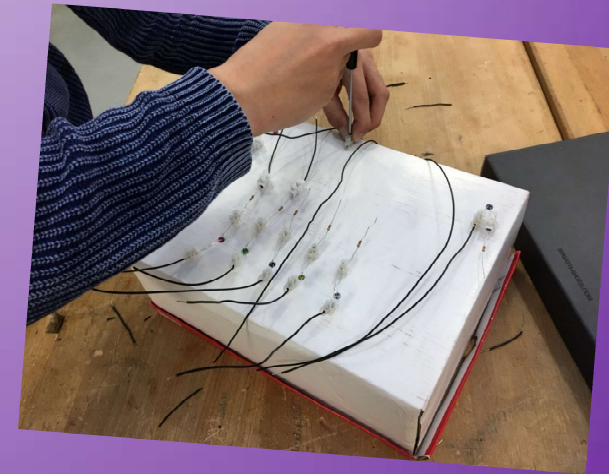
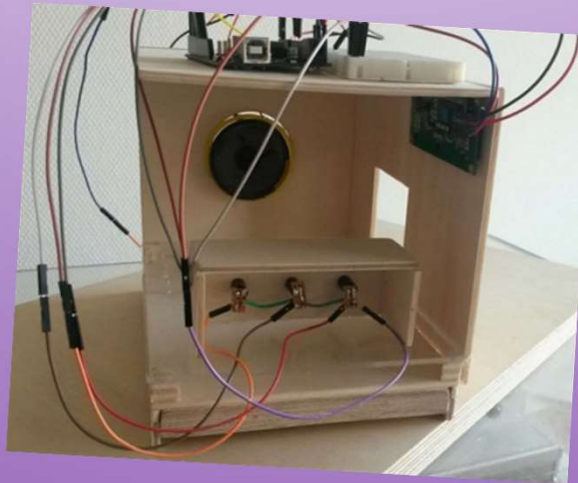
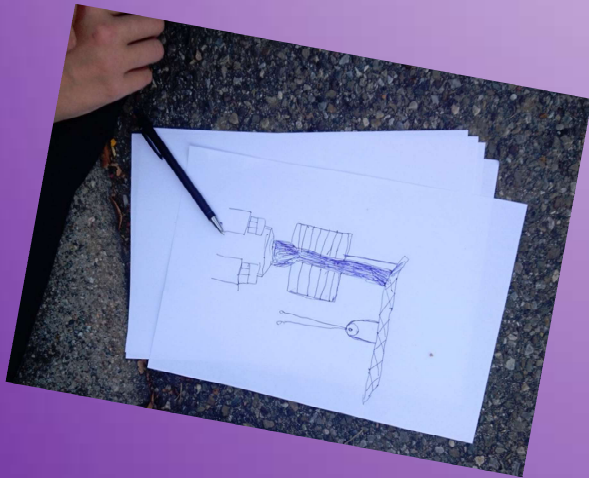
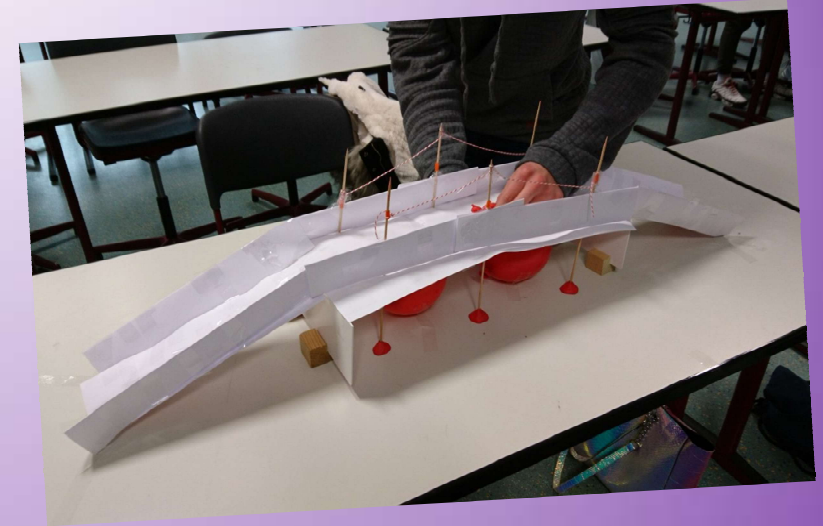


