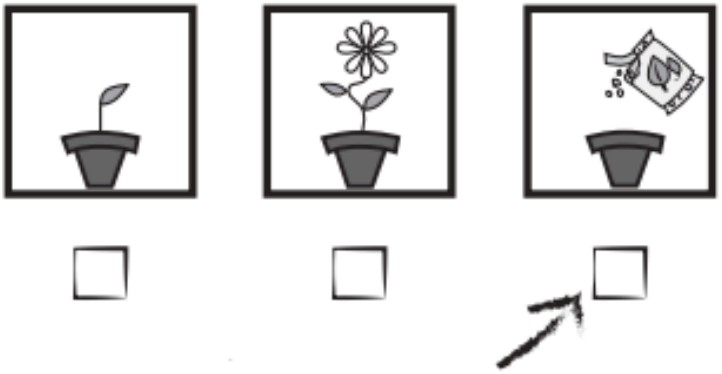
Naam: _____

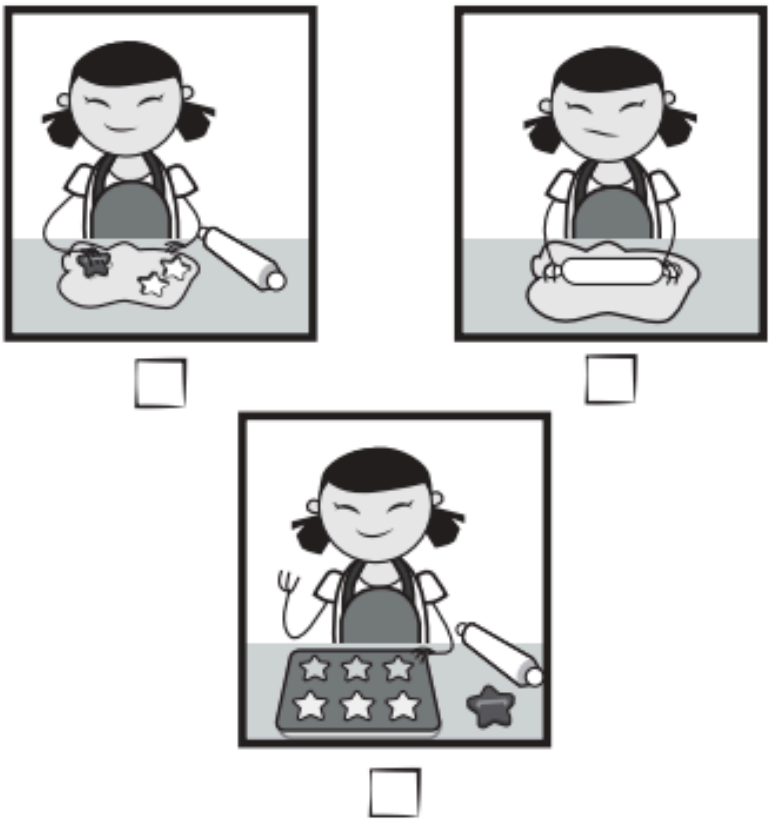
Programmeren

1. Volgorde

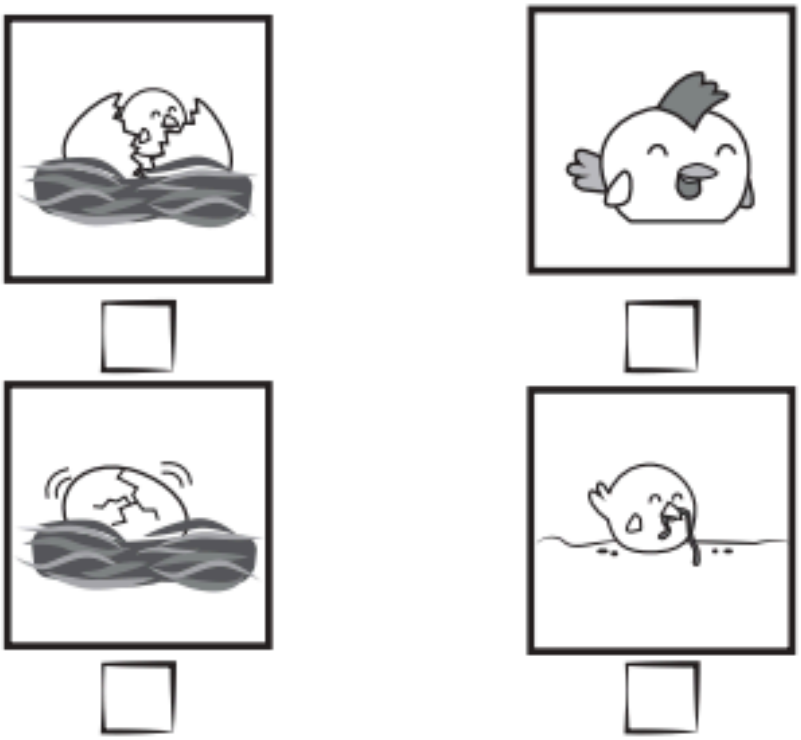
1 Wat is de juiste volgorde. Nummer.



