SUMMER
ACADEMY
experience

2025 EDITION

H-FARM

The Summer Academy experience

Children learn best when only actively involved in building something that has special meaning for them personally - whether it is a poem, a robot, a sandcastle, or a computer program.

_Seymour Papert

In a continuously changing world, it is essential to provide young people with experiences that ignite their passions and prepare them to face the future with creativity and confidence.

H-FARM's Summer Academy goes beyond just learning: it offers weekly or multi-week experiences that combine fun and education in a stimulating environment. From technology to sports, our programs are designed to develop new talents and curiosity.

With activities designed for every age group, we guarantee a unique and engaging experience that leaves a lasting impact on each participant's growth.

Welcome

Boys and girls, a warm welcome also to your families, who were the first to believe in your abilities and talents.

Our summer experiences are designed to support the growth of young people in an innovative environment, where they can create new connections, stimulate creative thinking and shape their future and dreams.

Our intent is to inspire new generations to see innovation not only as an opportunity, but as a responsibility and a personal mission.

Antonello Barbaro
CEO of H-FARM Education

During the summer, you can immerse yourself in the world of technology exploring robotics, coding and artificial intelligence, or experiment with the art of storytelling and game design.

Additionally, you can challenge yourself with various sports activities such as climbing, horse riding, from BMX and skateboarding.

This year, all courses are conducted entirely in English to reflect the IB approach offered by our H-FARM International School.

At the heart of this entire project are you, your talents and passions.

Welcoming you are professionals, instructors and educators dedicated to your educational journey at the H-FARM Campus, Europe's largest innovation hub.

In this magical place on the outskirts of Venice, surrounded by nature and permeated by technology, you can expand your horizons, make new friends, experiment, grow and, above all, have fun.

I hope this summer is the beginning of a wonderful adventure for you.

H-FARM
INTERNATIONAL
SCHOOL

H-FARM
COLLEGE

H-FARM
BUSINESS
SCHOOL

bigrock

H-FARM Campus

Our home

H-FARM Campus is the beating heart of an entire innovation ecosystem, where entrepreneurs, professionals and students collaborate and grow together, guided in the processes of digital transformation.

This unique place fosters synergy among curious and visionary minds: students, professionals and entrepreneurs meet to share ideas, work side by side and imagine the future. Here, the focus is always on tomorrow, new trends, technological development and the impact of digital transformation on society.

It is the home of our students, but it is also a place that is open to all. The Campus offers spaces for events and corporate meetings, sports facilities, classrooms, a conference hall and 5 restaurants.

FROM MARCO POLO VENICE AIRPORT TO H-FARM

13 km

Public transportation:

> **ATVO line 25a**,
  Direction - San Donà di Piave

FROM ANTONIO CANOVA TREVISO AIRPORT TO H-FARM

27 km

Public transportation:

> Airport Shuttle bus to Treviso city center
  + ATVO line 22,
  Direction - San Donà di Piave

> **MOM line 108**,
  Direction - Jesolo

FROM QUARTO D'ALTINO STATION TO H-FARM

8 km

Public transportation:

> **MOM line 108**,
  Direction Jesolo

FROM VENICE MESTRE STATION TO H-FARM

26 km

Public transportation:

> **ATVO line 10**,
  Direction Lido di Jesolo

If you prefer a private transfer, please write to: summeracademy@h-farm.com

A sustainable choice

The 51 hectares of the Campus, with more than 5,000 trees and plants, that act as a natural backdrop, where commitment to a sustainable future is a core value. In a place where nature and innovation come together to build a better tomorrow, we have created an ideal setting for learning and growing in a healthy and environmentally friendly location.

Powered by 100 percent renewable energy, thanks to photovoltaic and geothermal systems, our Campus is completely carbon neutral. In partnership with MMN, we offset the carbon footprint of all Apple products we use by supporting a wind farm project in India. By 2023, we have neutralized 12.4 tons of CO_2, making a concrete contribution to the fight against climate change.

With such large spaces, on-campus travel is essential, but without compromising sustainability. Therefore, we move only by foot, bicycle, electric scooters, skateboards or hoverboards, combining environmental friendliness and fun.

100%	**100%**	**100%**
Renewable Energy	Carbon Neutral	Sustainable mobility
+3.000	**48.000**	**51**
People	Mq infrastructure	Hectares of parkland

Campus Map

SMOKE-FREE CAMPUS
H-FARM

H-FARM

The Student Forest

Observatory

A WELCOME CENTER
B EYU & PYP PROGRAMMES
C MYP PROGRAMME
D UNIVERSITY PROGRAMME
E THE HILL
F AMOR BISTRO
G BOARDING HOUSE
H AKGA

I SHADO STUDIOS
J CONSULTANCY AREA
K LA SERRA RESTAURANT
L H-FARM HQ
M VAIA BUILDING
N STARTUP VILLAGE & ENTREPRENEURSHIP CENTER

O NEW LABS COMING SOON
P DIPLOMA PROGRAMME
O VILLA ANNIA GUEST HOUSE

CAMPUS SHOP
SMOKE AREAS

SPORTS AREA

1. Multipurpose field
2. Tennis and padel courts
3. "Home of the Beavers" Arena
4. Beach volleyball courts
5. Freestyle park and calisthenics area

6. BMX pump track
7. Soccer fields
8. Cyclocross course
9. Rugby field
10. "Inside Out" Gym
11. Teqball table

Our Summer Academy is for those who...

