



Es war einmal...





Neugierig bleiben...

Vom Coding zum Storytelling

ein neues Tool am

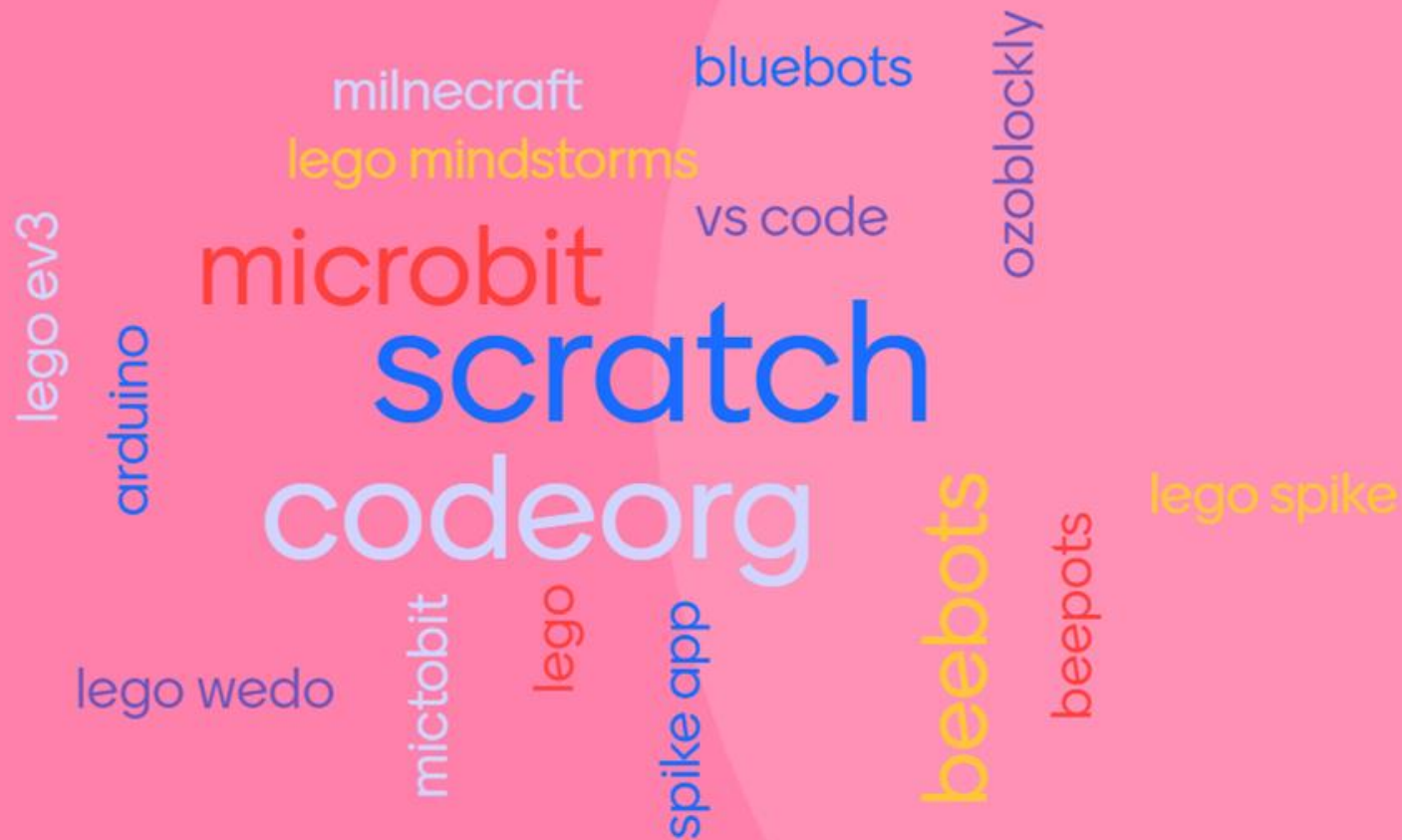
blockbasierten

Coding-Himmel

Mag. Sonja Macher

Welche Programmierertools kennst du schon?

responses



Wie oft benutzt du digitale Tools, Apps & Websites in deinem Unterricht?



