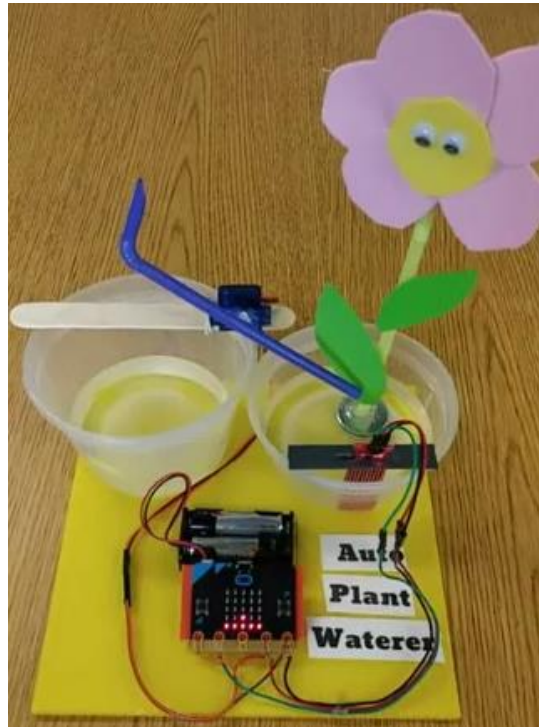


IP RAČUNALNIŠTVO PREHOD

7. razred



Učne vsebine

IP RAČ 7

Računalniški sistemi

Algoritmi in programiranje

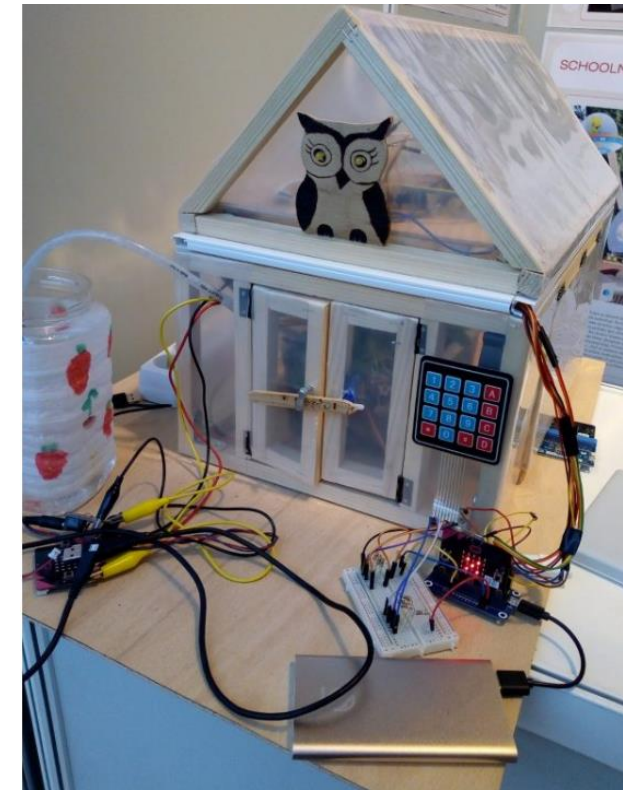
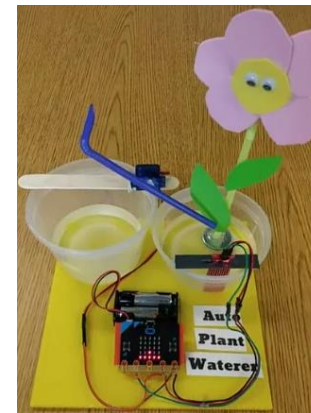
Omrežje in varnost