Want to prepare for market challenges by expanding their skills, looking for their own safe space to grow.

Are curious to explore new cultures and want to interact with young people of different nationalities.

Never stop, are thirsty for knowledge but don't want to give up on fun.

Seek new friends with whom to share unforgettable experiences.

Look for their own safe space in which to grow.

Wish to develop their autonomy and gain independence.

Creative Learning

At H-FARM we adopt a methodology of creative learning, developed in Boston's Lifelong Kindergarten. This theory believes that learning occurs best when people are engaged in the implementation of projects they are passionate about, within a context of peer collaboration.

Our playful, experiential approach integrates creativity and learning in an engaging and challenging way.

HANDS-ON

An active, hands-on approach to learning in which "doing" (making) stimulates the creativity within each of us.

PLAYFUL LEARNING

Pre-existing knowledge is integrated with the development of skills such as problem solving, critical thinking and meta-reflection.

EDUCATOR AS FACILITATOR

The "do it yourself" approach is emphasized and the participants become leaders of their own learning, without being guided in a directive way.

FAILURE-POSITIVE APPROACH

We consider mistakes as a precious learning opportunity and an essential and natural element of the growth process.

The Summer Academy team

We design cross-disciplinary learning experiences, ranging from digital to sports and movement, with the aim of promoting educational practices that stimulate creation and discovery and foster the freedom to experiment and learn in engaging ways.

Our team is characterized by a deep multidisciplinarity, in which the skills and inclinations of each professional contribute to form a mosaic of expertise. Part of the team is made up educators and trainers who work directly with participants, forming a solid educational approach that focuses on the aptitudes of individuals.

- ✓ ENCOURAGE CREATIVITY AND CURIOSITY
- ✓ ERROR AS AN OPPORTUNITY FOR GROWTH
- ✓ STUDENTS AS LEADERS IN THE LEARNING PROCESS

The Boarding staff members provide constant support for our students on Campus during the entire year. They have thus developed a deep understanding of the challenges that young people face during their first experiences far from home. In the face of any difficulties, the Boarding staff, who have been trained in pedagogy and emotional wellbeing, are ready to fully support students.

This dynamic team guarantees a safe and welcoming environment and organizes the afternoon and evening activities, including multiple excursions, to enrich the H-FARM Campus experience.

- ✓ CONSTANT SUPERVISION
- ✓ PSYCHOLOGICAL SUPPORT
- ✓ MOMENTS OF PLAY, SHARING AND FUN

Dining service

The well-being of our participants also depends on their diet. For this reason, H-FARM is committed to providing nutritious, balanced and tasty meals that can satisfy every palate.

Working alongside nutritionists and dieticians, we bring quality products to the table (featuring many local and organic products) with particular attention to their seasonality.

In compliance with different dietary needs, it is possible to request vegetarian or other alternatives based on the student's allergies or intolerances.

In the spirit of inclusion that has always distinguished us, the menu offers dishes with varied flavors that reflect the meeting of different cultures and nationalities. From penne all'amatriciana to fish and chips, from Valencian paella to Cantonese rice, the Italian culinary tradition thus combines with the English, Spanish, French, Chinese and Middle Eastern ones to create a rich and varied mix that stimulates the discovery of new gastronomic horizons.

- ✓ **INTERNATIONAL VARIETY**
- ✓ **VEGETARIAN, VEGAN AND ALTERNATIVE OPTIONS FOR ETHICAL-RELIGIOUS DIETS**
- ✓ **HEALTHY AND BALANCED MEALS DESIGNED BY NUTRITIONISTS AND DIETICIANS**
- ✓ **CONSTANT ATTENTION TO ALLERGIES AND FOOD INTOLERANCES WITH THE CREATION OF AD HOC MENUS**

Nursing team

The health, well-being and safety of our participants are our priority.

For this reason, the Campus is served by a medical team ready to intervene to ensure the best experience for all the people involved. Participants are also constantly supervised by educators, also trained in first aid maneuvers and ready to manage possible problems (with the possibility to also receive assistance by telephone from the reference figure).