Blockbasiertes Programmieren

- > Scratch – MIT (2007)
- > Snap! – Berkley (2013)
- > Blockly – Google (2012)
- > App Inventor – Google & MIT (2010)
- > Tynker – Neuron (2012)

- < Beebots
- < RobotWunderkind



- Robot
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

```
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 162 y: 90
go to mouse pointer
glide 1 secs to x: 162 y: 90
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
```



```
when checked
set size to 20
set hitSize to size / 2 - 0.5
clear
hide
delete 1 of @DungeonMapVisited
repeat length of @DungeonMap
add 0 to @DungeonMapVisited
set widthSize to 1
delete 1 of @300dirStep
add 1 to @300dirStep
add size to @300dirStep
add 1 to @300dirStep
add size to @300dirStep
add size to @300dirStep
add size to @300dirStep
when I receive 300Draw
hide
when I receive 300DrawMap
wait 0.1 secs
DrawMap
set widthSize to 0
when I receive 300UpdateMap
UpdateMap
define getXY
set x to @300ypos mod size
set y to floor of @300ypos / size
define UpdateMap
@DungeonMapVisited with 1
```

Scratch 2.0


```
point in direction 90
point towards
go to x: 0 y: 0
go to
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
x position
y position
direction
```

```
when I receive updateDisplay
if isClone = 0
set updateTiles to 0
updateTile

when I receive initDisplay
if isClone = 1
delete this clone
else
set scaledTile to floor of (TileSize * @scale)
wait 0.1 secs
Make Tiles ceiling of (480 + scaledTile / 2) / scaledTile
ceiling of (560 + scaledTile / 2) / scaledTile

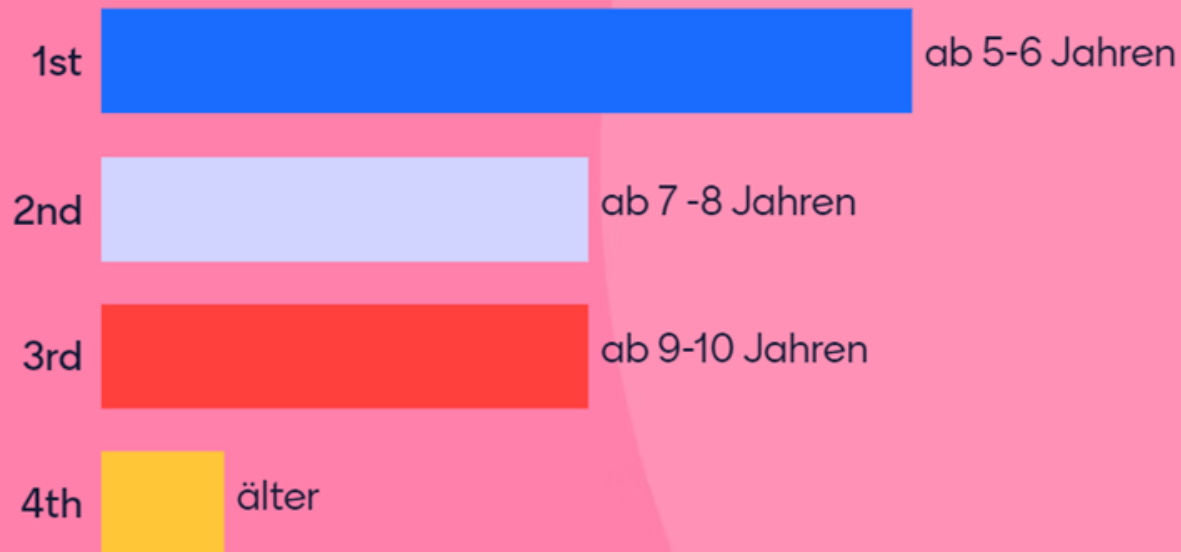
when I start as a clone
set isClone to 1
repeat 1
go back 20 layers
show
set TileHomeX to
TileXIndex + scaledTile / 2
```



Navigation and control icons: back, forward, search, and a 'Tilez' control panel with a 'Controls' label. Below is a 'Stack' area with a small thumbnail of the game scene.

Snap!

Ab welchem Alter würdest du mit informatischem Denken und/oder Programmieren starten?



