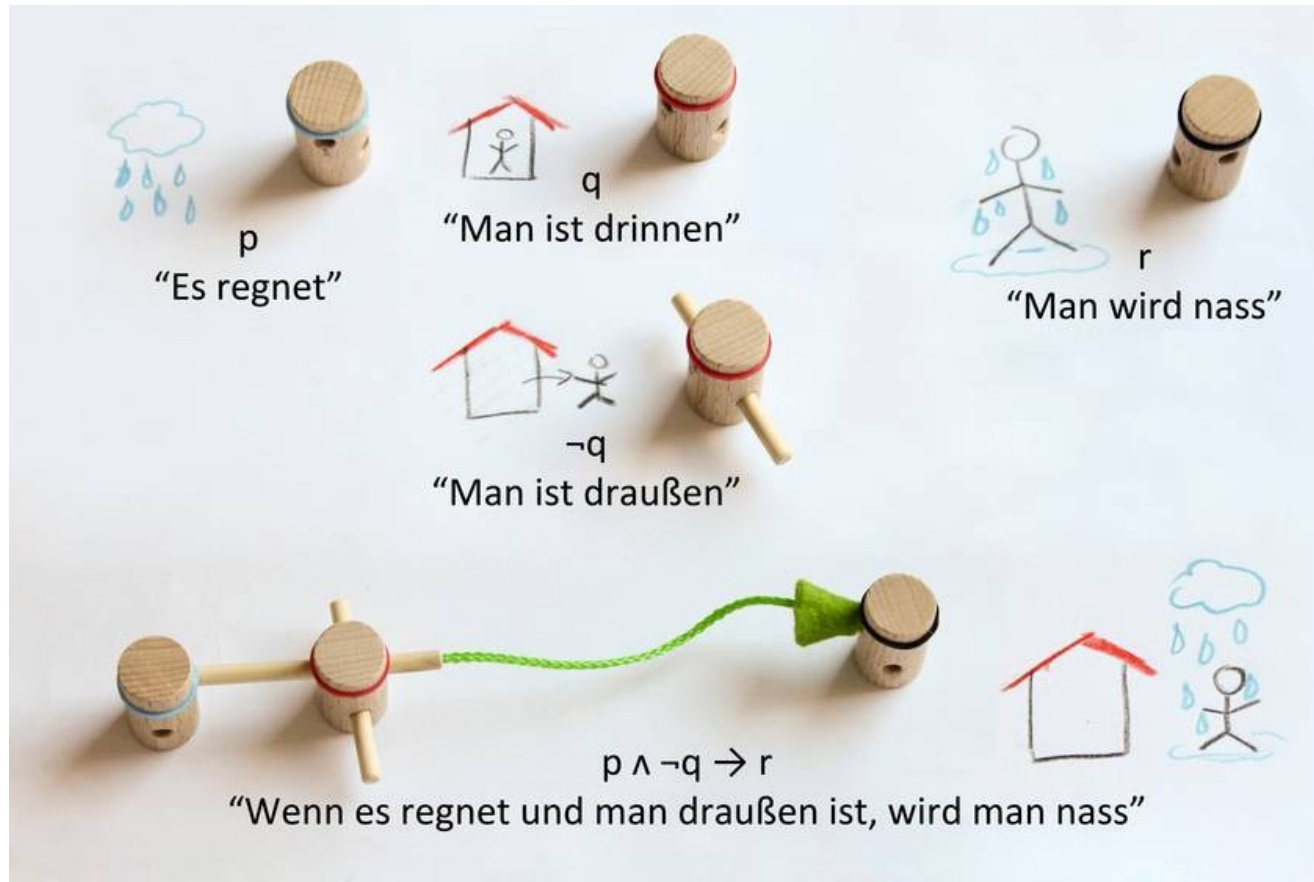


Wahlpflichtfach Informatik (10. Klasse)



- Logisches und strukturiertes Denken schulen
- Algorithmisches Problemlösen fördern
- Informatiksysteme verstehen und anwenden
- Umfang: 2 x 45 Minuten / Woche
- Vorbereitung auf den Grundkurs Informatik in der Oberstufe (das Wahlpflichtfach ist keine verpflichtende Voraussetzung für den Grundkurs)