Minecraft Education – napredna uporaba

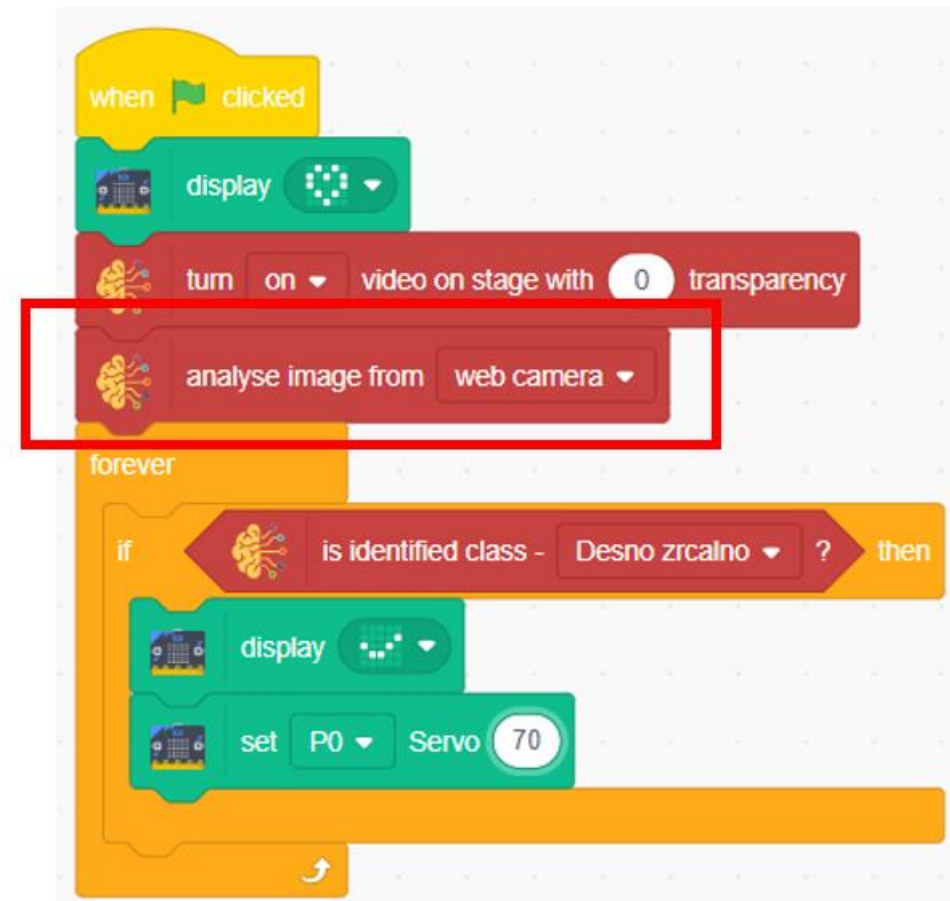


Microbit projekti

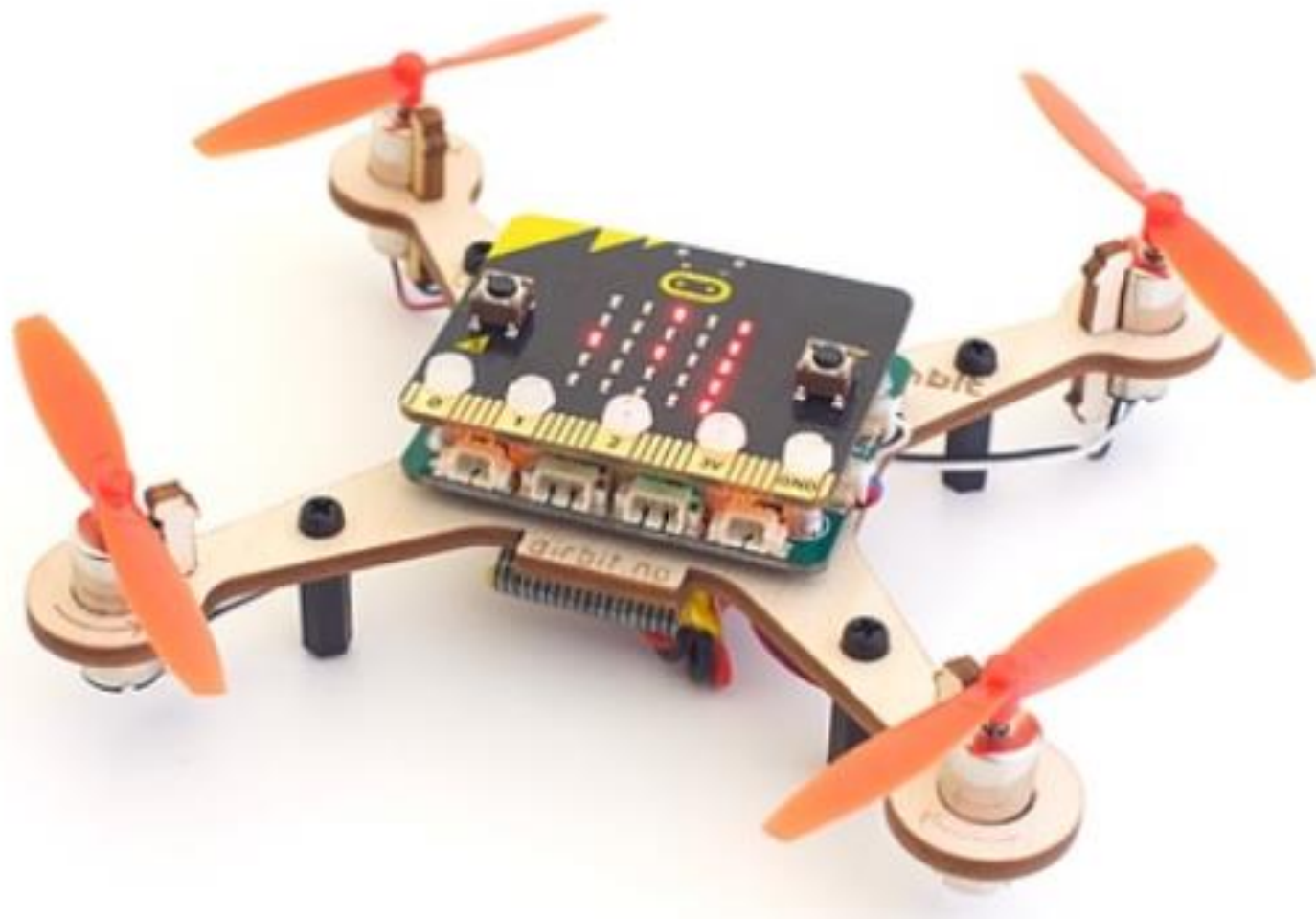
1. Izdelava modela rastlinjaka z avtomatskim zalivanjem in zračenjem