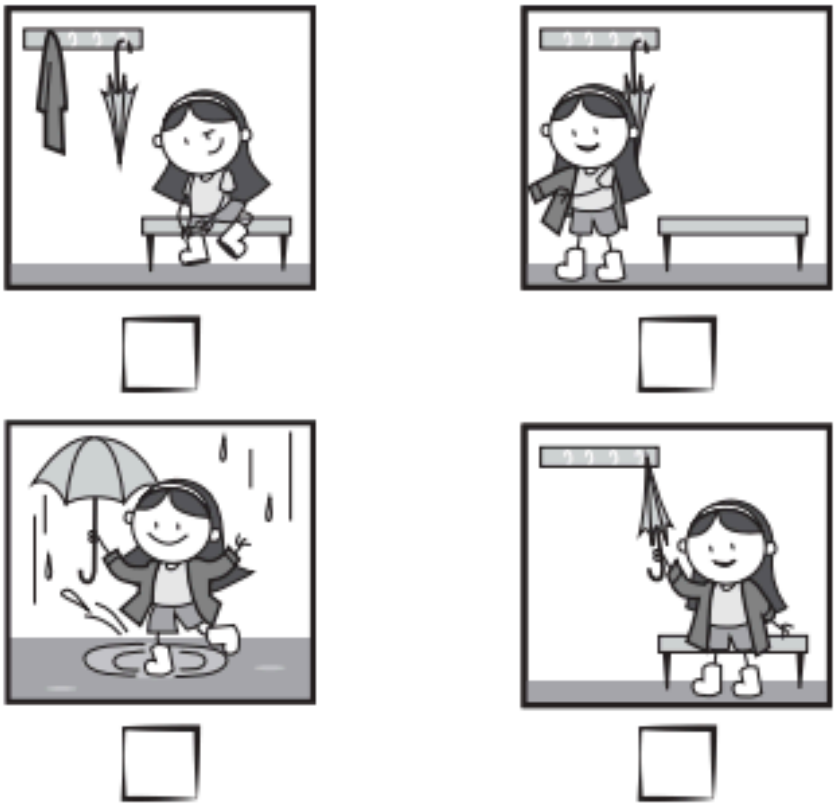
2 Wat is de juiste volgorde. Nummer.



3 Wat is de juiste volgorde. Nummer.



4 Wat is de juiste volgorde. Nummer.

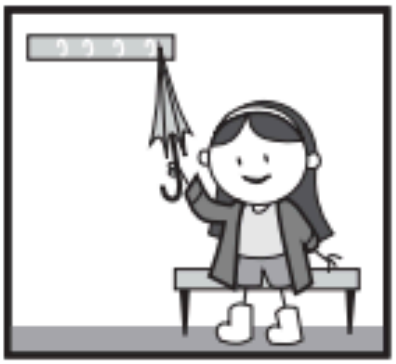


2. Overbodige informatie

1

Wat is de juiste volgorde. Nummer.

1 Plaatje is niet nodig in dit verhaal. Zet een kruisje.



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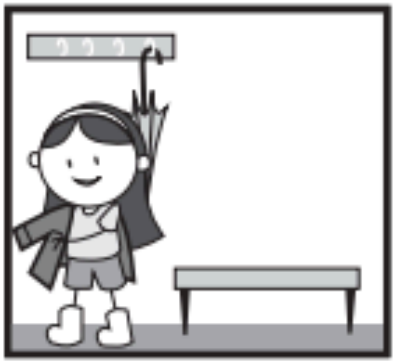

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2

Wat is de juiste volgorde. Nummer.

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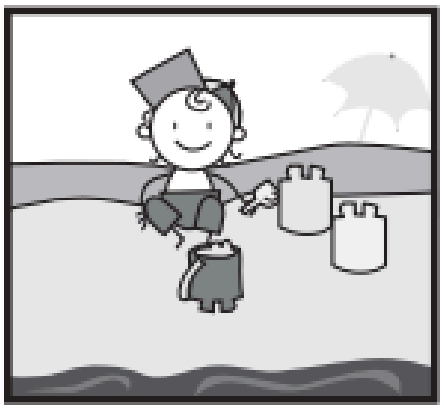

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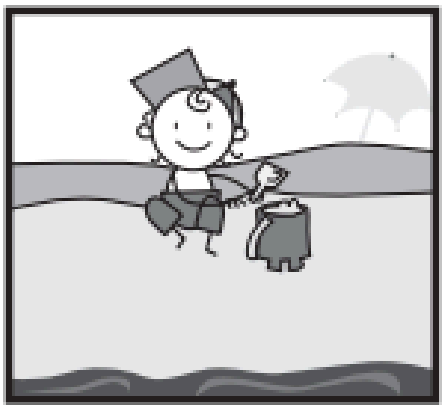

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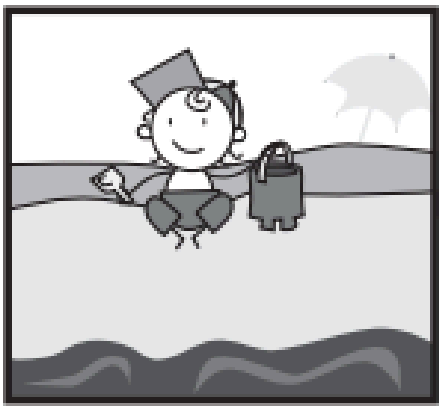

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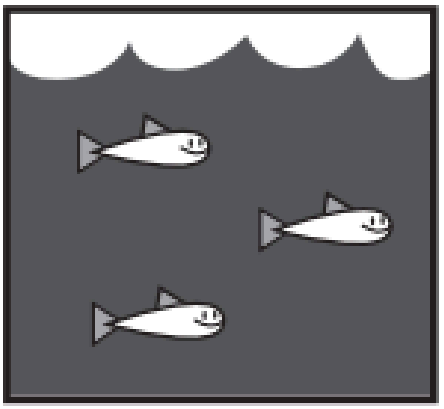

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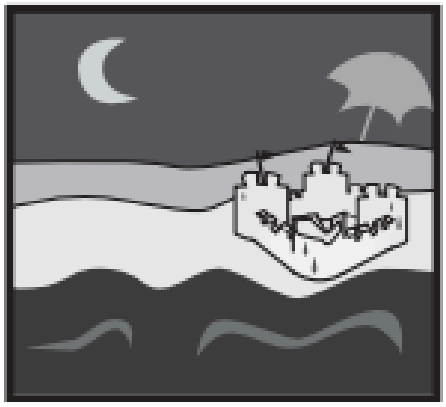

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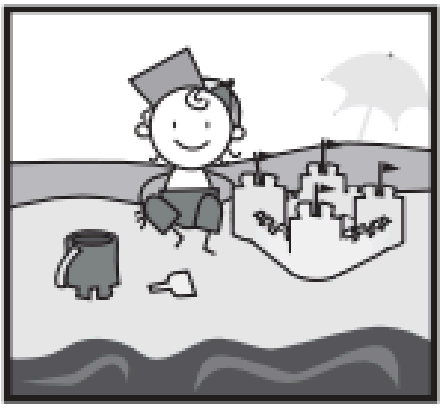

