

DAILY SCHEDULE

Code, build and play with Minecraft

*The day of the excursion may be subject to change.

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

CHECK IN
8:30 - 9:00

Participants arrival and check-in @ the H-FARM Welcome Center

MORNING
9:00 - 12:30
with morning snack
during the break

DESIGN TO KNOW EACH OTHER

Build and customize personal houses to create a shared virtual city.

June 23-27
July 21-25

*EXCURSION TO VENICE

A full day dedicated to discovering Venice through enchanting strolls and cultural experiences, focusing on the city's historical and artistic heritage.

COMMAND BLOCKS - 1

Challenge of 10 levels in a "find the button" map. The goal is to use simple command blocks.

COMPLEX CONTRACTIONS

Design complex contractions with connected devices, working in pairs

AGENT

Program the agent with specific objectives, such as generating a pixel art image.

ELECTRONICS - 1

Use of Redstone material to build circuits and connect various objects in the virtual world.

COMMAND BLOCKS - 2

Using command blocks, participants play hide and seek between the seekers and those hiding.

CODING - 1

Introduction to Code Builder and MakeCode, a block-based visual programming language.

GARTIC PHONE

A Creative co-building activity: everyone has to describe and interpret each other's drawings.

LUNCH
12:30 - 13:30

Free outdoor play/ board games.

Free outdoor play/ board games

AFTERNOON
13:30 - 16:30

ELECTRONICS - 2

Creation of illuminated signs and logos to generate interactions and light effects at night.

August 4-8

*EXCURSION TO THE MONTELLO

A full day dedicated to nature discovery and adrenaline, including walks and workshops in the woods and fun at the adventure park.

COMMAND BLOCKS - 3

Create a "Find the Button" map building personal command block, working in pairs

CODING - 2

Design and build a maze using Code Builder and the MakeCode language, working in pairs.

CODING & DESIGN - 1

Develop a personal project that combines programming and creativity.

ELECTRONICS - 3

The activity continues with improvements and details until the final result is presented.

COMMAND BLOCKS - 4

Continue building personalized command blocks and improve the maps.

CODING - 3

Build a compass rose through code sequences to understand XYZ coordinates.

CODING & DESIGN - 2

Add details to refine the personal project and get ready for the final presentation.

SNACK AND CHECK OUT
16:30 - 17:30

Free time and play time in the H-FARM Campus sport facilities.
Participants departure @ the H-FARM Welcome Center