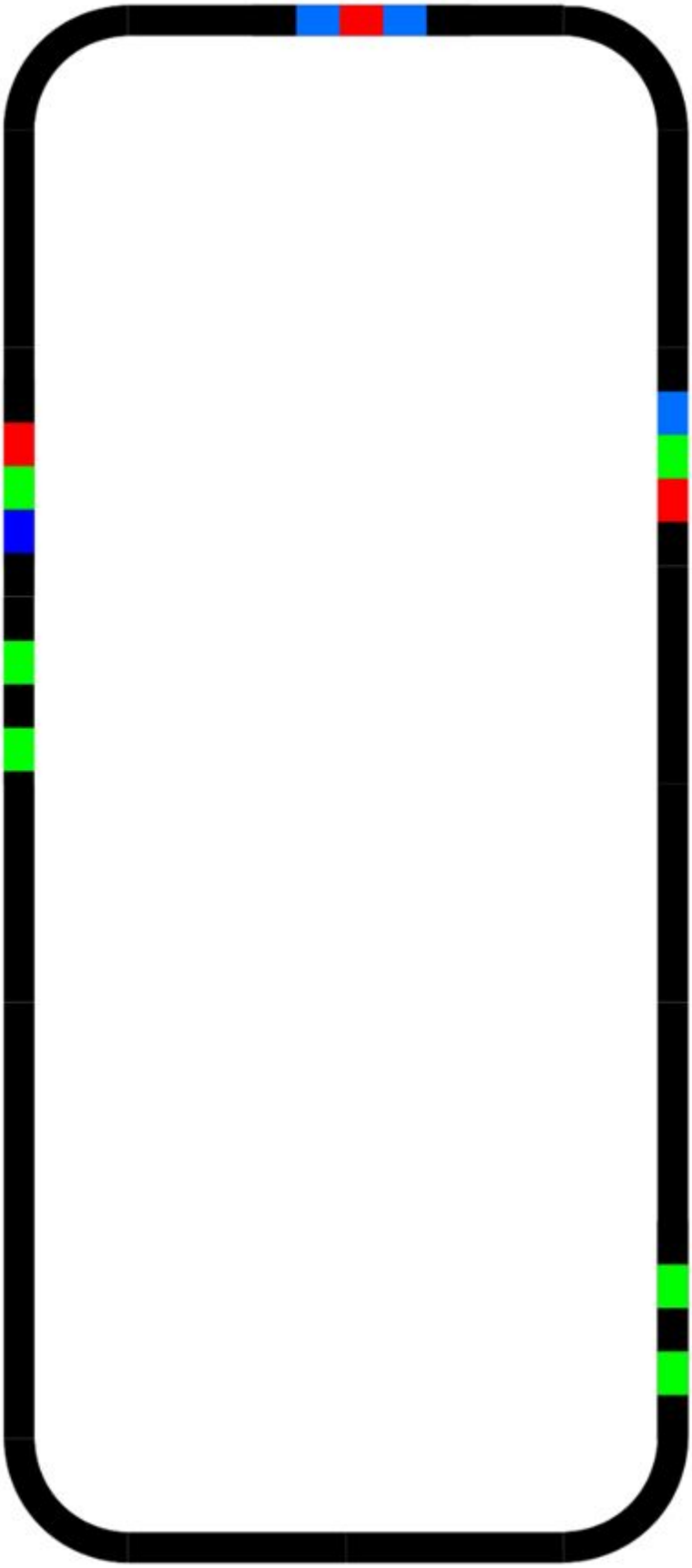
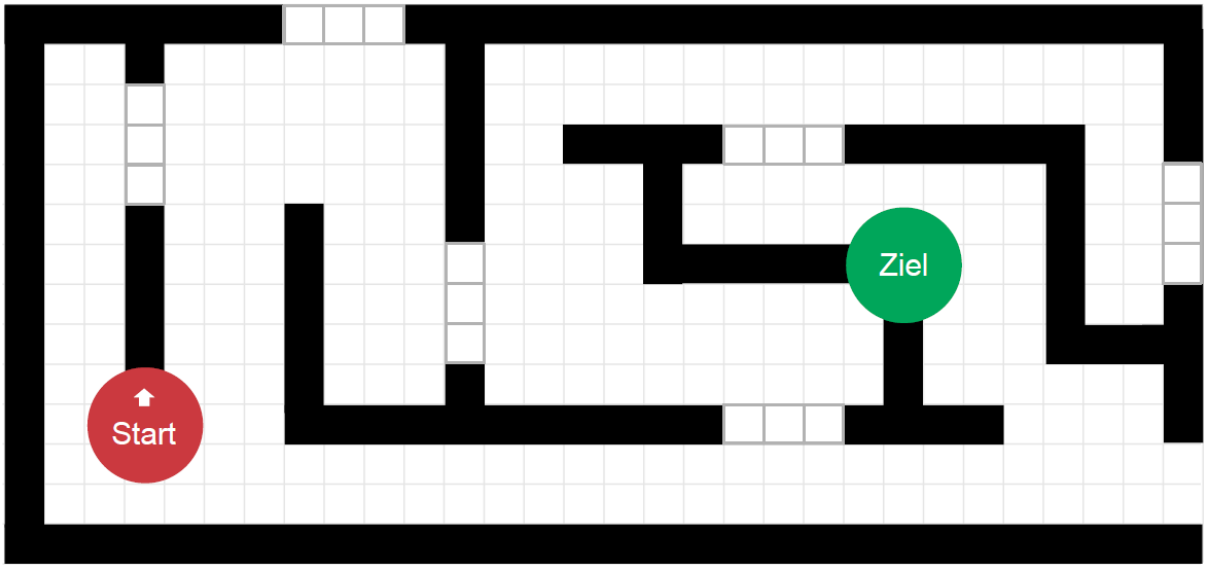
Aufgabe 1:

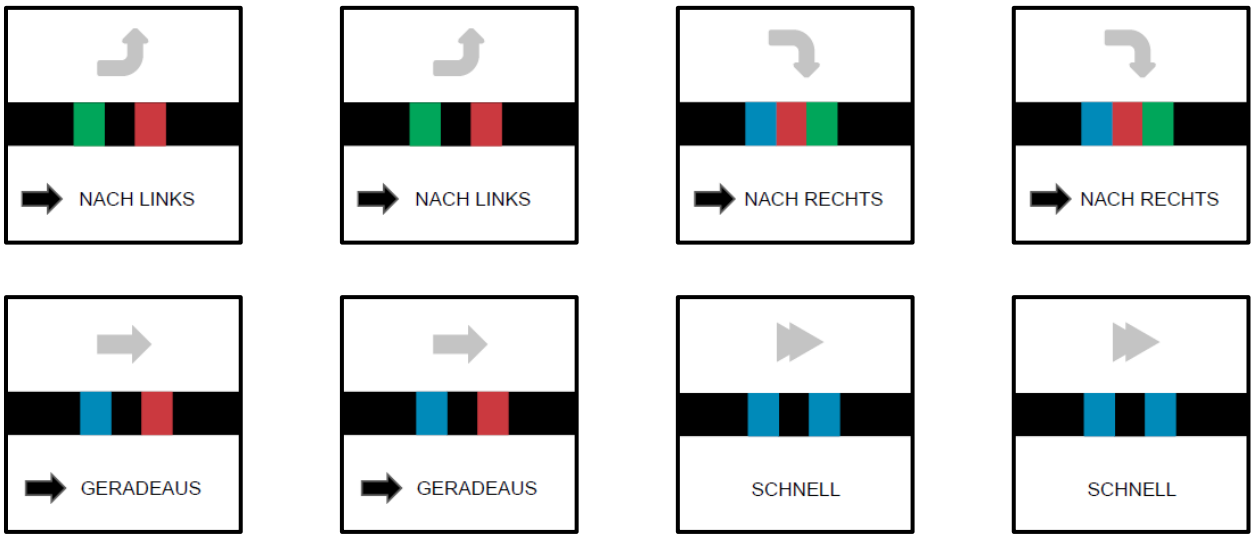


Kalibriere den Ozobot und lasse ihn auf der Linie laufen. Welche Effekte haben die Farbcodes?