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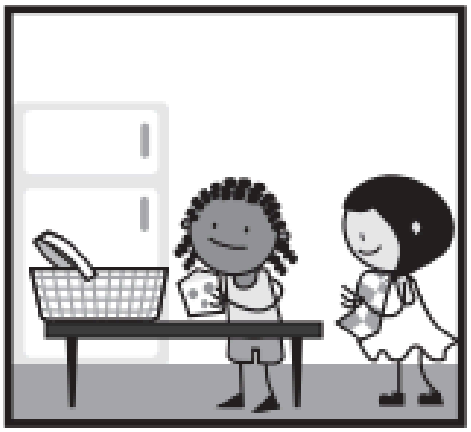
3

Wat is de juiste volgorde. Nummer.

1 Plaatje is niet nodig in dit verhaal. Zet een kruisje.



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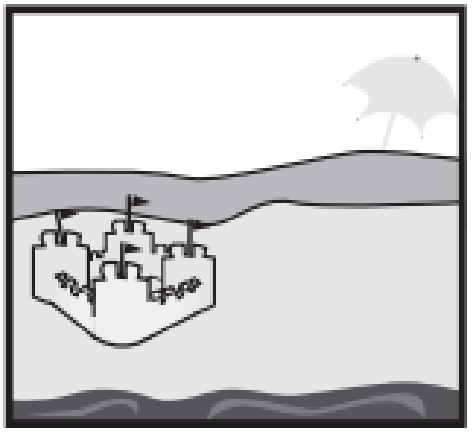

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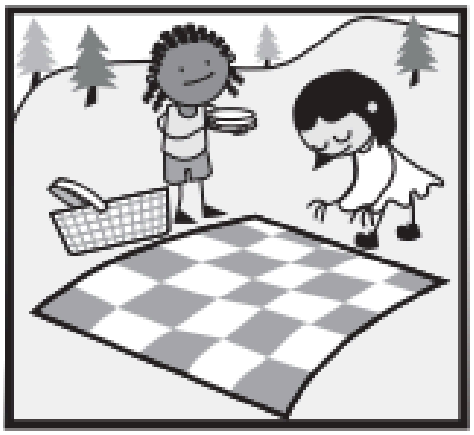

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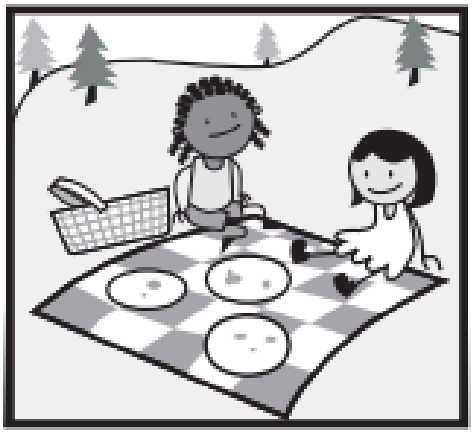

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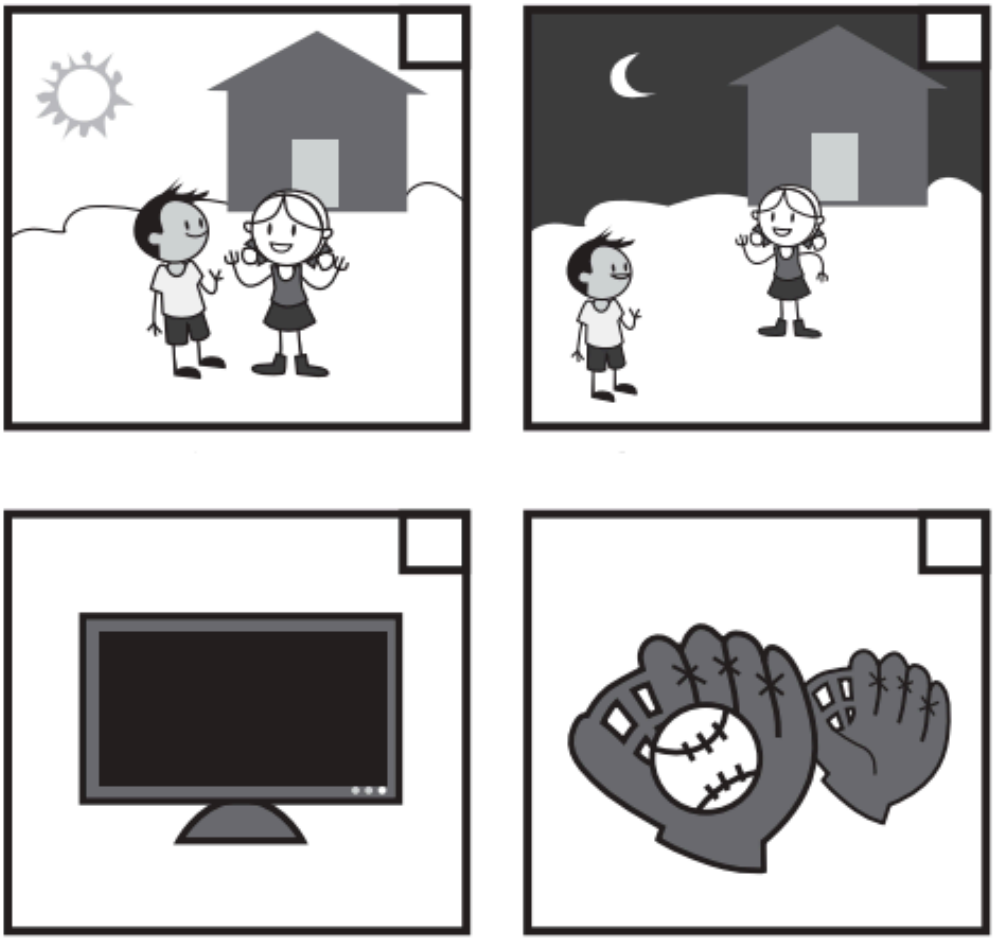
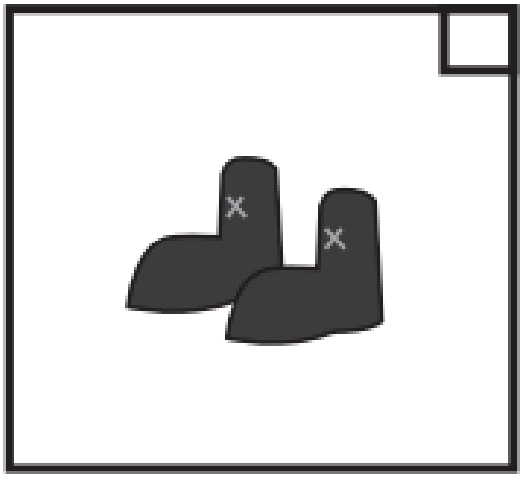
3. Vaste en willekeurige volgorde