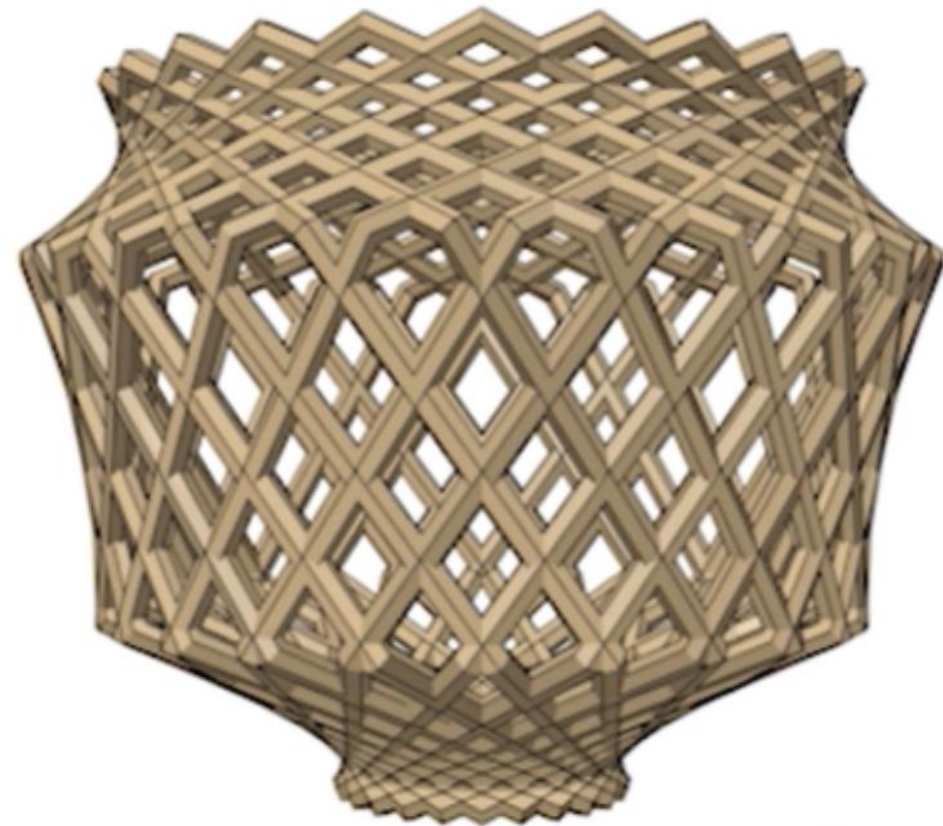
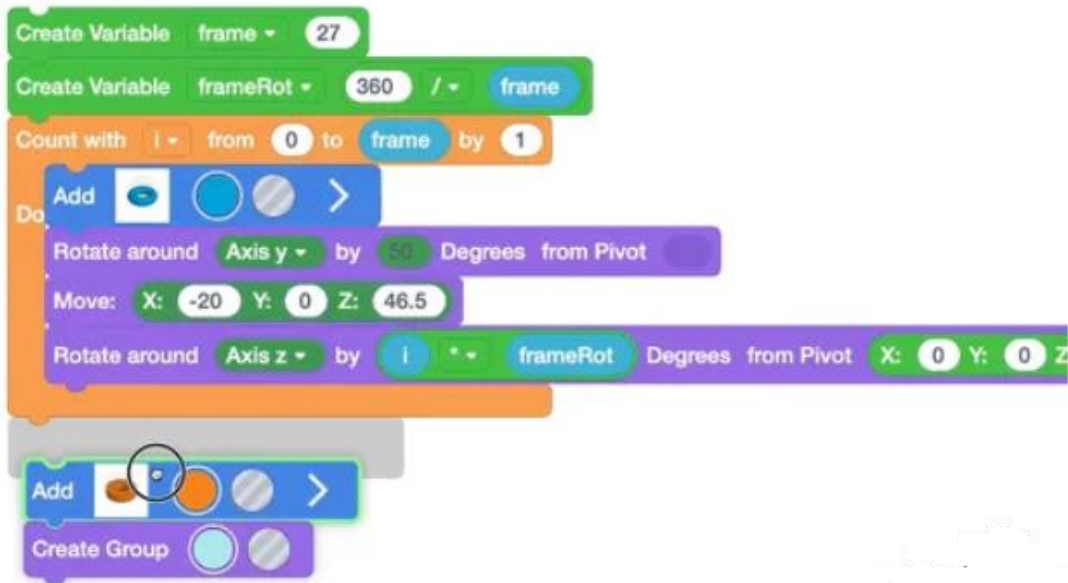
2. Model robota in umetna inteligenca