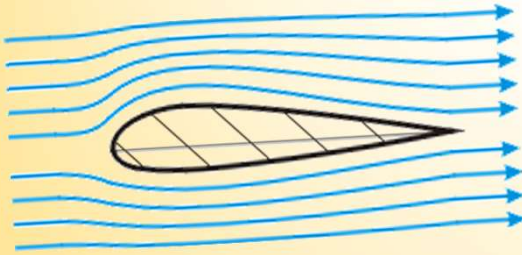
# Naturwissenschaft und Technik



# Naturwissenschaft und Technik

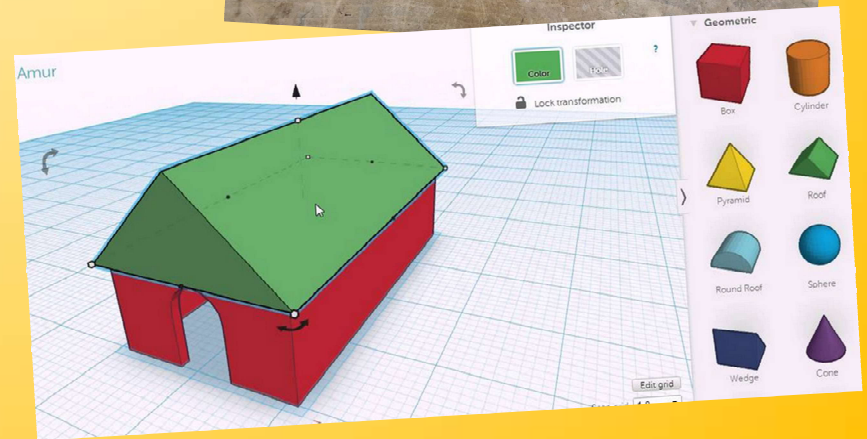
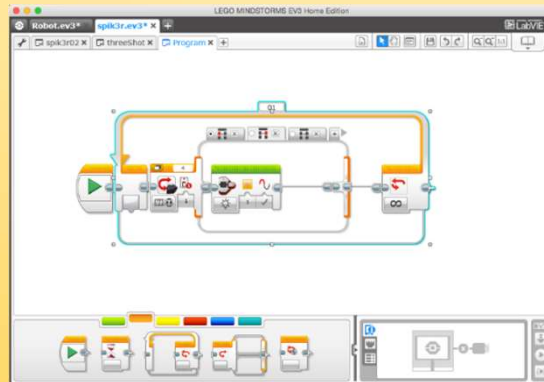
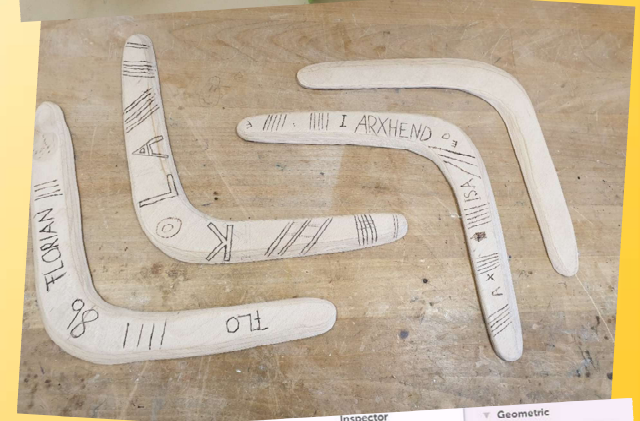
Technik: „*Wie*“