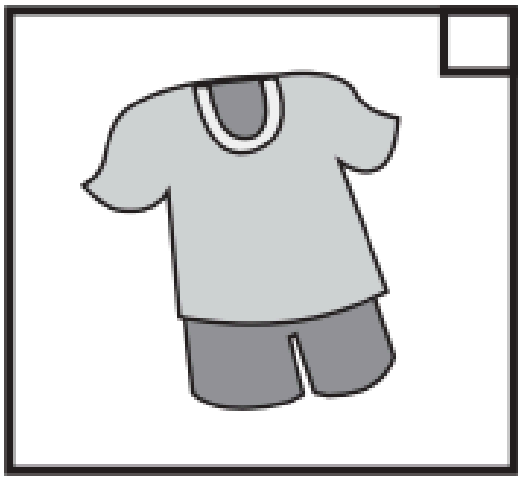
Sommige plaatjes hebben een vaste volgorde. Nummer.

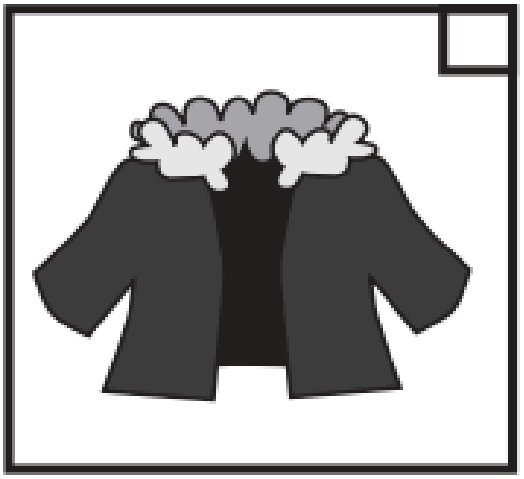
Andere plaatjes kunnen wisselen. Zet een vraagteken.

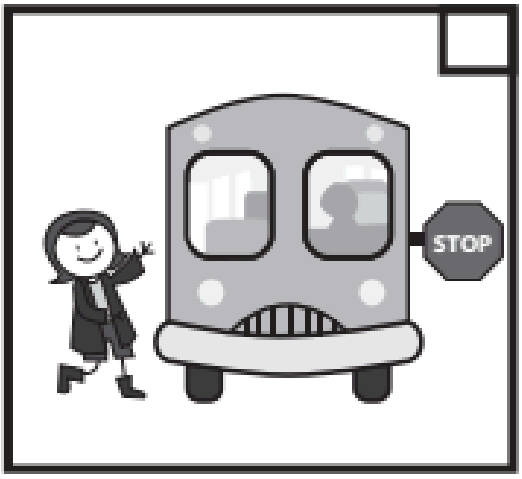


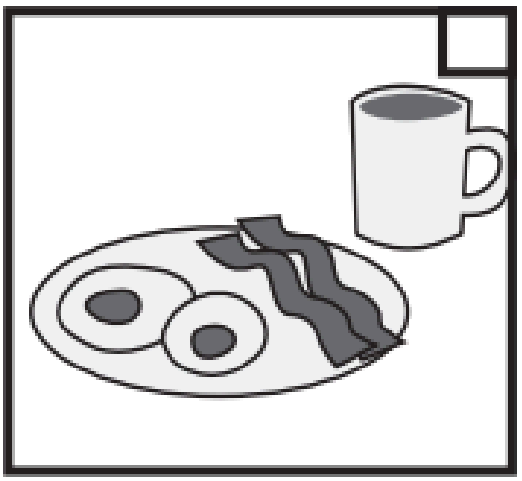
2 Sommige plaatjes hebben een vaste volgorde. Nummer.
Andere plaatjes kunnen wisselen. Zet een vraagteken.