At H-FARM we are committed to creating an inclusive environment that ensures every child has the opportunity to live a memorable experience. In order to guarantee the full support of the staff and the serenity of participants and their parents, we ask that you report any health problems that concern the participants (medical, nutritional, cognitive or social problems) during the registration phase. The advance communication of the various cases will allow our team to adopt the most appropriate solutions for the specific needs of each participant and facilitate assistance if necessary.

✔ **AROUND THE CLOCK MEDICAL SUPPORT**

✔ **ASSISTANCE IN THE ADMINISTRATION OF MEDICATIONS**

✔ **CONSTANT MONITORING OF CHILDREN'S HEALTH**

✔ **PRESENCE OF SPECIALIZED PERSONNEL FOR IMMEDIATE INTERVENTIONS**

✔ **PERSONALIZED CONSULTANCY TO IDENTIFY THE BEST SOLUTIONS FOR THE HEALTH OF EACH PARTICIPANT**

Daily option

H-FARM is a place where learning becomes an adventure every day.

The daily program offers a rich schedule of activities, from morning to afternoon, designed to ensure the right balance between learning and fun. Each day is filled with interactive lessons, hands-on workshops, and moments of leisure, all under the guidance of a qualified and attentive staff that supports participants at every step.

Breaks and recreational activities are designed to encourage socialization among peers, creating a dynamic and multicultural environment. Our goal is to make the educational experience stimulating and comprehensive, so that participants can learn naturally and enjoyably, taking home not only new knowledge but also unique memories and experiences.

FROM 5 YEARS OF AGE

Check-in
Everyday from Monday to Friday from 8:30 to 9:00 at the H-FARM Campus

Check-out
Every day from 16:30 to 17:30 at the H-FARM Campus

For further details, please refer to the program available in each product sheet.

Overnight option

H-FARM is not only a place for learning, but also a welcoming home where you can have a unique and unforgettable life experience.

Full board accommodation includes lodges in double and triple rooms with private bathroom. Participants are always supervised and assisted by an evening staff, from the end of the day's activities until breakfast the following morning.
Through sharing spaces, participants have the opportunity to create special moments and friendships with peers from all over the world, in a deeply multicultural, stimulating and enriching environment from an educational and personal point of view.

We believe that the best way to learn is through the right amount of fun, which is why there are moments of leisure on and off campus.

FROM 8 YEARS OF AGE

Check-in
Sunday at 16:00 at the
H-Farm Campus

Check-out
Friday at 16:30 at the
H-FARM Campus

For further details, please refer to the program available in each product sheet.

Excursions

Our day trips are designed to make the Summer Academy experience even more unforgettable.
Each week, experience a unique excursion, with outdoor adventures designed to stimulate creativity and curiosity, in perfect H-FARM style.

Explore unique places: from historic Venice to Montello, discover breathtaking landscapes and iconic monuments.

Develop new skills: participate in creative workshops and outdoor activities that will allow to discover hidden talents.

Connect with nature: spend time outdoors, learning to respect the environment and live in harmony with it.

Create new memories: share unique experiences with peers, making new friends along the way.

Culture, history and innovation in Venice
A full immersion in the heart of Venice to be enchanted by its thousand-year history, exploring hidden calli and participating in creative workshops at La Biennale.
An experience that stimulates creativity and sparks curiosity, in line with our mission to promote innovation.

Nature, adventure and adrenaline on Montello
Experience an unforgettable adventure in nature. Through experiential workshops and guided walks, participants discover the biodiversity of the area and test themself at the Sinapsi Park adventure park.
An experience that allows participants to connect with nature and push their limits.

Excursion to Venice

La Biennale

An exclusive opportunity to explore the most innovative works in contemporary art and architecture on an international level. Through participation in creative workshops, participants can explore techniques from the worlds of art, culture, and innovation, making this summer experience even more complete and engaging.

Venezia

Among the calli, canals and historical monuments, discover the thousand-year history of Venice, its architectural masterpieces and the traditions that make the lagoon city unique in the world.

| 🕘 **DEPARTURE** at 9:00 | 🏛 **CITY VISIT** between calli and bridges | 🍱 **LUNCH BOX** included | 🎨 **WORKSHOP** La Biennale | 🕔 **RETURN** at 17:00 |

Excursion to the Montello

Montello
Amidst forests and breathtaking views, discover the biodiversity of Montello and learn about its history. Participate in experiential workshops and guided walks for a unique nature experience.

Sinapsi Park
Test your limits on suspended trails and zip-lines in an environment that encourages personal growth and self-confidence. Experience a day of nature and adrenaline.

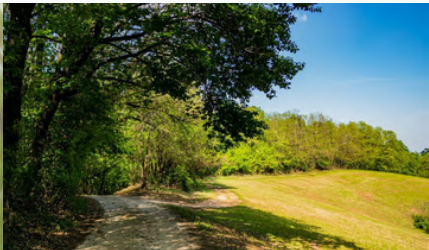| **DEPARTURE** at 9:00	**HIKING** guided in nature	**LUNCH BOX** included	**ADVENTURE PARK** Sinapsi	**RETURN** at 17:00

H-FARM Campus weekend

Weekend Splash available on the following dates: June 27-29 and July 11-13.

