

Informatik-Unterricht am LMG

Erprobungsstufe (5 & 6)

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| <ul style="list-style-type: none">▪ Grundlagen▪ Informatiksysteme▪ Information und Daten – Informationsgehalt von Daten und ihre Codierung▪ Information und Daten – Verschlüsselungsverfahren | <ul style="list-style-type: none">▪ Algorithmen▪ Programmieren mit einer visuellen Programmierumgebung (XLogo, Calliope mini, Scratch)▪ Automatisierung und künstliche Intelligenz▪ Informatik, Mensch und Gesellschaft |
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Mittelstufe (9 & 10)

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| <ul style="list-style-type: none">▪ Digitale Informationsdarstellung (LogikSim)▪ Tabellenkalkulation (Microsoft Excel)▪ Einführung in die Algorithmisierung (Robot Karol, Kara)▪ Kryptologie | <ul style="list-style-type: none">▪ Erstellen dynamischer Webinhalte▪ Programmieren mit Java – Daten (BlueJ)▪ Programmieren mit Java – Bedingte Anweisungen und Schleifen (BlueJ) |
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Oberstufe (11 & 12 & 13)

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| <ul style="list-style-type: none">▪ Konzepte des objektorientierten Modellierens (BlueJ)▪ Lineare Datenstrukturen (Eclipse)▪ Algorithmen (Eclipse) | <ul style="list-style-type: none">▪ Endliche Automaten und formale Sprachen (JFLAP, FLACI)▪ Nicht-lineare Datenstrukturen (Eclipse)▪ Kommunikation in Netzwerken (FILIUS)▪ Datenbanken (DB Browser for SQLite) |
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