Aufgabe 2:

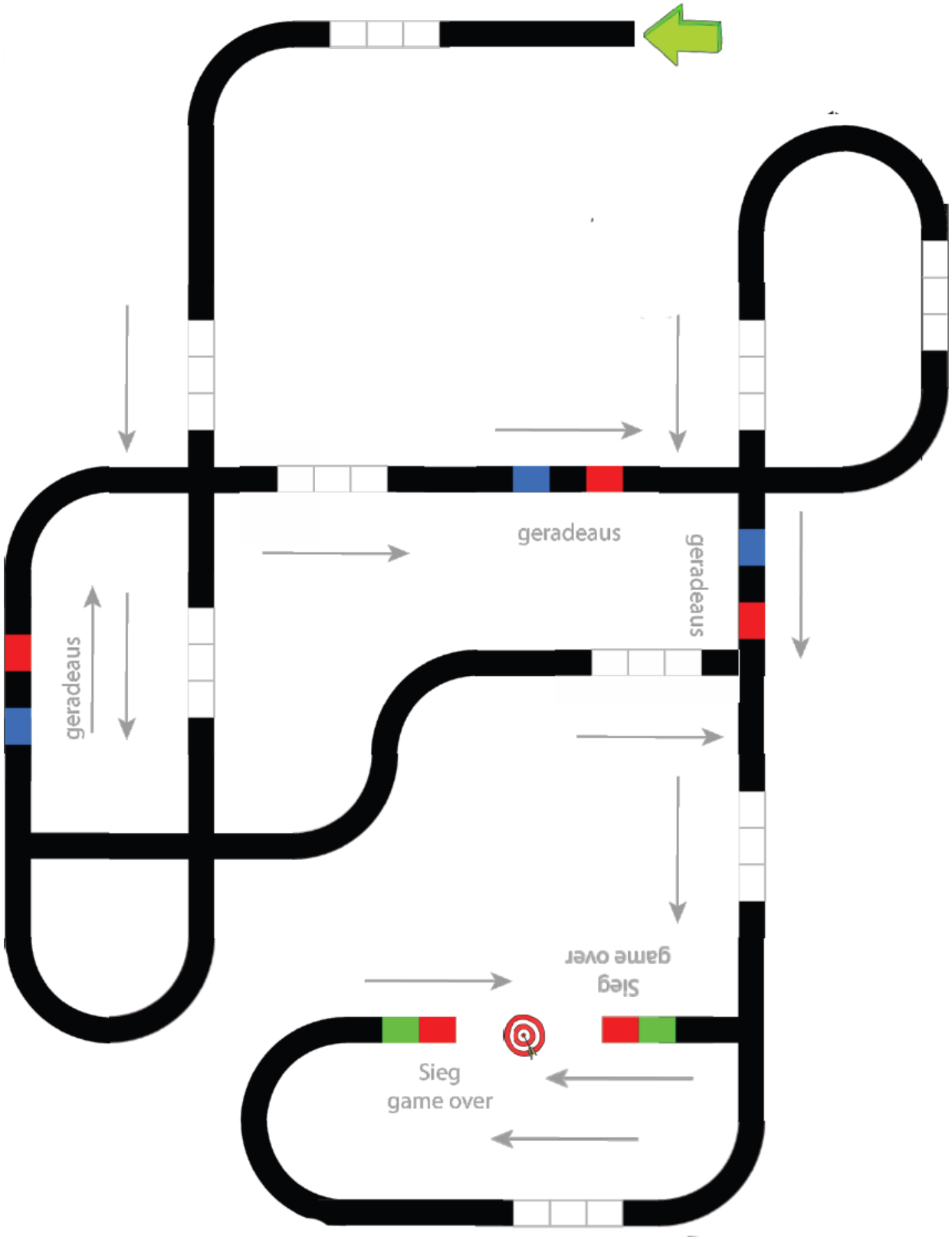
Steuere deinen Ozobot zum Ziel.
Verwende die Befehlskarten oder male deinen eigenen Code.

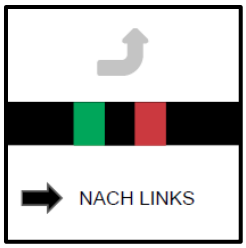




Aufgabe 3:

Steuere deinen Ozobot zum Ziel. Verwende die Befehlskarten oder male deinen eigenen Code.