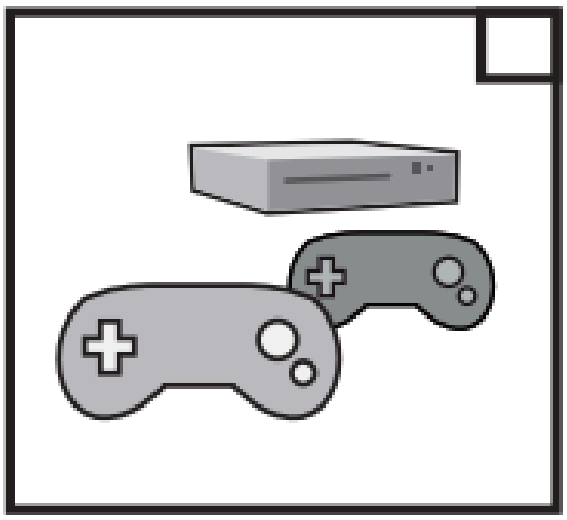


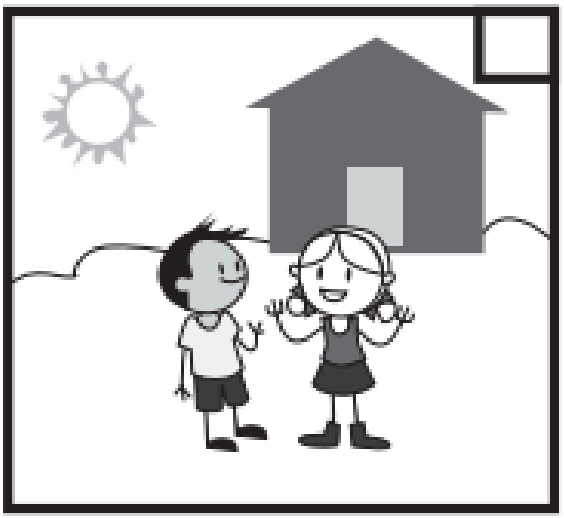


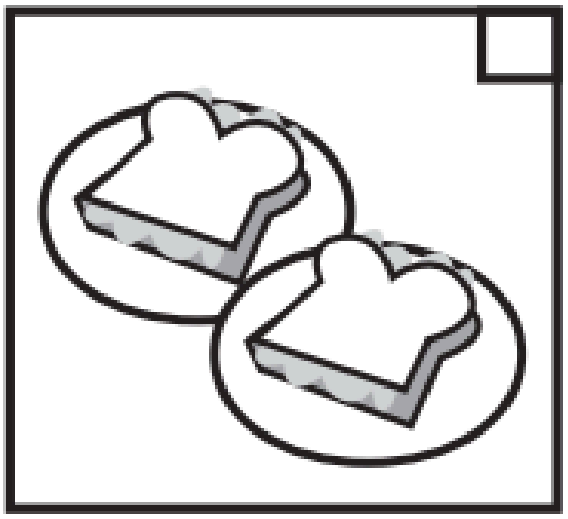
3

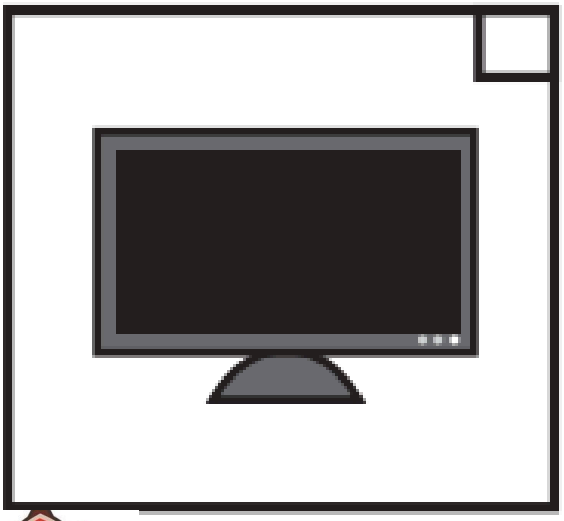
Sommige plaatjes hebben een vaste volgorde. Nummer.

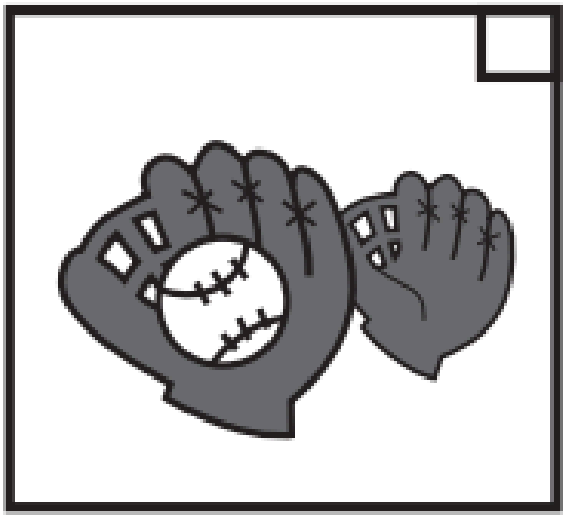
Andere plaatjes kunnen wisselen. Zet een vraagteken.