Caribe Bay
Saturday kicks off with a day of big thrills at Caribe Bay, Europe's number one water park. Participants can dive into a world of adrenaline, with spectacular slides, tropical pools, and relaxing spots perfect for recharging together. Every attraction is designed to create pure moments of fun, from dizzying dives to peaceful sunbathing.

H-FARM Campus
The experience continues with a dynamic and stimulating day on campus. From group sports activities like soccer, volleyball, and basketball to outdoor games, Sunday becomes a moment of relaxation and fun in the campus green spaces. The perfect balance of sports, entertainment, and leisure, ideal for recharging and making the most of the weekend.

FROM 8 YEARS OF AGE

Start
Friday at 16:30 at the H-FARM Campus

Conclusion
Sunday at 16:00 at the H-FARM Campus

H-FARM Campus weekend

Weekend Bounce available on the following dates:
July 04-06 and July 18-20.

Just Jump
On Saturday, the adventure begins at Just Jump trampoline park, where you can launch into breathtaking acrobatics, feeling light as air. It's a great opportunity to have fun and test your agility in a lively setting.

H-FARM Campus
The experience continues with a dynamic and stimulating day on campus. From group sports activities like soccer, volleyball, and basketball to outdoor games, Sunday becomes a moment of relaxation and fun in the campus green spaces. The perfect balance of sports, entertainment, and leisure, ideal for recharging and making the most of the weekend.

FROM 8 YEARS OF AGE

Start
Friday at 16:30 at the
H-FARM Campus

Conclusion
Sunday at 16:00 at the
H-FARM Campus

WEEKEND SCHEDULE SPLASH

	FRIDAY	SATURDAY	SUNDAY
WAKE UP AND BREAKFAST 9:00 - 10:00		A rich and balanced breakfast to start the day with a boost of energy.	
MORNING 10:00 - 12:30		**CARIBE BAY** A day of fun and relax among spectacular slides and tropical beaches.	**IN-CAMPUS ACTIVITIES** A morning dedicated to group sports, cultural activities, and play.
LUNCH 12:30 - 13:30			Free outdoor play/ board games.
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:30		**RELAX** Relaxing and recreational activities to finish the weekend.
SNACK & ACTIVITIES 16:30 - 18:30	**SPORT** Sports sessions to promote teamwork and interpersonal relationships.		**CHECK OUT** 16:00
FREE TIME 18:30 - 19:30	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	**IN-CAMPUS ACTIVITIES** Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	**IN-CAMPUS ACTIVITIES** Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	
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.		

WEEKEND SCHEDULE BOUNCE

	FRIDAY	SATURDAY	SUNDAY
WAKE UP AND BREAKFAST 9:00 - 10:00		A rich and balanced breakfast to start the day with a boost of energy.	
MORNING 10:00 - 12:30		**IN-CAMPUS ACTIVITIES** A morning dedicated to group sports, cultural activities, and play.	
LUNCH 12:30 - 13:30		Free outdoor play/ board games.	
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:30	**JUST JUMP** A high-intensity afternoon of trampolines, stunts and fun.	**RELAX** Relaxing and recreational activities to finish the weekend.
SNACK & ACTIVITIES 16:30 - 18:30	**SPORT** Sports sessions to promote teamwork and interpersonal relationships.		**CHECK OUT** 16:00
FREE TIME 18:30 - 19:30	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	**IN-CAMPUS ACTIVITIES** Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	**IN-CAMPUS ACTIVITIES** Themed night dedicated to either sport, cultural or artistic activities to have fun together with your friends.	
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.		

Becoming a Changemaker & Innovator

An intensive format designed for ambitious young people who want to make a difference in the world.

This format allows for the development of essential social and emotional skills needed to face the challenges of a constantly evolving future.

Through practical workshops and sports sessions, participants not only acquire technical knowledge but also develop critical thinking, creativity, determination, resilience, and the ability to adapt to different contexts. Immersed in a stimulating and collaborative environment, they learn to solve real problems and work as a team, fostering the growth of a proactive mindset.

- ✓ **INNOVATION AND ACTIONS FOR CHANGE**
- ✓ **SPORT SESSIONS AND OUTDOOR ACTIVITIES**
- ✓ **WORKSHOPS FOCUSED ON TECHNOLOGY AND DIGITAL**
- ✓ **DEVELOPMENT OF KEY 21ST CENTURY SKILLS**

Why **Changemakers**?

Communicating to the new generations the importance of becoming "Changemakers" means inspiring them to recognize their potential to transform society and influence change. Changemakers develop empathy towards people and the planet, identify social, environmental or economic problems and actively work to solve them. No Changemaker works alone, but collaborates to solve real problems effectively.