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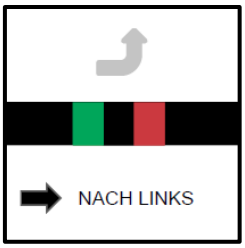
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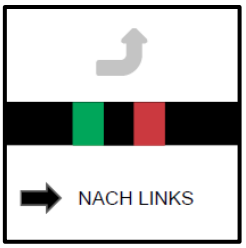
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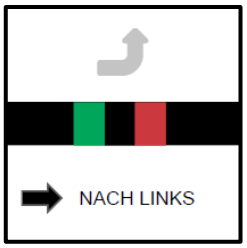
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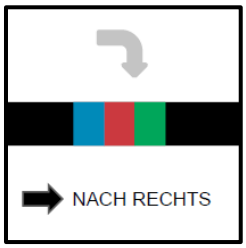
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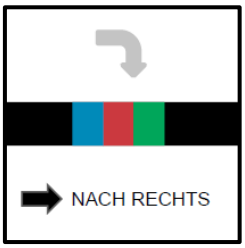
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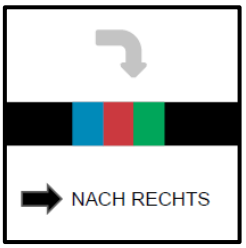
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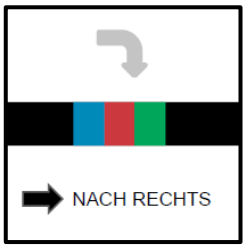
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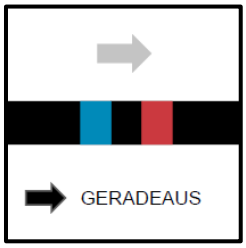
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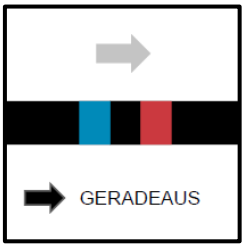
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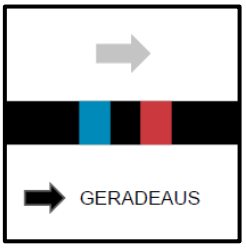
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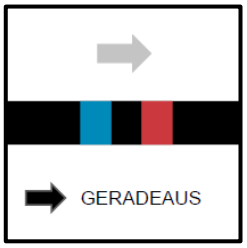
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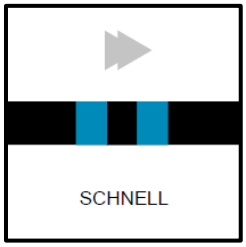
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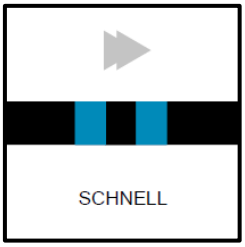
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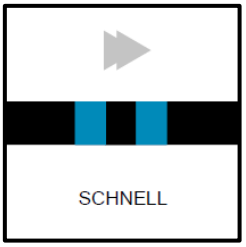
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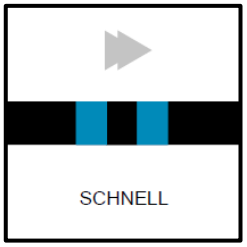
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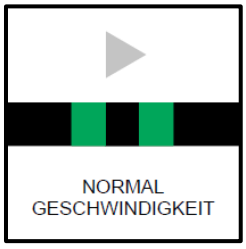
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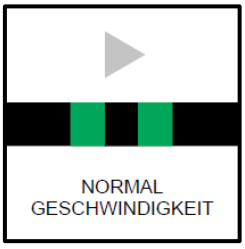
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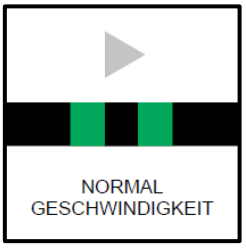
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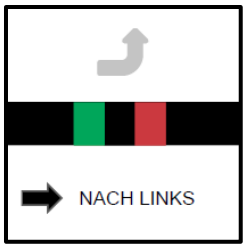
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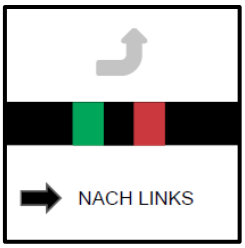
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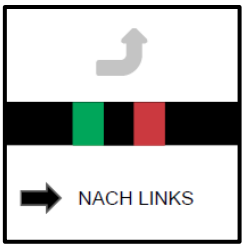
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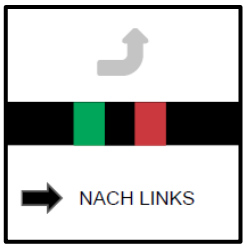
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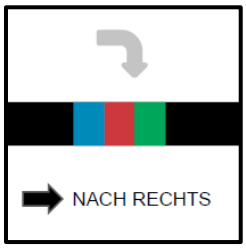
