







SchülerInnen bringen das <mark>Spiel "Schwarzer Peter" in</mark> die richtige Reihenfolge u<mark>nd erstellen somit einen Spielealgorithmus.</mark>

Zielgruppe: Sekundarstufe 1/2

Fach: nicht fachbezogen

Lehrplanbezug: Computational Thinking

Dauer: 10-20 Minutes

Diagrammtyp: Aktivitätsdiagramm

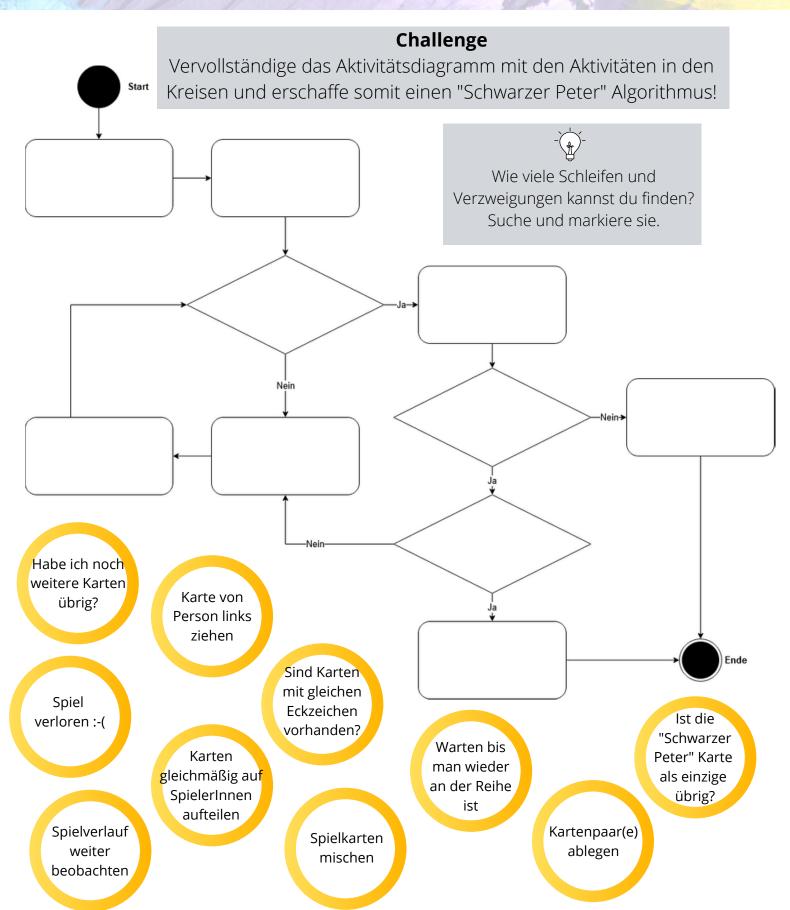
Sprache: Deutsch

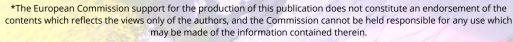
MODELING AT SCHOOL



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Schwarzer Peter ALGORITHMUS







Musterlösung Schwarzer Peter ALGORITHMUS

