

DAILY SCHEDULE

Imagine, design and create 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	MINECRAFT SURPRISE Video game commands. Create something original in a multiplayer and virtual Minecraft world.	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.	TREEHOUSE DESIGN - 1 In pairs, build a wonderful tree house in a three-dimensional virtual forest in Minecraft Education.	ELECTRONICS & SMART CITIES - 1 Brainstorm with the class and design a collaborative smart city.	GRAPHIC DESIGN - 1 Patterns and graphic motifs technique. Create a customised 3D artwork on paper and in Minecraft.	
	DESIGN TO KNOW EACH OTHER In pairs, customise and decorate a house in a shared virtual village.		TREEHOUSE DESIGN - 2 Improve and add details to the tree house project, and share the final result with the group.	ELECTRONICS & SMART CITIES - 2 Use the Redstone material to make the city interactive and safe.	GRAPHIC DESIGN - 2 Build a stamp using recycled materials to draw the designed pattern on paper.	
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games			
AFTERNOON 13:30 - 16:30	PIXEL ART Art form of pixel art: create a personal masterpiece in a virtual Minecraft world.		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.	STORYTELLING & CREATURES - 1 In pairs, design and draw a creature and its natural habitat on paper.	ARTS & COMICS - 1 Comic art technique: ideate a story and draw the storyboard for the graphic novel.	GRAPHIC DESIGN - 3 From 2D to 3D: decorate the faces of a paper shape to create a 3D cube in Minecraft.
	COLLABORATIVE PIXEL ART Timed co-design where everyone contributes to build other's pixel arts.			STORYTELLING & CREATURES - 2 Build and customise the 3D creature in a shared virtual Minecraft world.	ARTS & COMICS - 2 Build the graphic novel adding characters and environments in a virtual Minecraft world.	VIDEO GAME & EMOTIONS Reflect on emotions, play engaging games and face challenges in Minecraft.
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					