Why **Innovators**?

Innovators are those who know how to adapt in an ever-changing environment. Proactive and open to change, they have the power to make a difference in people's lives by improving health, education, technology or the environment, creating a tangible impact on society. Communicating these ideas in an engaging and accessible way can inspire new generations to see innovation not just as an opportunity, but as a responsibility and a personal mission.

Robotics, Creativity & Sports

An immersive educational experience that integrates **creative robotics workshops** with sports like **basketball and pickleball**, stimulating both mind and body in a positive, engaging and dynamic environment.

Participants will have the opportunity to develop skills related to coding and robots operation, enhancing **logical thinking, creativity and problem-solving skills**. The sports sessions blend fun and learning, fostering skills such as **hand-eye coordination, tactical and strategic thinking, communication,** and **teamwork.**

AGES
8-11 years

DATES
June 23-27
July 7-11
July 21-25
July 28-August 1

LOCATION
H-FARM Campus

BADGES
Robotics
Coding
Basketball
Pickleball

12H DIGITAL WORKSHOP
Lego Spike
Essential
Sphero Bolt
iRobot iRoot

12H SPORT
Basketball
Pickleball

DAILY SCHEDULE
Robotics, Creativity & Sports

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	**BASKETBALL - 1** Intro to basketball basics: dribbling, passing, and shooting.	***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.	**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
	LEGO SPIKE ESSENTIAL - 1 Choose and build a robotic ride by working in groups.		**SPHERO BOLT - 1** Code the components of the sphere-shaped robot: LED matrix, sounds and engine.	**iROBOT iROOT - 1** Design a game level with physical barriers to avoid and code your robot movements	**LEGO SPIKE ESSENTIAL - 3** Create and build an Art Machine, a robot that can draw
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**LEGO SPIKE ESSENTIAL - 2** Program your robot and create a collaborative amusement park.		**SPHERO BOLT - 2** 'If Then Else': build and code a robotic interactive bowling game	**iROBOT iROOT - 2** Code your robot to let him move on a vertical wall, with the goal of playing tic-tac-toe.	**LEGO SPIKE ESSENTIAL - 4** Code the Art Machine to create unique and unconventional drawings
	PICKLEBALL - 1 Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.		**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
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				

OVERNIGHT SCHEDULE
Robotics, Creativity & Sports

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		**BASKETBALL – 1** Intro to basketball basics: dribbling, passing, and shooting.	***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.	**BASKETBALL – 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL – 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL – 4** Review all skills, techniques and rules learned followed by a fun tournament.
		LEGO SPIKE ESSENTIAL – 1 Choose and build a robotic role by working in groups.		**SPHERO BOLT – 1** Code the components of the sphere-shaped robot: LED matrix, sounds and engine.	**iROBOT iROOT – 1** Design a game level with physical barriers to avoid and code your robot movements	**LEGO SPIKE ESSENTIAL – 3** Create and build an Art Machine, a robot that can draw.
LUNCH 12:30 - 13:30		Free outdoor play/ board games		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**LEGO SPIKE ESSENTIAL – 2** Program your robot and create a collaborative amusement park		**SPHERO BOLT – 2** 'If Then Else': build and code a robotic interactive bowling game	**iROBOT iROOT – 2** Code your robot to let him move on a vertical wall, with the goal of playing tic-tac-toe.	**LEGO SPIKE ESSENTIAL – 4** Code the Art Machine to create unique and unconventional drawings
		PICKLEBALL – 1 Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.		**PICKLEBALL – 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL – 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL – 4** Review all skills and rules learned followed by a fun tournament.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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				

Computer science, Arts & Sports

The educational experience will focus on the combination of **art**, **computer science** and **sport** to promote interdisciplinary, student-centered learning.

Each day includes hands-on, intensive workshops where participants explore **programming and electronics** concepts applied to the prototyping of interactive projects, while experimenting with the **language of art** to develop **creativity, critical thinking, and problem-solving skills**. Additionally, **BMX and skate sessions** will improve **coordination, balance** and **physical resilience**.