3. Model kvadkopterja in vozila



3D programiranje TinkerCad



```

Create Variable planet-radius ▾ 20
Create Variable rings width small ▾ 3
Create Variable rings width large ▾ 20
Create Variable star count ▾ 15
Create Variable star small ▾ 10
Create Variable star large ▾ 200

```



```

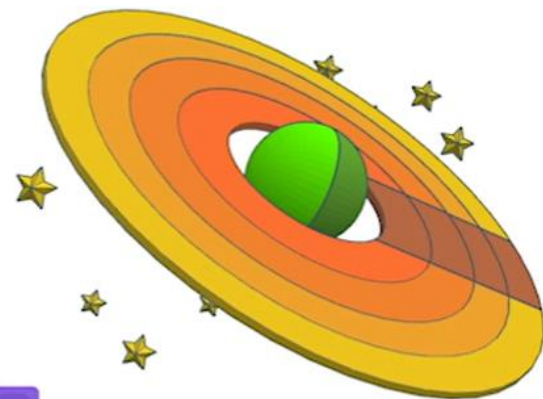
// Random starfield
Repeat star count Times
  Add [star icon] [yellow circle] [grey circle] [arrow]
  Rotate around Axis x ▾ by 90 Degrees from Pivot
  Move: X: Random between -120 and 120 Y: Random between 80 and 200 Z: Random between 10 and 210
  Set star current scale ▾ to Random between star small and star large * ▾ .01
  Scale: X: star current scale Y: star current scale Z: star current scale

```

```

Create Variable planet-radius ▾ 35
Create Variable rings width small ▾ 8
Create Variable rings width large ▾ 20
Create Variable star count ▾ 15
Create Variable star small ▾ 100
Create Variable star large ▾ 200

```



```

// Random starfield
Repeat star count Times
  Add [star icon] [yellow circle] [grey circle] [arrow]
  Rotate around Axis x ▾ by 90 Degrees from Pivot
  Move: X: Random between -120 and 120 Y: Random between 80 and 200 Z: Random between 10 and 210
  Set star current scale ▾ to Random between star small and star large * ▾ .01
  Scale: X: star current scale Y: star current scale Z: star current scale

```

Izdelava računalniške igrice v več stopnjah