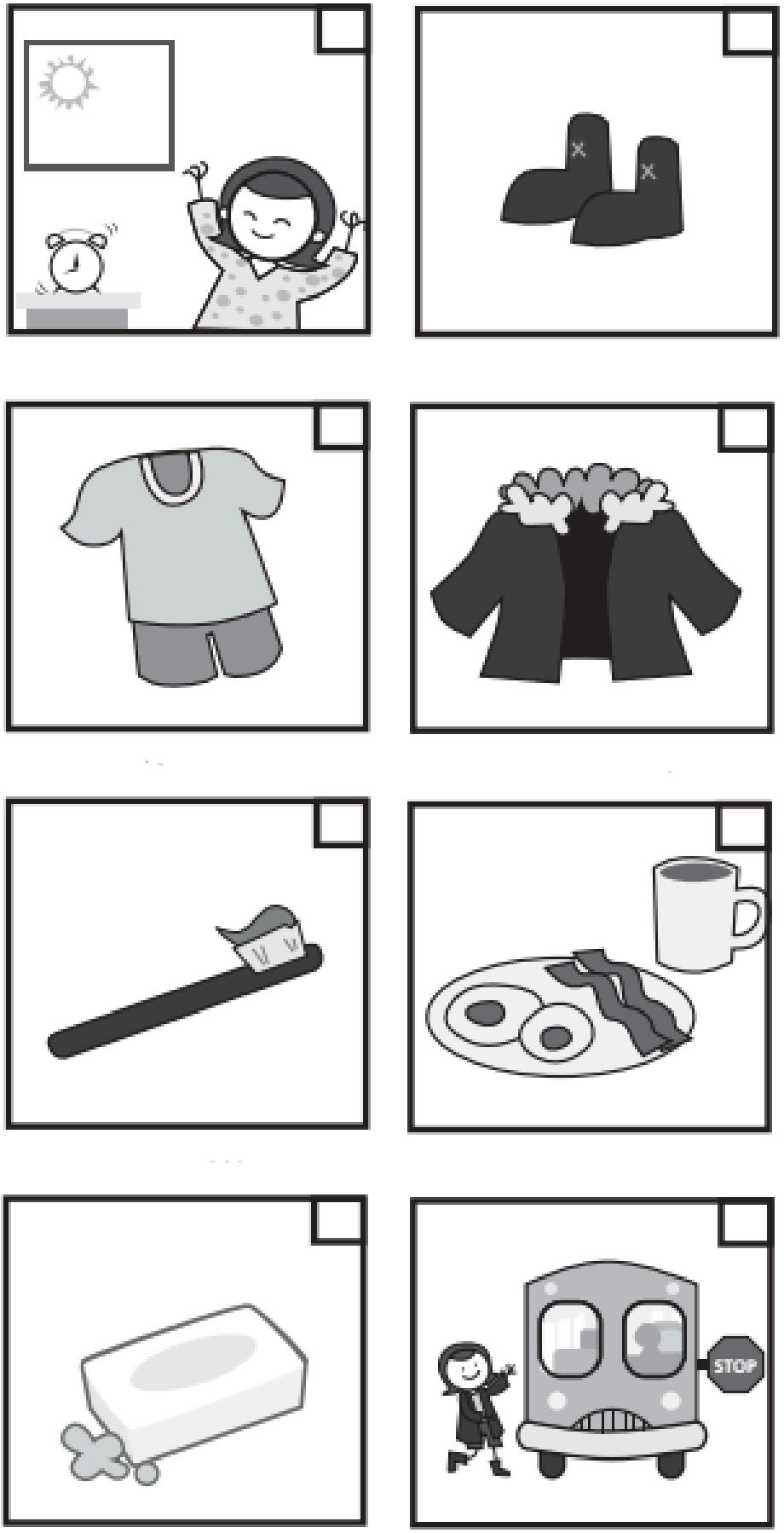




4

Sommige plaatjes hebben een vaste volgorde. Nummer.

Andere plaatjes kunnen wisselen. Zet een vraagteken.



4. Commando's en variabelen

Geef eerst alle commando's een ander kleurtje.

Bij elk commando horen 2 kaartjes. Geef ze dezelfde kleur als het commando.

draai

achteruit

hoog

rood

kwartslag links

stap

verander kleur

vooruit

laag

spring

kwartslag rechts

groen

5. Gebeurtenissen

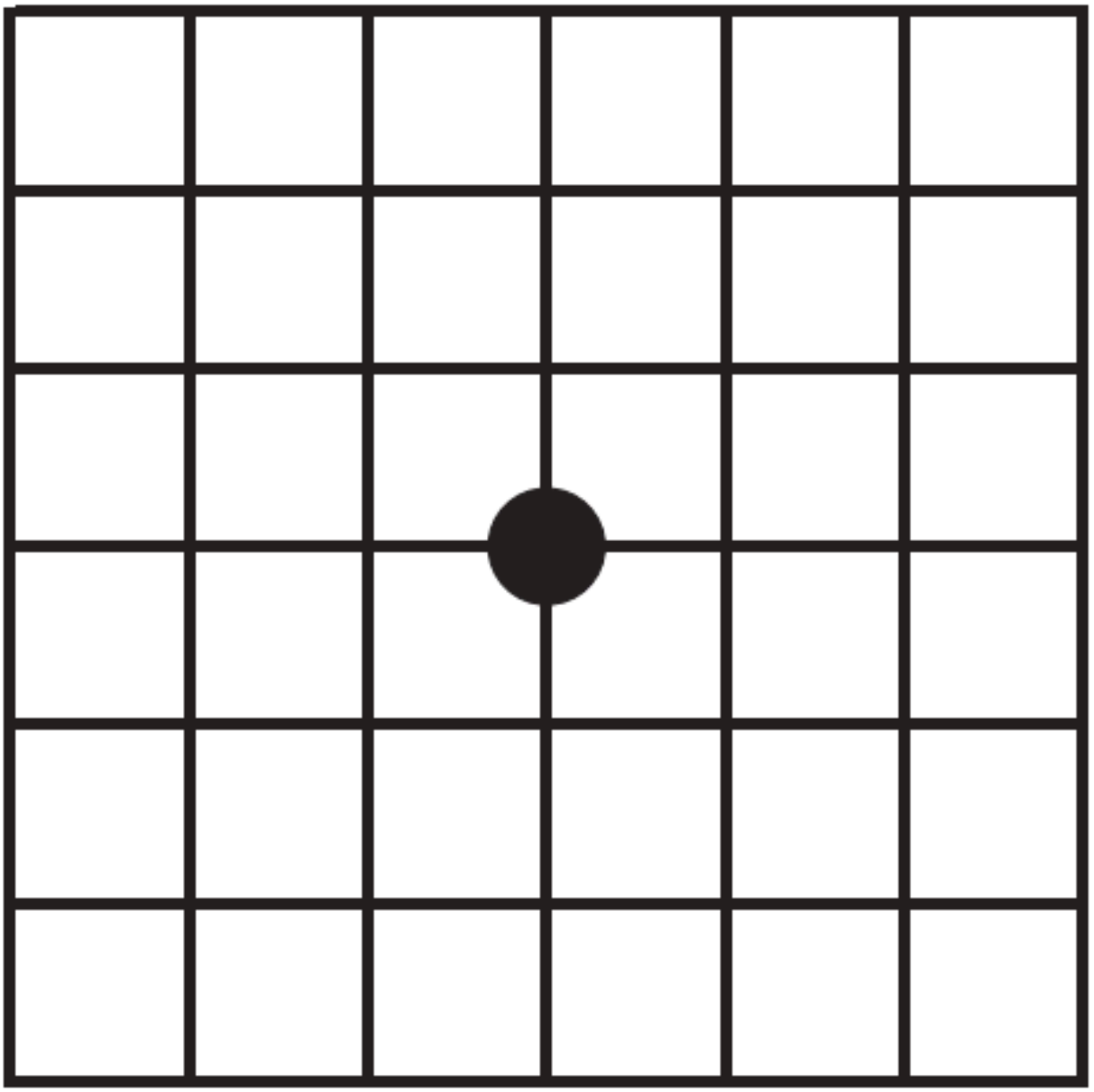
Teken de weg!

