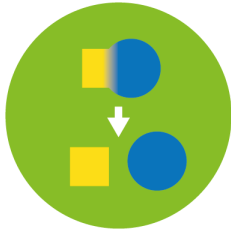


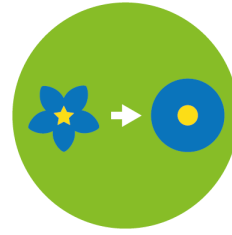
Concepten van computationeel denken



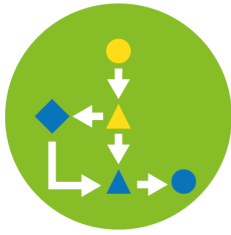
Decompositie



Patroonherkenning



Abstractie



Algoritme



Evalueren



Logica



Exploreren



Samenwerken



Creëren



Debuggen

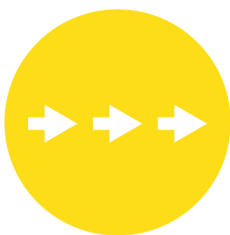


Doorzetten

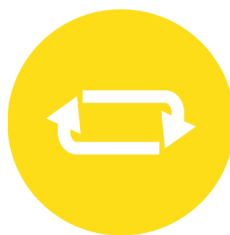


Creativiteit

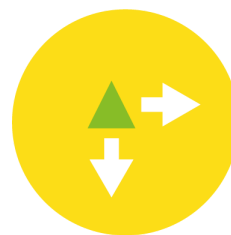
Principes van programmeren



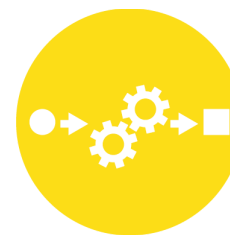
Sequentie



Herhalingsstructuur



Keuzestructuur



Invoer-verwerking-
uitvoer