

DAILY SCHEDULE

Design smart solutions via tech

*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	PEACEKEEPING & PROBLEM SOLVING Let's discover the peacekeeping missions organized by the UN.	*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.	DESIGN THINKING - 3 Create a poster of the base camp adding control centers, vehicles, and technological devices.	COMMUNICATION & ELECTRONICS - 1 Use the micro:bit board to connect objects and check their locations.	SMART SOLUTIONS & ELECTRONICS - 1 Use the Arduino board to make the infrastructure interactive and secure.
	DESIGN THINKING - 1 In groups, define and draw the scenario of the first mission, and identify the risks.		INFRASTRUCTURE Design an infrastructure network to connect the strategic points of the base camp.	COMMUNICATION & ELECTRONICS - 2 Use radio signals to send and receive messages between multiple micro:bit boards.	SMART SOLUTIONS & ELECTRONICS - 2 C++ to code motors, sensors, and actuators with Arduino.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	DESIGN THINKING - 2 Create a digital poster of the user archetype using the Tayasul Sketches School app.		INFRASTRUCTURE & CODING - 1 Code the Intelino robot on roads, intersections, tunnels, and bridges.	COMMUNICATION & ELECTRONICS - 3 Code the accelerometer sensor of the micro:bit electronic board.	SMART SOLUTIONS & ELECTRONICS - 3 Build railroad crossings and traffic lights and code them using C++.
	DIGITAL MAKING Use littleBits kit to build an electronic object like a torch that could be useful during the mission.		INFRASTRUCTURE & CODING - 2 Combine the structures of the class and test the final transport systems.	COMMUNICATION & ELECTRONICS - 4 Implement the project using the acquired technical knowledge.	SMART SOLUTIONS & ELECTRONICS - 4 Build the environment using recycled materials and code the interactions.
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				