Aussagenlogik & Boolesche Algebra



Zahlensysteme & Codierung



ASCII-Tabelle

Decimal	Hexadecimal	Binary	Char	Decimal	Hexadecimal	Binary	Char
0	0	0	[NULL]	48	30	110000	0
1	1	1	[START OF HEADING]	49	31	110001	1
2	2	10	[START OF TEXT]	50	32	110010	2
3	3	11	[END OF TEXT]	51	33	110011	3
4	4	100	[END OF TRANSMISSION]	52	34	110100	4
5	5	101	[ENQUIRY]	53	35	110101	5
6	6	110	[ACKNOWLEDGE]	54	36	110110	6
7	7	111	[BELL]	55	37	110111	7
8	8	1000	[BACKSPACE]	56	38	111000	8
9	9	1001	[HORIZONTAL TAB]	57	39	111001	9
10	A	1010	[LINE FEED]	58	3A	111010	:
11	B	1011	[VERTICAL TAB]	59	3B	111011	;
12	C	1100	[FORM FEED]	60	3C	111100	<
13	D	1101	[CARRIAGE RETURN]	61	3D	111101	=
14	E	1110	[SHIFT OUT]	62	3E	111110	>
15	F	1111	[SHIFT IN]	63	3F	111111	?
16	10	10000	[DATA LINK ESCAPE]	64	40	1000000	@
17	11	10001	[DEVICE CONTROL 1]	65	41	1000001	A
18	12	10010	[DEVICE CONTROL 2]	66	42	1000010	B
19	13	10011	[DEVICE CONTROL 3]	67	43	1000011	C
20	14	10100	[DEVICE CONTROL 4]	68	44	1000100	D
21	15	10101	[NEGATIVE ACKNOWLEDGE]	69	45	1000101	E
22	16	10110	[SYNCHRONOUS IDLE]	70	46	1000110	F
23	17	10111	[ENG OF TRANS. BLOCK]	71	47	1000111	G
24	18	11000	[CANCEL]	72	48	1001000	H
25	19	11001	[END OF MEDIUM]	73	49	1001001	I

Blockprogrammierung

The image displays a Scratch programming environment with a game scene and its corresponding code blocks.

Code Blocks:

- Left Block:** A yellow "Wenn angeklickt wird" block followed by a "wiederhole fortlaufend" loop. Inside the loop is a green "falls" block with two "wird Gegner 1 berührt?" and "wird Gegner 2 berührt?" conditions, leading to a blue "gehe zu x: -163 y: -154" block and an orange "ändere Leben um -1" block.
- Bottom Block:** A yellow "Wenn angeklickt wird" block followed by a purple "wechsele zu Bühnenbild erste Welt" block and a "wiederhole fortlaufend" loop. Inside the loop is a green "falls" block with a "wird Ziel 1 berührt?" condition, leading to a purple "wechsele zu Bühnenbild zweite Welt" block.
- Right Block:** A yellow "Wenn angeklickt wird" block followed by a "wiederhole fortlaufend" loop. Inside the loop are two green "falls" blocks. The first has a "wird Portal A berührt?" condition leading to a blue "gehe zu Portal B" block and a yellow "warte 1 Sekunden" block. The second has a "wird Portal B berührt?" condition leading to a blue "gehe zu Portal A" block and a yellow "warte 1 Sekunden" block.

Game Scene:

- A yellow star icon labeled "Spielfigur: Leben 5" is positioned at the top left.
- A red and black flag icon labeled "Spielfigur" is positioned in the center.
- Two red and black globe icons labeled "Gegner 1" and "Gegner 2" are positioned in the center.
- Two blue and white globe icons labeled "Portal A" and "Portal B" are positioned in the center.
- A red and black globe icon labeled "Ziel 1" is positioned at the bottom.

Properties Panel:

- Figur:** Spielfigur, x: 77, y: 64.
- Zeige dich:**
- Größe:** 51
- Richtung:** 90

Sprite List:

- Spielfigur (selected)
- Gegner 1
- Gegner 2
- Portal A
- Portal B
- Ziel 1

Physical Computing

