

# OVERNIGHT SCHEDULE | Age group 8-11 years

## English & Robotics

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>WAKE-UP AND BREAKFAST</b> 7:00 - 8:30		A rich and balanced breakfast to start the day with a boost of energy.				
<b>MORNING</b> 9:00 - 12:30 with snack break		<b>ENGLISH VOCABULARY - 1</b> 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.	<b>ENGLISH VOCABULARY - 2</b> 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.	<b>ENGLISH WRITING</b> 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.	<b>ENGLISH LISTENING</b> 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.	<b>ENGLISH CONVERSATION</b> 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.
<b>LUNCH</b> 12:30 - 13:30		Free outdoor play/ board games				
<b>AFTERNOON</b> 13:30 - 16:30	<b>CHECK IN</b> 16:00	<b>ROBOTICA - LEGO SPIKE ESSENTIAL</b> 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.	<b>PLANTS AND ROBOTIC ANIMALS</b> 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.	<b>ROBOTICS, SCIENCE AND NATURE</b> 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.	<b>SMART CITY AND ROBOTIC VEHICLE</b> Participants work in groups to create their own personal city of the future using recycled materials. They build and program the most stable robotic vehicle, equipping it with sensors that react to the surrounding environment.	<b>PERSONAL ROBOT</b> 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.
<b>SNACK &amp; ACTIVITIES</b> 16:30 - 18:30	Participants arrival on the H-FARM Campus  Presentation of the Summer Academy experience to participants and their families at the Big Hall.  Accommodation of the participants in the assigned rooms.	<b>SPORT</b> Sports sessions to promote teamwork and interpersonal relationships.	<b>RELAX</b> Relaxing and recreational activities to recover after the daily excursion.	<b>PRE TALENT SHOW</b> Preparation and rehearsal for the Summer Academy Talent Show exhibitions.	<b>SPORT</b> Sports sessions to promote teamwork and interpersonal relationships.	<b>CHECK OUT</b> 18:30
<b>FREE TIME</b> 18:30 - 19:30	Free time to relax, take a shower and get ready for the evening activities					
<b>DINNER</b> 19:30 - 20:30	Diversified menu offering international and Italian food options					
<b>EVENING ACTIVITIES</b> 20:30 - 22:00	<b>ICE-BREAKER</b> Ice breaking activities to socialize and share the Campus rules to enjoy an unforgettable week!	<b>ACROBATICS &amp; JUGGLING</b> Magic, art and colors: enjoy a unique and enchanting show on Campus.	<b>IN-CAMPUS ACTIVITIES</b> Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	<b>TALENT SHOW</b> Discover the talents and artistic skills of the participants with a unique talent show!	<b>SUMMER RANDOM PARTY</b> A final party like no other. Random outfits and wild dancing.	
<b>LIGHTS OUT</b> 22:00	The H-FARM Summer Academy team will be present on each floor of the boarding house with continuous surveillance and support					

# OVERNIGHT SCHEDULE | Age group 11-14 years

## English & Robotics

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>WAKE-UP AND BREAKFAST</b> 7:00 - 8:30		A rich and balanced breakfast to start the day with a boost of energy.				
<b>MORNING</b> 9:00 - 12:30 <i>with snack break</i>		<b>ENGLISH VOCABULARY</b> 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.	<b>ENGLISH GRAMMAR</b> Through board games and interactive activities aimed at building confidence and fluency, participants develop grammatical skills in: preferences, action verbs, and prepositions of movement.	<b>ENGLISH WRITING</b> Participants engage in engaging and fun activities to improve their language and writing skills, focusing on: gerunds/infinitives, phrasal verbs, relative clauses, and habits.	<b>ENGLISH LISTENING</b> 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.	<b>ENGLISH CONVERSATION</b> 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.
<b>LUNCH</b> 12:30 - 13:30		Free outdoor play/ board games				
<b>AFTERNOON</b> 13:30 - 16:30	<b>CHECK IN</b> 16:00	<b>ROBOTICA - LEGO SPIKE PRIME</b> 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.	<b>DATA, CLOUD AND ROBOTICS</b> 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.	<b>ROBOTIC PATHS AND VEHICLES</b> Participants, in groups, design, build, and program an interactive robotic vehicle capable of moving, avoiding obstacles, and climbing ramps previously constructed using recycled materials.	<b>INTERACTION AND COLOR SENSOR</b> 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.	<b>PERSONAL ROBOT</b> 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.
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