AGES
8-11 years

DATES
June 30-July 4
July 14-18
August 4-8

LOCATION
H-FARM Campus

BADGES
Visual arts
Computer science
BMX
Skate

12h DIGITAL WORKSHOP
micro:bit
MakeCode
Arts

12h SPORTS
BMX
Skate

DAILY SCHEDULE
Computer science, arts & Sports

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	**BMX - 1** Warm-up and introduction: warm-up exercises to improve balance skills.	***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.	**SKATE - 2** Learn the correct posture, pushing techniques and board control on flat surfaces	**BMX - 3** Jumping techniques: ramps and obstacles, bike control during jumps and safe landing.	**SKATE - 4** Jumping techniques on flat surfaces, basic tricks to turn the board, ramps and obstacles.
	COMPUTER SCIENCE - 1 Introduction to the basics of electrical circuits, the use of a breadboard to assemble circuits.		**COMPUTER SCIENCE - 3** Interaction between micro:bit and circuit components like sensors, and controlling actuators.	**ARTS - 1** Oil pastels technique: create a personal painting inspired by Vincent Van Gogh.	**ARTS - 3** Patterns analysis. Create a personal composition inspired by Yayoi Kusama's polka dot style.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**COMPUTER SCIENCE - 2** Visual coding with micro:bit (variables, data types, if-else statements, loops, and functions).		**COMPUTER SCIENCE - 4** Create a personal project programming micro:bit with your group.	**ARTS - 2** Exploration of abstract art and creation of a collage inspired by the "cut-out" style of Henri Matisse.	**ARTS - 4** Create an abstract artwork inspired by the vibrant colors and shapes of Joan Miró.
	SKATE - 1 Warm up & fundamentals: finding the right position on the board, balance and static position.		**BMX - 2** Basic maneuvers: braking downhill and in a curve, how to face a tight curve at a high speed.	**SKATE - 3** Basic techniques: how to turn and increase speed bending your body, how to brake.	**BMX - 4** Circuits with turns, ramps and obstacles to practice the techniques learned during the week.
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				

OVERNIGHT SCHEDULE
Computer science, arts & Sports

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		**BMX - 1** Warm-up and introduction: warm-up exercises to improve balance skills.		**SKATE - 2** Learn the correct posture, pushing techniques and board control on flat surfaces.	**BMX - 3** Jumping techniques: ramps and obstacles, bike control during jumps and safe landing.	**SKATE - 4** Jumping techniques on flat surfaces, basic tricks to turn the board, ramps and obstacles.
		COMPUTER SCIENCE - 1 Introduction to the basics of electrical circuits, the use of a breadboard to assemble circuits.	***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.	**COMPUTER SCIENCE - 3** Interaction between micro:bit and circuit components like sensors, and controlling actuators.	**ARTS - 1** Oil pastels technique: create a personal painting inspired by Vincent Van Gogh.	**ARTS - 3** Patterns analysis. Create a personal composition inspired by Yayoi Kusama's polka dot style.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	**COMPUTER SCIENCE - 2** Visual coding with micro:bit (variables, data types, if-else statements, loops, and functions).		**COMPUTER SCIENCE - 4** Create a personal project programming micro:bit with your group.	**ARTS - 2** Exploration of abstract art and creation of a collage inspired by the "cut-out" style of Henri Matisse.	**ARTS - 4** Create an abstract artwork inspired by the vibrant colors and shapes of Joan Miró.
	Participants arrival on the H-FARM Campus	**SKATE - 1** Warm up & fundamentals: finding the right position on the board, balance and static position.		**BMX - 2** Basic maneuvers: braking downhill and in a curve, how to face a tight curve at a high speed.	**SKATE - 3** Basic techniques: how to turn and increase speed bending your body, how to brake.	**BMX - 4** Circuits with turns, ramps and obstacles to practice the techniques learned during the week.
	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
SNACK & ACTIVITIES 16:30 - 18:30	Accommodation of the participants in the assigned rooms.					
FREE TIME 18:30 - 19:30		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				

Videogame, AI & Sports

An intensive educational program where experimenting with technology is combined with **basket and pickleball** activities.

During the digital workshops, participants have the opportunity to play multiplayer on **Minecraft Education** to create **virtual 3D worlds and characters**, and generate creative visual content to tell stories using **Adobe Firefly's artificial intelligence**. The sports sessions offer outdoor challenges that help develop motor and social skills such as **collaboration, adaptability, resilience, self-confidence, and creativity**.

AGES
8-11 years

DATES
June 23-27
July 7-11

LOCATION
H-FARM Campus

BADGES
Game design
Digital making
AI
Basketball
Pickleball

12h DIGITAL WORKSHOP
Minecraft Education
Makey Makey
Adobe FireFly

12h SPORT
Basketball
Pickleball

DAILY SCHEDULE
Video game, AI & Sports

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 EDUCATION - 1** Intro to Minecraft. Design something original on paper by working in pairs.	***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.	**DIGITAL MAKING - 1** Intro to electric circuits with Makey Makey kit connecting the digital and physical world.	**ARTIFICIAL INTELLIGENCE - 1** Create a story by following the Hero's Journey framework.	**ARTIFICIAL INTELLIGENCE - 3** Images generation through AI and Adobe FireFly software.
	BASKETBALL - 1 Intro to basketball basics: dribbling, passing, and shooting.		**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games.		
AFTERNOON 13:30 - 16:30	**PICKLEBALL - 1** Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.		**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
	MINECRAFT EDUCATION - 2 Develop your project on Minecraft's 3D world By working on multiplayer.		**DIGITAL MAKING - 2** Prototype a Minecraft controller connected to your computer using a Makey Makey kit.	**ARTIFICIAL INTELLIGENCE - 2** Create your characters and scenery then use AI to generate them digitally.	**ARTIFICIAL INTELLIGENCE - 4** Edit your AI-generated video based on your story.
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.				

