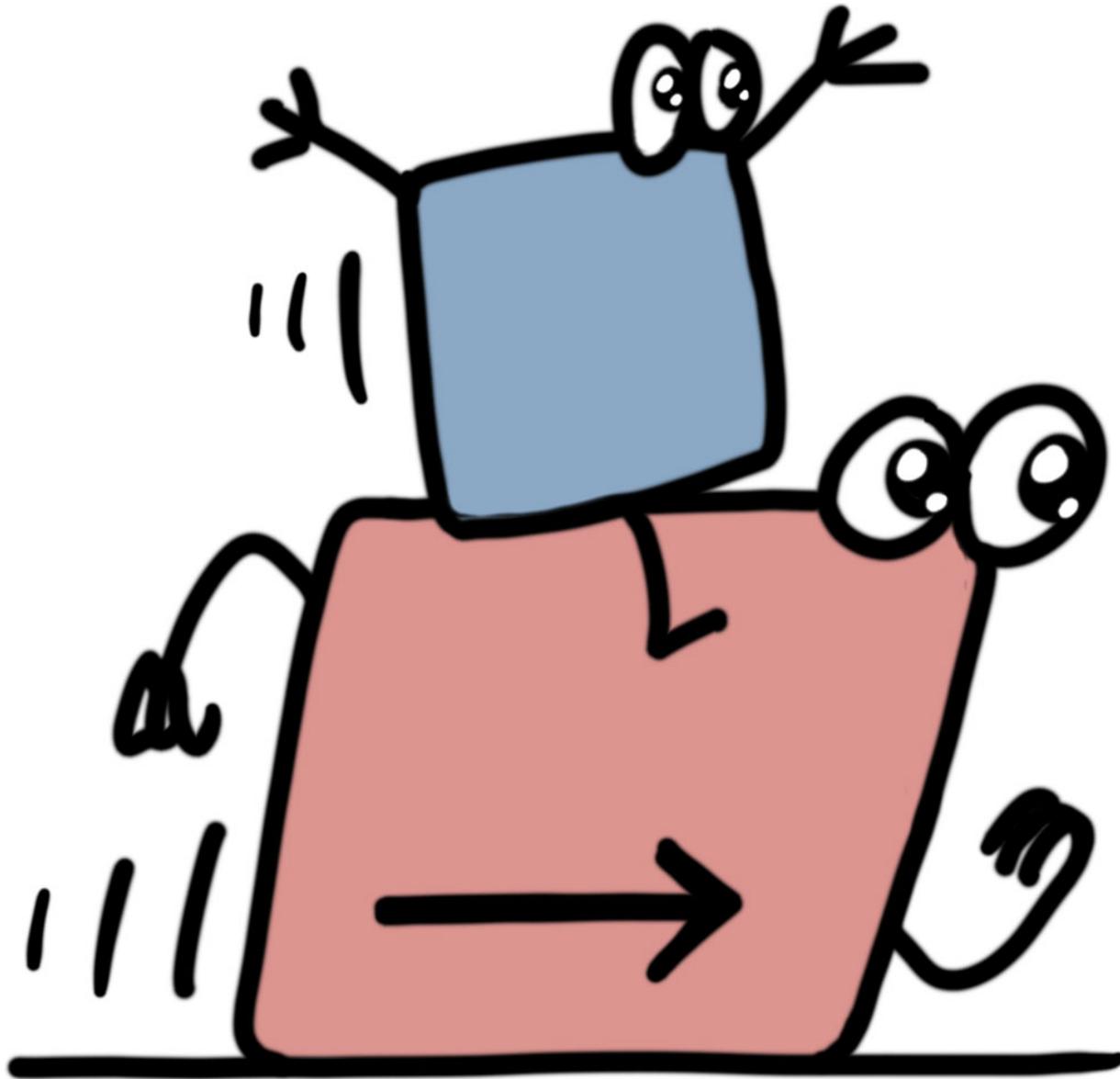
Ziehen



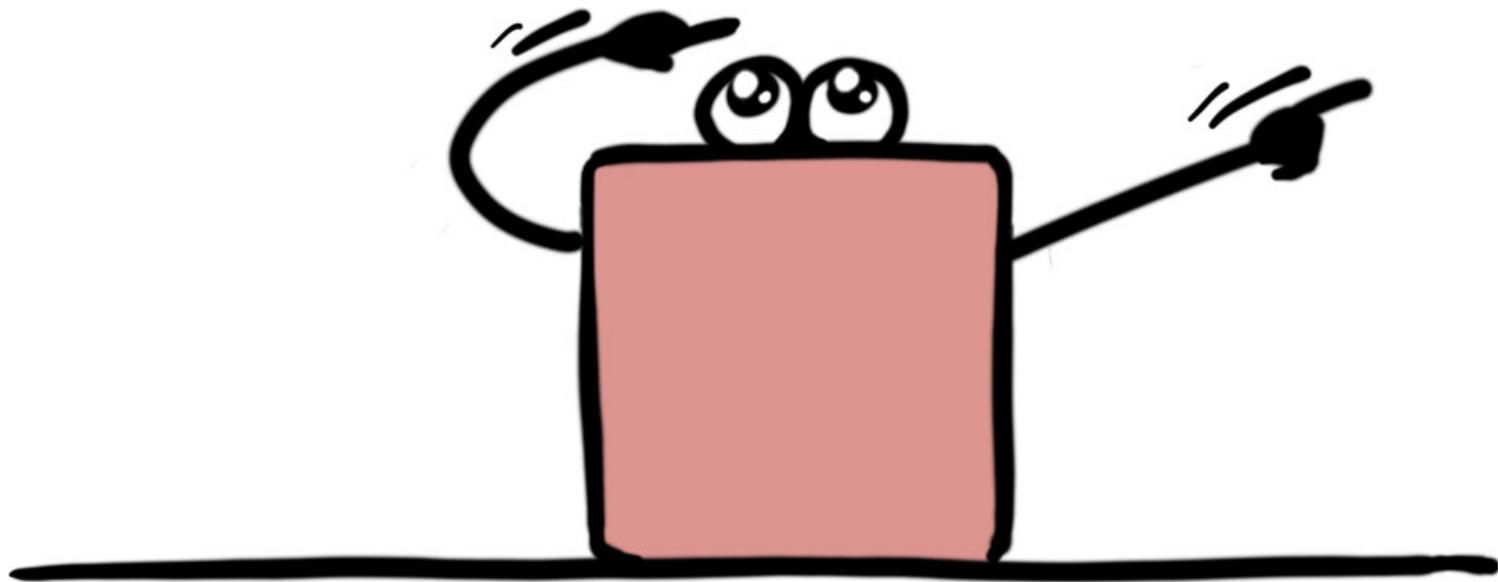