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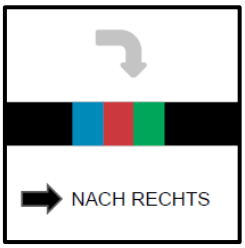
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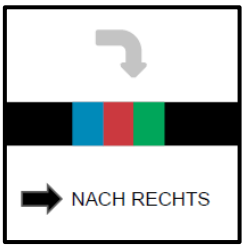
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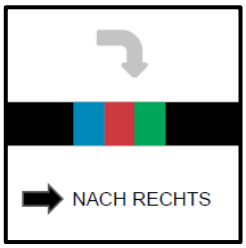
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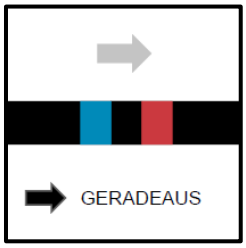
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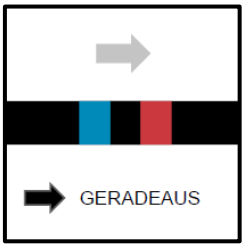
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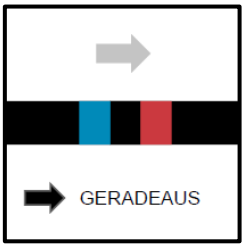
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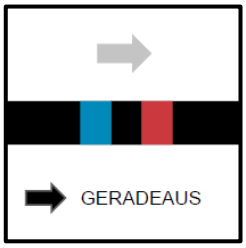
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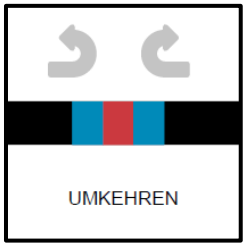
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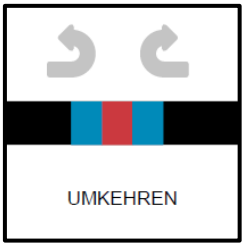
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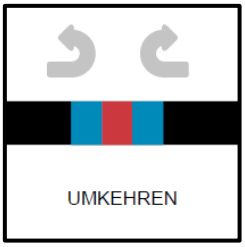
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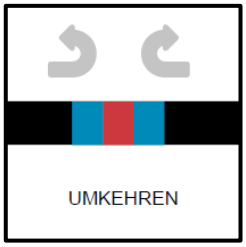
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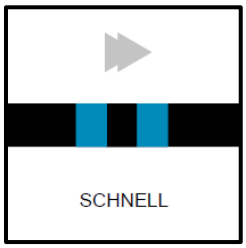
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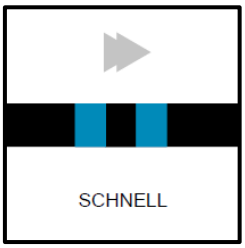
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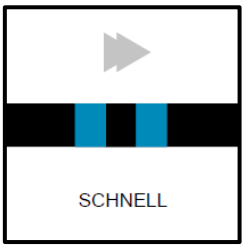
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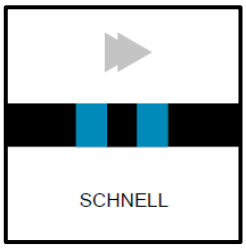
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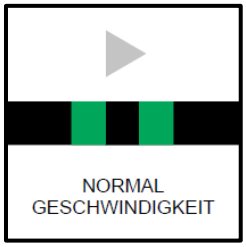
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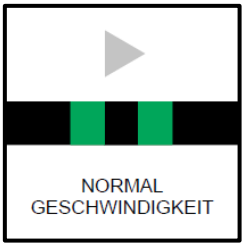
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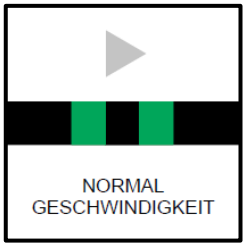
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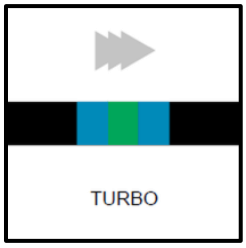
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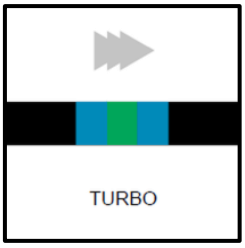
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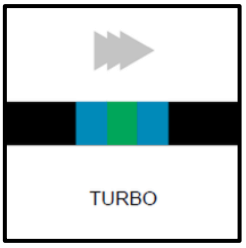
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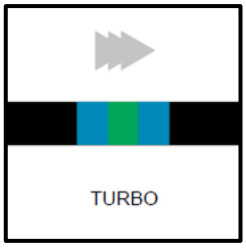
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