

PROGRAMMA CLASSI TERZE

THURSDAYS
start: 14.30
end: 16.00

SETT/WK	DATE	ACTIVITY	NOTE
1	30/01/2020	Presentazione progetto English & STEAM	
2	06/02/2020	Create an IDEA	
3	13/02/2020	Define the OBJECTIVE	
4	20/02/2020	Define the PUBLIC and USERS	
5	27/02/2020	Create the graphical CONTENT	IT room
6	05/03/2020	Create the user INTERFACE	IT room
7	12/03/2020	Creating a stop motion content using dough	
8	19/03/2020	Robotics, bots & AI (artificial intelligence)	
9	26/03/2020	Creating a Scribit drawing	IT room
10	02/04/2020	Advertise the LAUNCH	