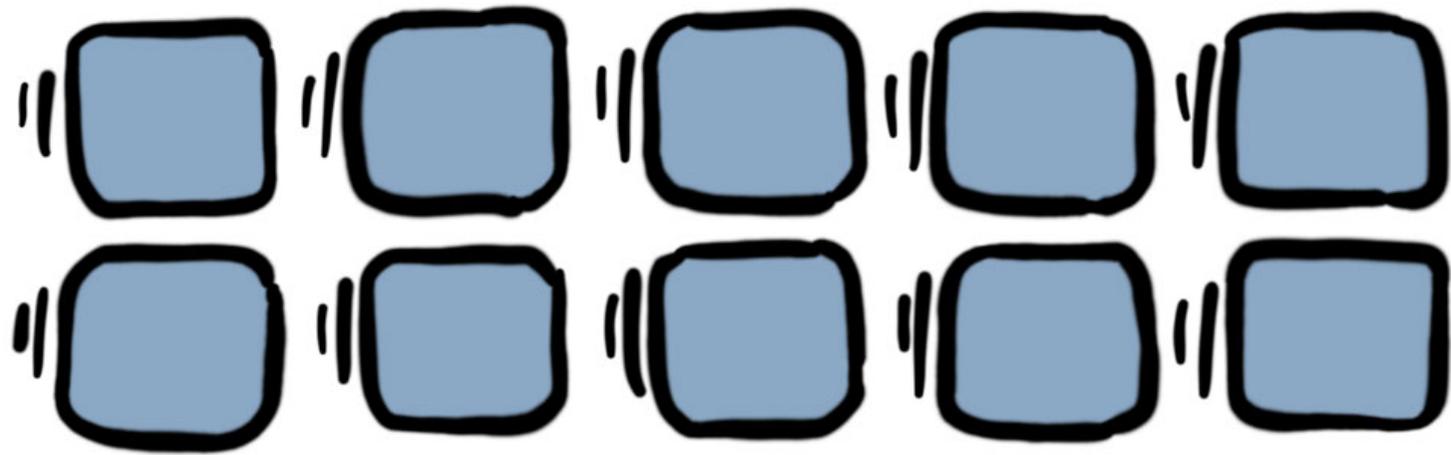
Stossen



