

OVERNIGHT SCHEDULE

Design smart solutions via tech

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

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
WAKE-UP AND BREAKFAST 7:00 - 8:30		A rich and balanced breakfast to start the day with a boost of energy.				
MORNING 9:00 - 12:30 with snack 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, with 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.
LUNCH 12:30 - 13:30		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 Programmazione C++ per gestire motori, sensori e attuatori di Arduino.
AFTERNOON 13:30 - 16:30	CHECK IN 16:00	Free outdoor play/ board games		Free outdoor play/ board games		
		DESIGN THINKING - 2 Create a digital poster of the user archetype using the Tayasu 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++.
	Participants arrival on the H-FARM Campus	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 & ACTIVITIES 16:30 - 18:30	Presentation of the Summer Academy experience to participants and their families at the Big Hall.	SPORT Sports sessions to promote teamwork and interpersonal relationships.	RELAX Relaxing and recreational activities to recover after the daily excursion.	PRE TALENT SHOW Preparation and rehearsal for the Summer Academy Talent Show exhibitions.	SPORT Sports sessions to promote teamwork and interpersonal relationships.	CHECK OUT 16:30
FREE TIME 18:30 - 19:30	Accommodation of the participants in the assigned rooms.			Free time to relax, take a shower and get ready for the evening activities		
DINNER 19:30 - 20:30				Diversified menu offering international and Italian food options		
EVENING ACTIVITIES 20:30 - 22:00	ICE-BREAKER Ice breaking activities to socialize and share the Campus rules to enjoy an unforgettable week!	ACROBATICS & JUGGLING Magic, art and colors: enjoy a unique and enchanting show on Campus.	IN-CAMPUS ACTIVITIES Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	TALENT SHOW Discover the talents and artistic skills of the participants with a unique talent show!	SUMMER RANDOM PARTY A final party like no other. Random outfits and wild dancing.	
LIGHTS OUT 22:00	The H-FARM Summer Academy team will be present on each floor of the boarding house with continuous surveillance and support					