

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.

**ENGLISH
VOCABULARY - 1**

Participants immerse themselves in the world of English through matching games, memory, riddles, and nursery rhymes. They acquire a solid vocabulary related to farm animals.

**ENGLISH
VOCABULARY - 2**

Participants continue to experiment with the English language and expand their vocabulary by learning the names of various parts of farm animals' bodies through songs, movement games, and hands-on activities.

**ENGLISH
VOCABULARY - 3**

Participants engage in solving riddles to match animals with their offspring. This activity helps them expand their vocabulary and boosts their confidence in using English.

**ENGLISH
LISTENING**

Participants describe wild animals, their habitats, and characteristics through stories, images, and interactive games that make learning more engaging and help develop listening and oral comprehension skills.

**ENGLISH
CONVERSATION**

Participants challenge themselves by describing their favorite pets, using rich and precise vocabulary. Engaging in conversation helps improve their ability to express themselves in English with fluency and clarity.

LUNCH
12:30 - 13:30

Free outdoor play/ board games

*AFTERNOON
13:30 - 16:30

SCRIBBLING MACHINE

Participants take their first steps into the world of robotics and understand the concept of robots. Using a mix of recycled materials, motors, and markers, they create a robot prototype capable of drawing lines through the vibrations of the motor.

**LEGO CODING
EXPRESS**

Participants grasp the concept of instructions through an activity that introduces them to building railway tracks and programming movements and sounds using pseudo-code.

SUPERDOC

Participants learn how to program the SuperDoc robot to overcome challenges on the board. The step-by-step activity introduces them to programming and helps develop skills such as problem-solving and critical thinking.

MTINY

Participants enhance their knowledge of visual programming by discovering mTiny, a small robot shaped like a panda that can move, talk, and react to its environment by choosing and displaying the emotions it experiences.

SPHERO INDI

Participants explore the colorful world of Sphero Indi, a fast robotic vehicle equipped with a powerful color sensor that can detect instructions on the tiles that make up the track it needs to follow.

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

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9:00 - 12:30
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**ENGLISH
VOCABULARY - 1**

Participants immerse themselves in the world of English through matching games, memory challenges, and riddles. They build a strong vocabulary focused on the most fantastic and unusual animals in the world.

**ENGLISH
VOCABULARY - 2**

Participants continue to experiment with the English language and expand their vocabulary by learning the names of different animal body parts through songs, movement games, and hands-on activities.

**ENGLISH
WRITING**

Participants bring magical and unusual creatures to life by describing the features of real animals combined with unique and extraordinary beings. Through detailed descriptions, they develop their creativity and writing skills.

**ENGLISH
LISTENING**

Participants learn new vocabulary related to the places and environments where creatures live, developing curiosity about biodiversity and enhancing their language skills in a fun and engaging context.

**ENGLISH
CONVERSATION**

Participants challenge themselves by describing animals from the most famous movies and cartoons, using rich and specific vocabulary. Engaging in conversation helps improve their ability to express themselves in English with fluency.

LUNCH
12:30 - 13:30

Free outdoor play/ board games

*AFTERNOON
13:30 - 16:30

**ROBOTICA - LEGO
SPIKE ESSENTIAL**

Participants immerse themselves in the world of robotics and programming through an unplugged activity – without the use of technology. Then, they become familiar with the components of the Lego Spike Essential kit.

**PLANTS AND ROBOTIC
ANIMALS**

Participants explore how plants and animals grow and survive in the world. They build their own robotic animal or plant and program its movements and sounds based on its characteristics.

**ROBOTICS, SCIENCE
AND NATURE**

Participants continue the activity by analyzing and defining the context in which their robotic animals or plants live. The goal is to build the habitat for their robot, making it interact using the available sensors.

**SMART CITY AND
ROBOTIC VEHICLE**

Participants work in groups to create their own personal city of the future using recycled materials. They build and program the most suitable robotic vehicle, equipping it with sensors that react to the surrounding environment.

PERSONAL ROBOT

Participants, divided into groups, design, build, and program their own customized robot using the skills they have acquired throughout the week of workshops. At the end of the session, they present their work.

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**ENGLISH
VOCABULARY**

The participants gain confidence in the English language and their communication skills by introducing themselves.

They use specific vocabulary to express their character traits and personality.

**ENGLISH
GRAMMAR**

Through board games and interactive activities aimed at building confidence and fluency, participants develop grammatical skills in: preferences, action verbs, and prepositions of movement.

**ENGLISH
WRITING**

Participants engage in engaging and fun activities to improve their language and writing skills, focusing on: gerunds/infinitives, phrasal verbs, relative clauses, and habits.

**ENGLISH
LISTENING**

To improve their ability to understand spoken language naturally, participants listen to short stories and dialogues, then answer questions about the topics discussed, also promoting the acquisition of new vocabulary.

**ENGLISH
CONVERSATION**

Participants challenge themselves by improving their conversation skills through team games. The goal is to get their team to guess a word through an accurate and detailed description.

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13:30 - 16:30

**ROBOTICA - LEGO
SPIKE PRIME**

Participants immerse themselves in the world of robotics and programming through an unplugged activity — without technology. Afterward, they become familiar with the components of the Lego Spike Prime kit.

**DATA, CLOUD AND
ROBOTICS**

Participants experiment with collecting and managing real-time data. In groups, they create a robot to display wind speed and weather forecasts using quantitative data from the cloud.

**ROBOTIC PATHS AND
VEHICLES**

Participants, in groups, design, build, and program an interactive robotic vehicle capable of moving, avoiding obstacles, and climbing ramps previously constructed using recycled materials.

**INTERACTION AND
COLOR SENSOR**

Participants experiment with interactions and the color sensor. Divided into workgroups, they build and program an automated assistant capable of identifying objects based on their color.

PERSONAL ROBOT

Participants, divided into groups, design, build, and program their own customized robot using the skills acquired throughout the week of the workshop. At the end of the session, they present their work.

SNACK AND
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Free time and play time in the H-FARM Campus sport facilities.
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