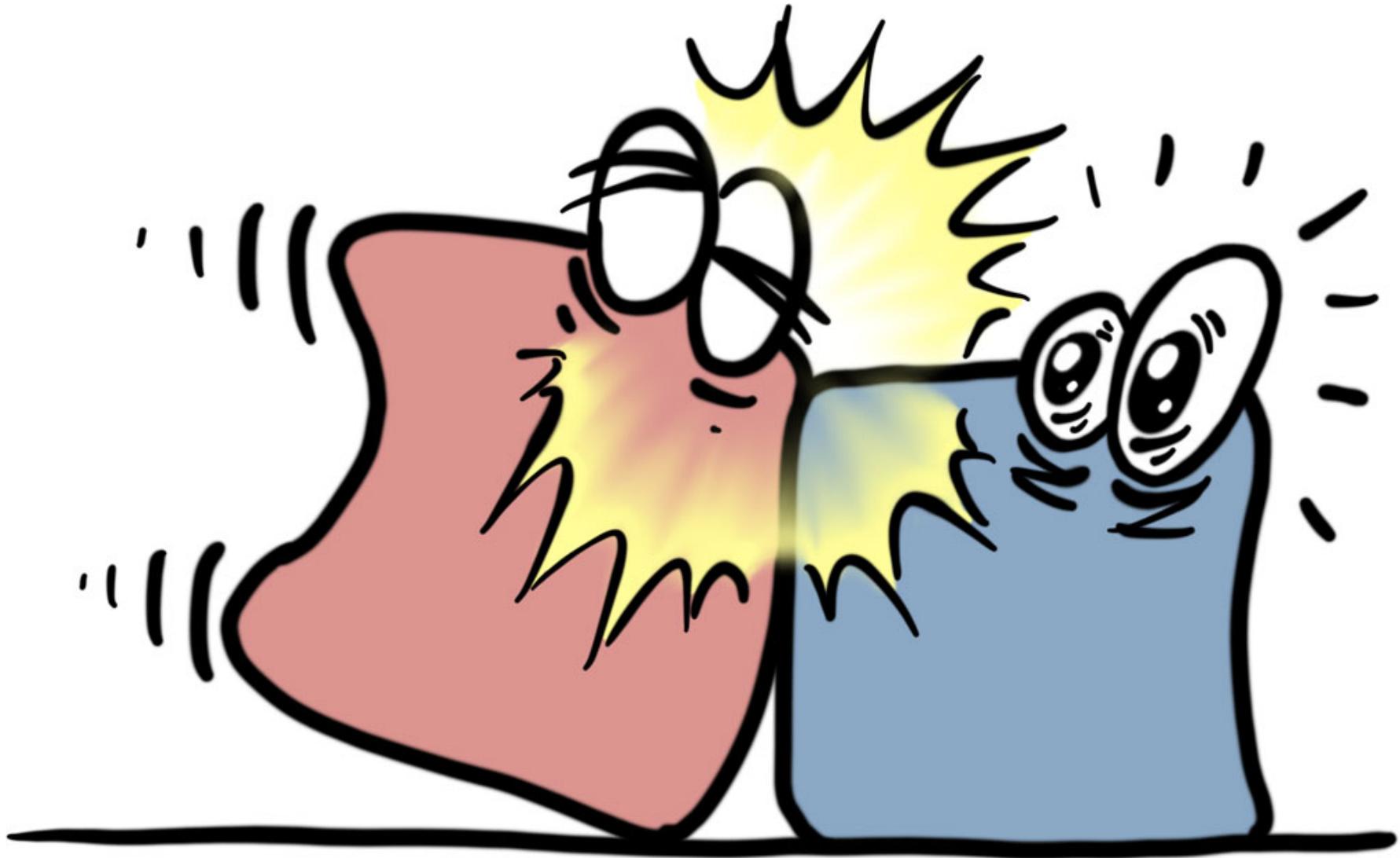
Transportieren



