Actionpainting: team 1

Create a painting as you like it. You can use your hand, paintbrush or other tools to put colour on the canvas.

There only one restriction:

The following colours should dominate your painting!

Actionpainting: team 2

Create a painting as you like it. You can use your hand, paintbrush or other tools to put colour on the canvas.

There only one restriction:

The following colours should dominate your painting!

Actionpainting: team 3

Create a painting as you like it. You can use your hand, paintbrush or other tools to put colour on the canvas.

There only one restriction:

The following colours should dominate your painting!

Actionpainting: team 4

Create a painting as you like it. You can use your hand, paintbrush or otherstools to put colour on the canvas.

There only one restriction:

The following colours should dominate your painting!

Actionpainting: team 5

Create a painting as you like it. You can use your hand, paintbrush or other tools to put colour on the canvas.

There only one restriction:

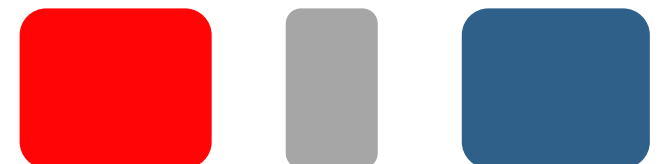The following colours should dominate your painting!

Actionpainting: team 6

Create a painting as you like it. You can use your hand, paintbrush or other tools to put colour on the canvas.

There only one restriction:

The following colours should dominate your painting!

Actionpainting: teams 1 and 7

Both paintings should be collaged according to the tool GeoGebra.

One team should decorate the painting with something that is similar to the GeoGebra LOGO, the other team tries to implement the name GeoGebra in a creative way. You will find a lot of materials that you can use.

Actionpainting: teams 2 and 8

Both paintings should be collaged according to the tool SketchUp.

One team should decorate the painting with something that is similar to the SketchUp LOGO, the other team tries to implement the name SketchUp in a creative way. You will find a lot of materials that you can use.

Actionpainting: teams 3 and 9

Both paintings should be collagedaccording to Arduino.

One team should decorate the painting with something that is similar to the Arduino LOGO, the other team tries to implement the name Arduino in a creative way. You will find a lot of materials that you can use.

Actionpainting: teams 4 and 10

Both paintings should be collaged according to Scratch.

One team should decorate the painting with something that is similar to the Scratch LOGO, the other team tries to implement the name Scratch in a creative way. You will find a lot of materials that you can use.

Actionpainting: teams 5 und 11

Both paintings should be collaged according to the GIMP.

One team should decorate the painting with something that is similar to the GIMP LOGO, the other team tries to implement the name the GIMP in a creative way. You will find a lot of materials that you can use.

Actionpainting: teams 6 and 12

Both paintings should be collaged according to LEGO Mindstorms.

One team should decorate the painting with something that is similar to the Mindstorms LOGO, the other team tries to implement the name LEGO in a creative way. You will find a lot of materials that you can use.