OVERNIGHT SCHEDULE
Video game, AI & Sports

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		**MINECRAFT EDUCATION - 1** Intro to Minecraft. Design something original on paper by working in pairs. / **BASKETBALL - 1** Intro to basketball basics: dribbling, passing, and shooting.	***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.	**DIGITAL MAKING - 1** Intro to electric circuits with Makey Makey kit connecting the digital and physical world. / **BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**ARTIFICIAL INTELLIGENCE - 1** Create a story by following the Hero's Journey framework. / **BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**ARTIFICIAL INTELLIGENCE - 3** Generazione delle immagini grazie all'AI del software Adobe FireFly. / **BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
LUNCH 12:30 - 13:30		Free outdoor play/ board games.		Free outdoor play/ board games.		
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	**PICKLEBALL - 1** Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork. / **MINECRAFT EDUCATION - 2** Develop your project on Minecraft's 3D world by working on multiplayer.		**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals. / **DIGITAL MAKING - 2** Prototype a Minecraft controller connected to your computer using a Makey Makey kit.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned. / **ARTIFICIAL INTELLIGENCE - 2** Create your characters and scenery then use AI to generate them digitally.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament. / **ARTIFICIAL INTELLIGENCE - 4** Edit your AI-generated video based on your story.
SNACK & ACTIVITIES 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.	**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		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 engaging 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				

VR, Drones & Sports

An engaging and stimulating educational experience that will combine **technology** with sport activities such as **basket and pickleball.**

During the digital workshops, participants will have the opportunity to **explore virtual reality** by designing environments and **3D video games,** and learn the basics of **visual programming by piloting drones.** The sports sessions offer outdoor challenges that help develop motor and social skills such as **teamwork,** a **sense of adventure,** **resilience,** and **self-confidence.**

AGES
11-14 years

DATES
June 23-27
July 7-11
July 21-25
July 28-August 1

LOCATION
H-FARM Campus

BADGES
Virtual Reality
Drones
Coding
Basketball
Pickleball

12h DIGITAL WORKSHOP
Unity 3D
C#
Visual coding
Droni

12h SPORT
Basketball
Pickeball

DAILY SCHEDULE
VR, Drones & Sports

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	**PICKLEBALL - 1** Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.	***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.	**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
	VIRTUAL REALITY - 1 Intro VR, Meta Quest 2 and software Unity. Testing two apps by using the headset and controller.		**VIRTUAL REALITY - 3** Developing a game inspired by Fruit Ninja in Unity by working in pairs.	**DRONE PROGRAMMING - 1** Best practices for a safe flight and a conscious use of drones	**DRONE PROGRAMMING- 3** Coding challenge: programming drones and creating a mirror effect.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**VIRTUAL REALITY- 2** Developing a 3D game in Unity, working in pairs, and implementing interactive features for Virtual Reality.		**VIRTUAL REALITY - 4** 3D object modeling, managing their physics, and programming interactions with the controller.	**DRONE PROGRAMMING - 2** Introduction to drone flight programming (loops, conditions, and functions)	**DRONE PROGRAMMING - 4** Setting up obstacle courses and programming the drone to navigate them.
	BASKETBALL - 1 Intro to basketball basics: dribbling, passing, and shooting.		**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
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				

OVERNIGHT SCHEDULE
VR, Drones & Sports

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		**PICKLEBALL - 1** Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.	**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.	**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
		VIRTUAL REALITY - 1 Intro VR, Meta Quest 2 and software Unity. Testing two apps by using the headset and controller.		**VIRTUAL REALITY - 3** Developing a game inspired by Fruit Ninja in Unity by working in pairs.	**DRONE PROGRAMMING - 1** Best practices for a safe flight and a conscious use of drones	**DRONE PROGRAMMING - 3** Coding challenge: programming drones and creating a mirror effect.
LUNCH 12:30 - 13:30		Free outdoor play/ board games		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	**VIRTUAL REALITY - 2** Developing a 3D game in Unity, working in pairs, and implementing interactive features for Virtual Reality.		**VIRTUAL REALITY - 4** 3D object modeling, managing their physics, and programming interactions with the controller.	**DRONE PROGRAMMING - 2** Introduction to drone flight programming (loops, conditions, and functions).	**DRONE PROGRAMMING - 4** Setting up obstacle courses and programming the drone to navigate them.
	Participants arrival on the H-FARM Campus	**BASKETBALL - 1** Intro to basketball basics: dribbling, passing, and shooting.		**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
SNACK & ACTIVITIES 16:30 - 18:30	Presentation of the Summer Academy experience to participants and their families at the Big Hall. Accommodation of the participants in the assigned rooms.	**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		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				

Robotics, Coding & Sports

An intensive and engaging educational experience where technology exploration combines with sport activities.