NwT: „*Warum*“



## Klasse 8

- Fliegen
- Informationsverarbeitung
- Konstruktion
- Brücke
- 3D-Druck

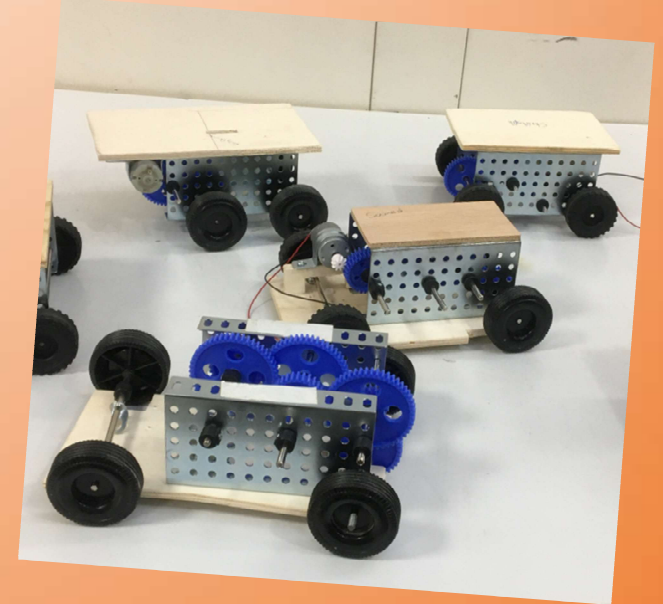
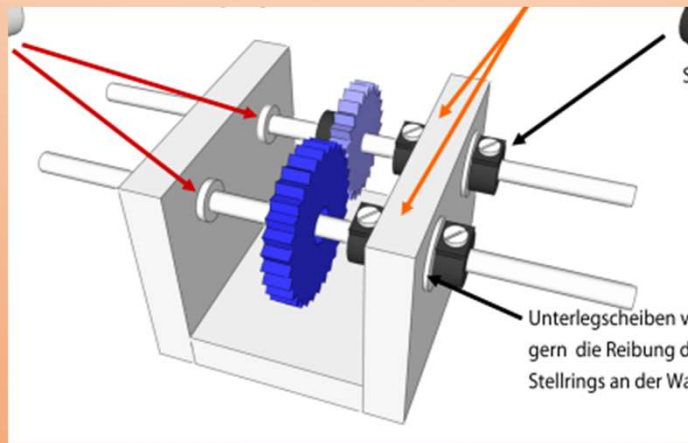
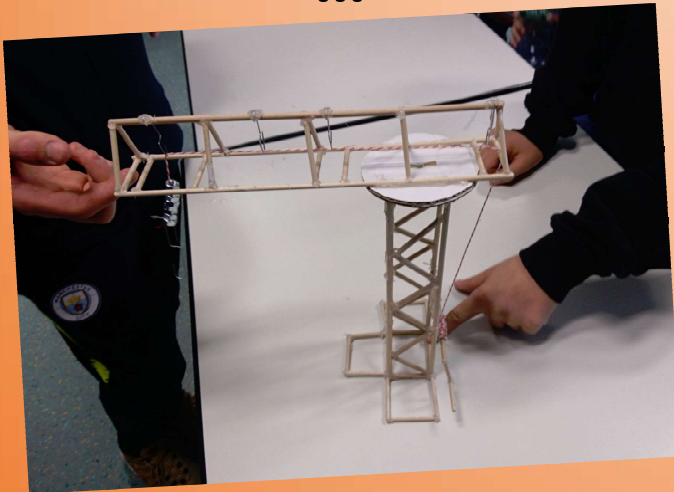
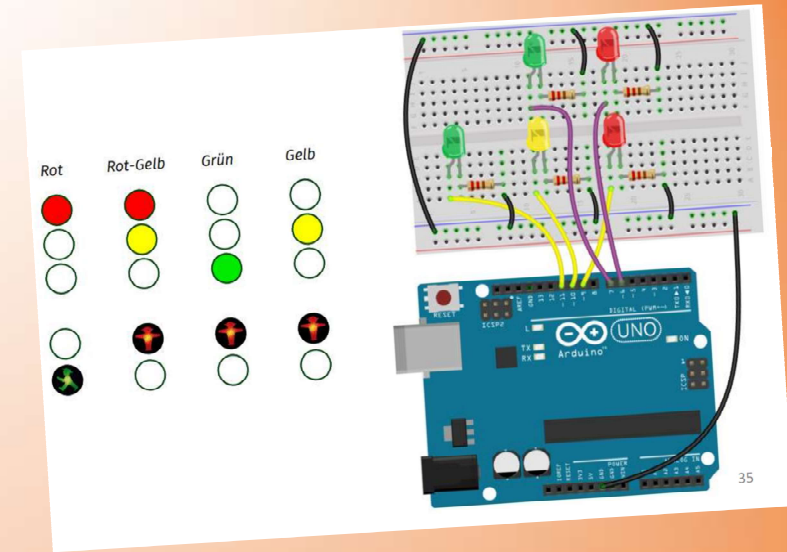
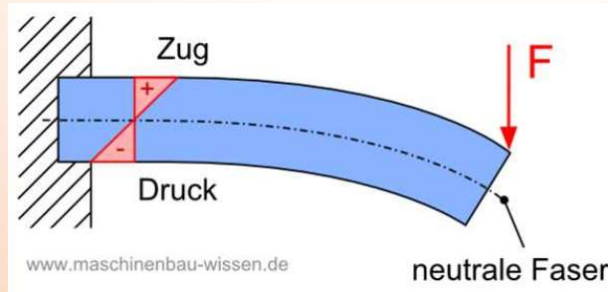