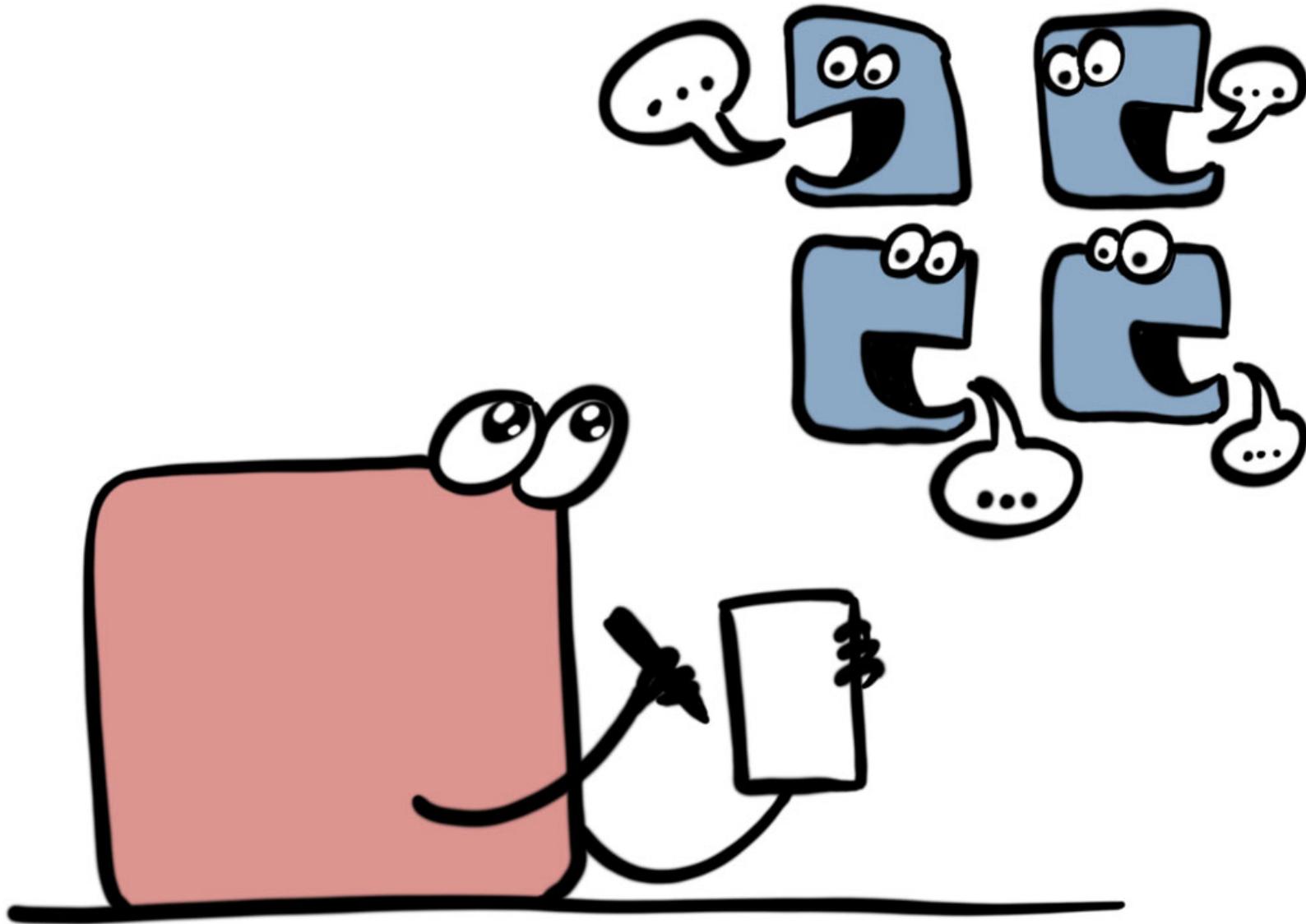
Choreographie



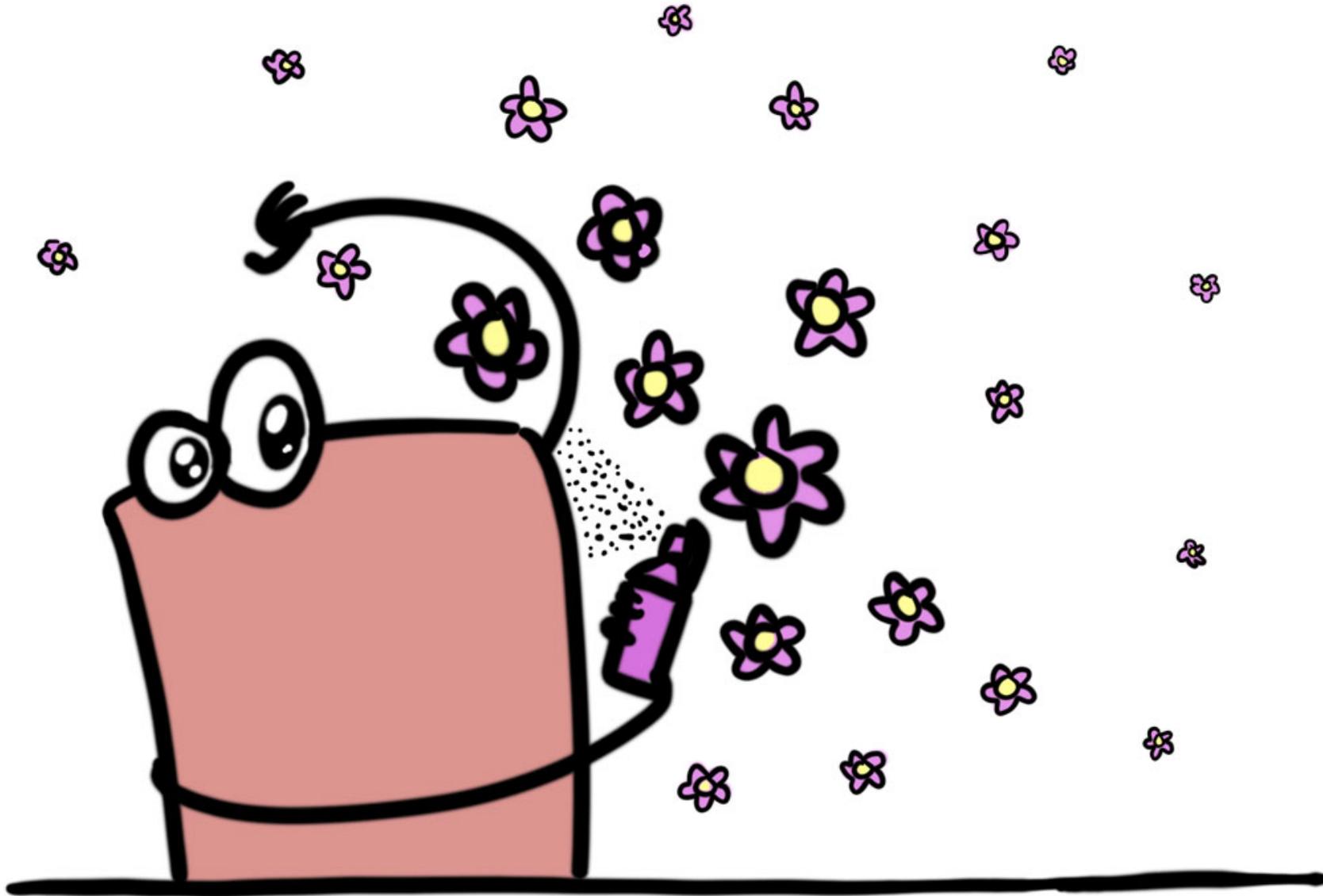
Kollision



Befragen & Zählen



Diffusion



Hügel ersteigen

