

## English &amp; Storytelling

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 memory games, riddles, and nursery rhymes. They discover the detective profession, acquiring the necessary vocabulary to solve simple mysterious puzzles.

**ENGLISH  
VOCABULARY - 2**

Participants continue to experiment with the English language in a playful way, expanding their vocabulary through interactive investigation activities, songs, movement games, and hands-on tasks.

**ENGLISH  
VOCABULARY - 3**

Participants acquire new vocabulary by describing precious objects. Through this activity, they enrich their vocabulary and improve their confidence in communicating in English.

**ENGLISH  
LISTENING**

Through listening activities and interactive games, participants learn the structure "there is/there isn't" to identify and describe in English which objects are present or absent in a room.

**ENGLISH  
CONVERSATION**

Participants challenge themselves by developing conversations around secret missions. Engaging in conversation helps improve their ability to express themselves in English with fluency and clarity, demonstrating the progress they have made.

LUNCH  
12:30 - 13:30

Free outdoor play/ board games

\*AFTERNOON  
13:30 - 16:30**CREATIVE  
ELECTRONICS**

Participants experiment with electronics through a creative hands-on activity. Using play-doh, LEDs, paper, and conductive tape, they build electrical circuits that come to life.

**FABA ME**

Participants experiment with creating audio content using Faba - the Storyteller. In groups, they develop a narrative and engage in recording audio tracks that can be listened to through the Faba-Me character.

**CUBETTO**

Participants enhance their critical and computational thinking skills through activities with the Cubetto robot. Divided into groups, they program the robot and tell adventurous stories set in fantasy worlds, filled with obstacles to overcome and treasures to find.

**CODING**

Using the Scratch JR app, participants create an animated story in a simple and creative way. With an intuitive interface, they can program characters to move, speak, and interact with each other, bringing their narrative to life.

**BOOK CREATOR**

Participants invent and develop a digital story using the Book Creator app on iPad. By playing with imagination and creativity, they learn to manage text and images to create a digital book, adding sounds and personal audio to enhance their story.

SNACK AND  
CHECK OUT  
16:30 - 17:30Free time and play time in the H-FARM Campus sport facilities.  
Participants departure @ the H-FARM Welcome Center

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MORNING  
9:00 - 12:30  
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during the break**ENGLISH  
VOCABULARY - 1**

Participants immerse themselves in the world of the English language through memory games, riddles, and rhymes. In this way, they discover the work of a detective while acquiring essential vocabulary to talk about various professions.

**ENGLISH  
VOCABULARY - 2**

Participants explore the English language through a playful approach with interactive investigative activities. In interpreting a "Mission Possible," they enjoy deciphering and finding clues hidden in the language.

**ENGLISH  
LISTENING**

Participants engage in searching for hidden clues in various locations, trying to solve the mysteries behind each case. The listening activity stimulates their deduction and problem-solving skills.

**ENGLISH  
WRITING**

Participants enhance their writing skills by describing precious objects, such as jewelry, ornaments, and artifacts, using specific adjectives to describe materials, shapes, colors, and the symbolic meanings of the objects.

**ENGLISH  
CONVERSATION**

Participants engage in conversation with the goal of expressing themselves more precisely and creatively in English, improving their listening comprehension, and stimulating curiosity and attention to detail.

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Free outdoor play/ board games

\*AFTERNOON  
13:30 - 16:30**INTERVIEWS**

Participants, divided into groups, experiment with technology and get to know each other by creating interviews. At the end of the recording, they dive into the world of audio and video editing using the Clips app on iPad.

**STOP MOTION**

Participants explore stop motion, a filmmaking and animation technique. Divided into groups, they invent a story, create characters and settings, and finally take multiple photos to create the final animated video.

**FUMETTI**

Participants invent, draw, and build stories with characters, dialogues, and graphic onomatopoeias. Through the use of comic strips, they develop their creativity and imagination while learning how to structure a visual narrative.

**TRAILER - 1**

Participants work in groups to design and shoot a trailer with the goal of capturing attention, creating anticipation, and sparking interest through the selection of engaging images and shots. They use iPads and the iMovie application.

**TRAILER - 2**

Using the iMovie app, participants become video editors by adding transitions, soundtracks, effects, and credits to their trailers. At the end of the session, they share and watch all the videos, providing constructive feedback on their peers' projects.

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**MORNING**

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with morning snack  
during the break

**ENGLISH  
VOCABULARY**

Participants build confidence in English and enhance their communication skills by introducing themselves.

They use specific vocabulary to describe their personal traits and characteristics.

**ENGLISH  
GRAMMAR**

Through board games and interactive activities aimed at building confidence and fluency, participants develop grammar skills in areas such as preferences, action verbs, and prepositions of movement.

**ENGLISH  
WRITING**

Participants engage in fun, immersive activities to enhance their language and writing skills, with a focus on gerunds and infinitives, phrasal verbs, relative clauses, and habits.

**ENGLISH  
LISTENING**

To improve their natural listening comprehension, participants listen to short stories and dialogues and answer questions about the topics covered. This approach also helps them acquire new and complex vocabulary.

**ENGLISH  
CONVERSATION**

Participants engage in team games to improve their conversation skills. The goal is to help their team guess a specific term by providing accurate and detailed descriptions.

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**\*AFTERNOON**  
13:30 - 16:30

**MOODBOARD**

Participants get to know each other through a mood board activity. Using magazines and newspapers, they cut out images, words, or phrases that represent them, visually sharing their passions and interests.

**SHOT COMPOSITIONS**

To create videos and take photos, it's essential to understand the type of shot and framing to use. Participants become directors and actors, interacting with one another to experiment with the shot compositions previously analyzed with the group.

**COMPOSITE IMAGES**

Participants experiment with layering techniques. The goal of the activity is to create a three-layer image, where each layer is a sheet of transparent paper and the background is a colored card or photograph. At the end, the assembled image is digitized using an iPad.

**FLAT LAY**

Participants, working in groups, explore the flat lay photography technique. Using available objects, they create a composition to tell their story through a photo, refining their editing skills to enhance colors and textures.

**MINIATURE LEGO  
ADVENTURE**

This activity encourages participants to reflect on perspective by entering the miniature world of Lego characters. Participants capture impactful photos where Lego figures interact with real-world objects and human environments.

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