klappen

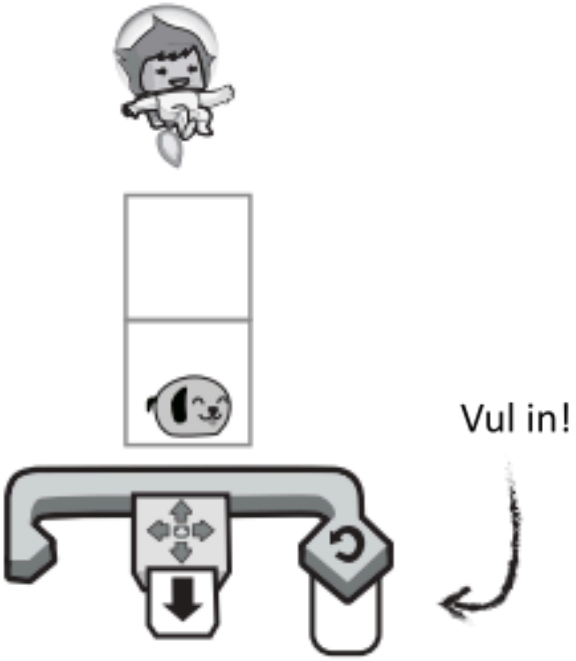
stampen

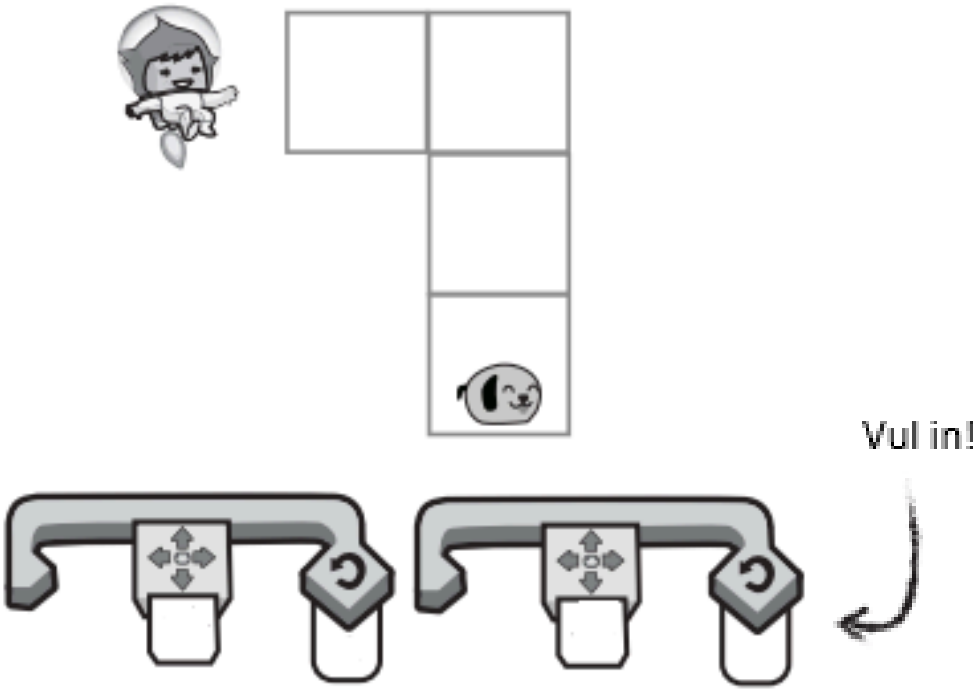
fluiten

lichten aan/uit

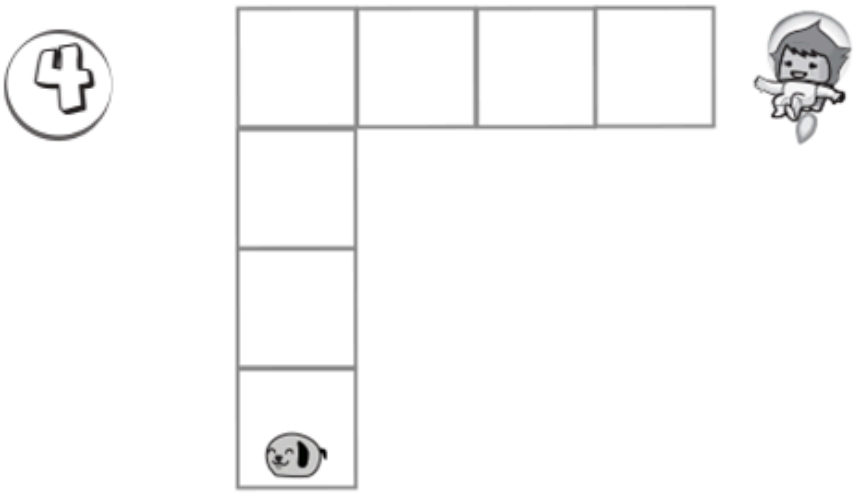


6. Lussen





Vul in!



Vul in!

7. Efficiëntie

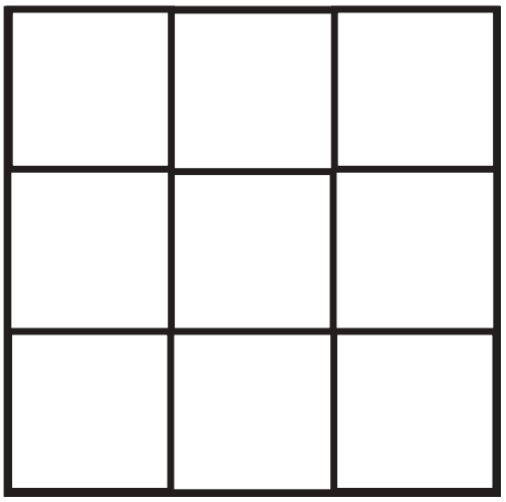
Ontwerp een tapijt.

Kleuren gebruiken kost veel geld. Bespaar.

Zorg dat naast elkaar liggende vakken een andere kleur krijgen.

Gebruik zo weinig mogelijk verschillende kleuren.