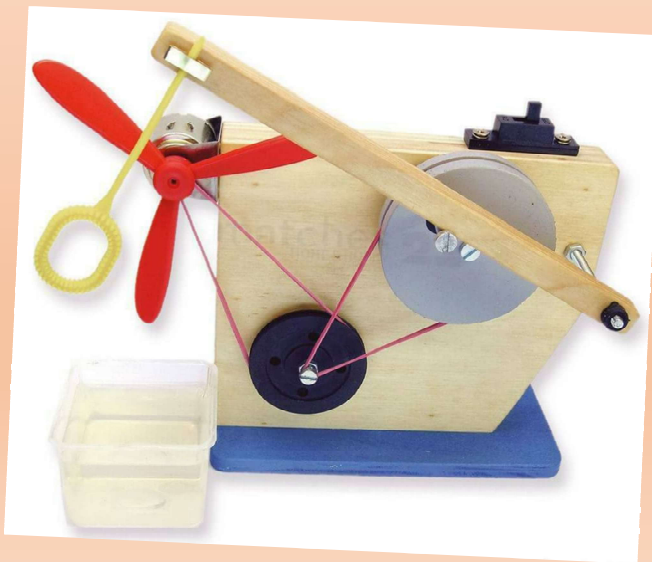
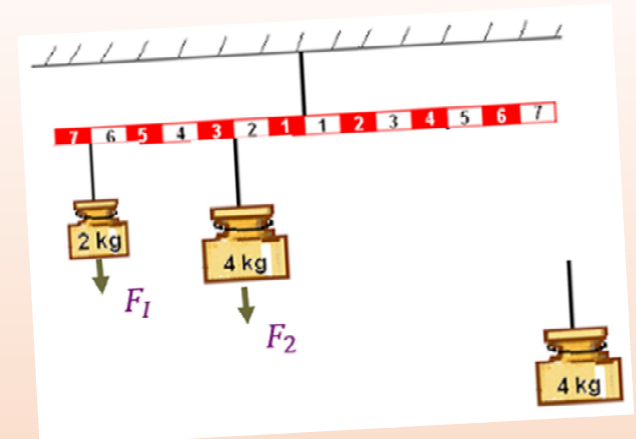
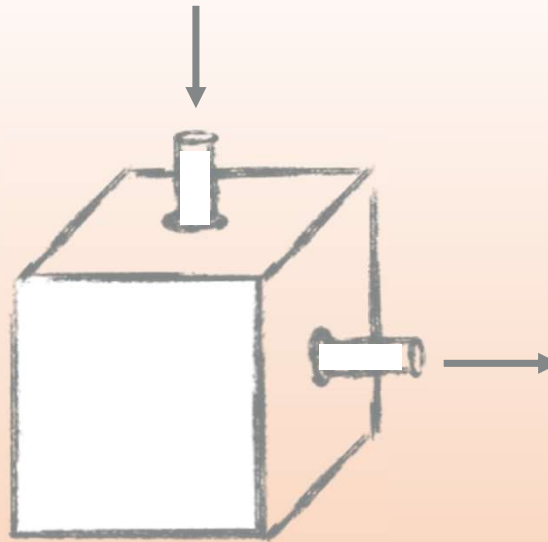
## Klasse 9

- Getriebe
- Konstruktion
- Steuerung von Licht- und Schalleffekten
- ...



## Klasse 10

- Mechanik
- Fotometer
- Steuerung von Licht- und Schalleffekten
- ...



```
Sketch

void setup(){
  pinMode(9,OUTPUT);
  pinMode(10,OUTPUT);
  pinMode(11,OUTPUT);
}

void loop(){
  digitalWrite(9,HIGH); // rot an
  digitalWrite(10,LOW); // gelb aus
  delay(4000);
  digitalWrite(10,HIGH); // gelb aus
  delay(500);
  digitalWrite(9,LOW); // rot aus
  digitalWrite(10,LOW); // gelb aus
  digitalWrite(11,HIGH); // grün an
  delay(4000);
  digitalWrite(9,HIGH); // rot an
  digitalWrite(11,LOW); // grün aus
  delay(500);
}
```

# Naturwissenschaft und Technik

- Informieren
- Diskutieren
- Experimentieren
- Planen
- Berechnen
- Programmieren
- Konstruieren
- Fertigen
- Reflektieren