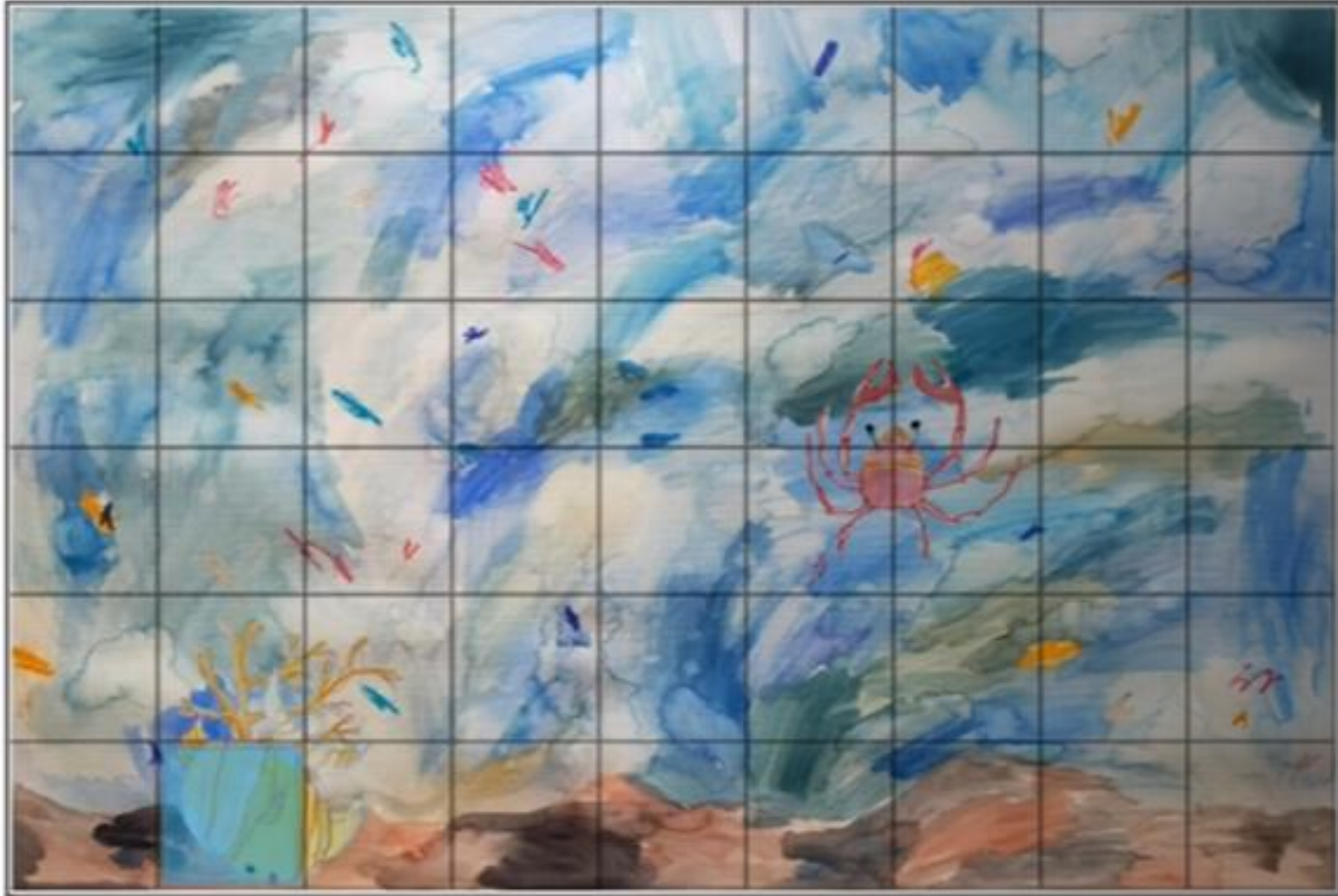


Cat



Scratch Jr

i-code



2



5

4

INIZIA AL VIA

INVERTI DIREZIONE

VA A SINISTRA

NUOTA ANTICORARO

VA IN DEI

NUOTA OMMARO

FINISCI

i-Code

INNOVATIONS MACHERIN

Vielen Dank!

Trotzdem noch Fragen offen?

Schreib uns einfach an:

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