1



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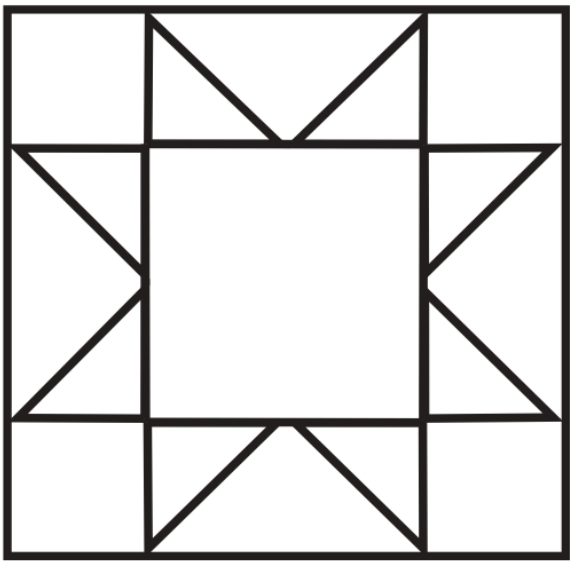

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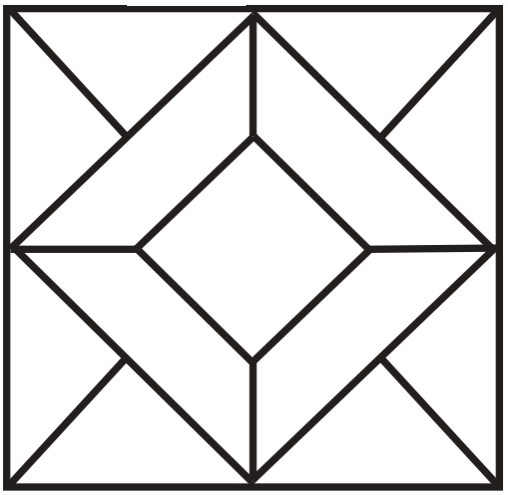

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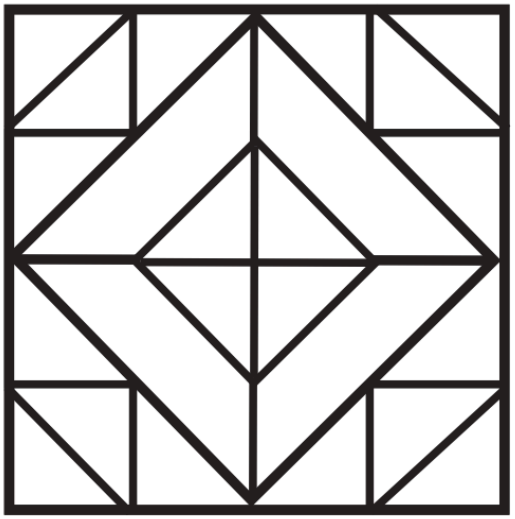


8. Condities en logische operatoren

Kleur hieronder het bolletje rood of groen.

⚪

Omcirkel één van de 2 tekentjes hieronder.

♥ ☆

Vul eerst je kaartje in met getallen van 1 tot en met 20. Je mag zelf kiezen waar je welk getal schrijft, maar elk getal mag maar 1 keer voorkomen!

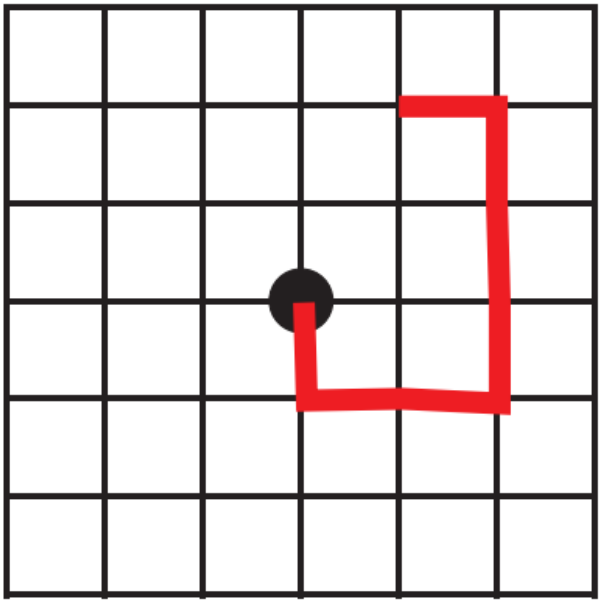
B I N G O

9. Schrijf een programma.

1

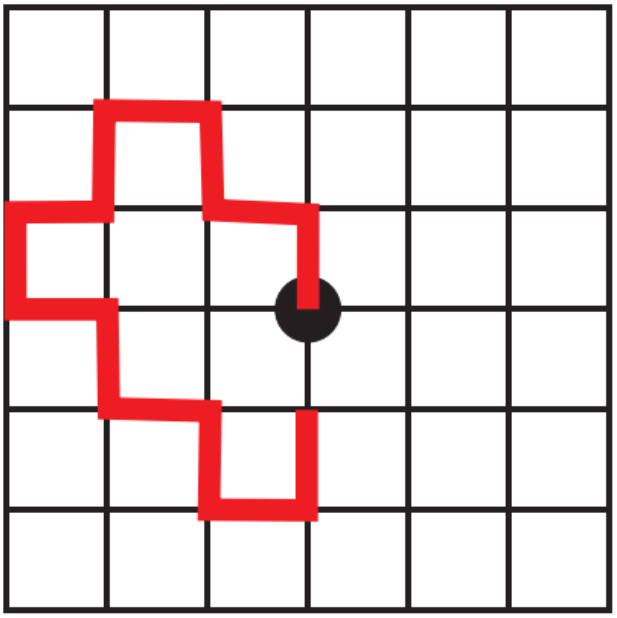
Stap:

Herhaal: $(\ldots)_x$



Mijn programma:

2



Mijn programma:

Afbeeldingen en lesideeen naar Code Spark A

http://dashboard.thefoos.com