

PROGRAMMA CLASSI SECONDE

WEDNESDAYS
start: 14.30
end: 16.00

SETT/WK	DATE	ACTIVITY	NOTE
1	29/01/2020	Presentazione progetto English & STEAM	
2	05/02/2020	Create an IDEA	
3	12/02/2020	Define the OBJECTIVE	
4	19/02/2020	Define the PUBLIC and USERS	
5	26/02/2020	Create the graphical CONTENT	IT room
6	04/03/2020	Create the user INTERFACE	
7	11/03/2020	Creating a stop motion content using dough	
8	18/03/2020	Robotics, bots & AI (artificial intelligence)	
9	25/03/2020	Creating a Scribit drawing	IT room
10	01/04/2020	Advertise the LAUNCH	