During the digital workshops, participants develop skills related to **coding and robot operations**, enhancing their **logical and computational thinking**, **creativity and problem-solving abilities**. Additionally, **BMX and skate** sessions offer boys and girls a unique opportunity to challenge themselves, express their creativity, and develop skills such as **balance**, **coordination**, and **physical resilience**.
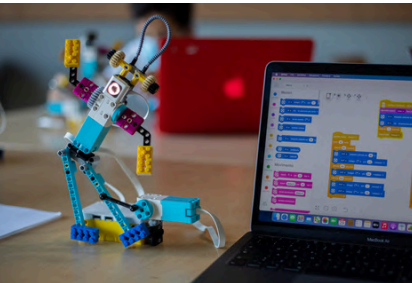
AGES
11-14 years

DATES
June 30- July 4
July 14-18
August 4-8

LOCATION
H-FARM Campus

BADGES
Robotics
Coding
BMX
Skate

12h DIGITAL WORKSHOP
Lego Spike Prime
Sphero Bolt
iRobot iRoot

12h SPORT
BMX
Skate

DAILY SCHEDULE
Robotics, Coding & Sports

*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	**LEGO SPIKE ESSENTIAL - 1** Construction of a robotic carousel using motors and sensors.	***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.	**SPHERO BOLT - 1** Customisation of LED components and programming of robot movement.	**iROBOT iROOT - 1** Programming the robot to make a team emblem.	**LEGO SPIKE ESSENTIAL - 3** Construction of a customised robot without predefined instructions.
	BMX - 1 Warm-up and introduction: warm-up exercises to improve balance skills.		**SKATE - 2** Learn the correct posture, pushing techniques and board control on flat surfaces.	**BMX - 3** Jumping techniques: ramps and obstacles, bike control during jumps and safe landing.	**SKATE - 4** Jumping techniques on flat surfaces, basic tricks to turn the board, ramps and obstacles.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**SKATE - 1** Warm up & fundamentals: finding the right position on the board, balance and static position.		**BMX - 2** Basic maneuvers: braking downhill and in a curve, how to face a tight curve at a high speed.	**SKATE - 3** Basic techniques: how to turn and increase speed bending your body, how to brake.	**BMX - 4** Circuits with turns, ramps and obstacles to practice the techniques learned during the week.
	LEGO SPIKE ESSENTIAL - 2 Programming the robotic carousel through the use of block language		**SPHERO BOLT - 2** 'I'If Then Else': building and programming the robot to interact with physical obstacles.	**iROBOT iROOT - 2** Programming the robot's movements on a vertical wall to play tic-tac-toe.	**LEGO SPIKE ESSENTIAL - 4** Programming the robot, its movements and sensors.
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				

OVERNIGHT SCHEDULE
Robotics, Coding & Sports

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		**LEGO SPIKE ESSENTIAL - 1** Construction of a robotic carousel using motors and sensors.	***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.	**SPHERO BOLT - 1** Customisation of LED components and programming of robot movement.	**iROBOT iROOT - 1** Programming the robot to make a team emblem by drowing lines and symbols.	**LEGO SPIKE ESSENTIAL - 3** Construction of a customised robot without predefined instructions.
		BMX - 1 Warm-up and introduction: warm-up exercises to improve balance skills.		**SKATE - 2** Learn the correct posture, pushing techniques and board control on flat surfaces.	**BMX - 3** Jumping techniques: ramps and obstacles, bike control during jumps and safe landing.	**SKATE - 4** Jumping techniques on flat surfaces, basic tricks to turn the board, ramps and obstacles.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	**SKATE - 1** Warm up & fundamentals: finding the right position on the board, balance and static position.		**BMX - 2** Basic maneuvers: braking downhill and in a curve, how to face a tight curve at a high speed.	**SKATE - 3** Basic techniques: how to turn and increase speed bending your body, how to brake.	**BMX - 4** Circuits with turns, ramps and obstacles to practice the techniques learned during the week.
	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.	**LEGO SPIKE ESSENTIAL - 2** Programming the robotic carousel through the use of block language		**SPHERO BOLT - 2** 'I'lf Then Else': building and programming the robot to interact with physical obstacles.	**iROBOT iROOT - 2** Programming the robot's movements on a vertical wall to play tic-tac-toe.	**LEGO SPIKE ESSENTIAL - 4** Programming the robot, its movements and sensors.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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				

Content creation, Computer science & Sports

The experience focuses on the combination of **technology and sport** to promote interdisciplinary participant-centered learning.

Each day features immersive, hands-on workshops where participants dive into **programming and electronics,** applying these skills to prototype interactive projects. They also engage in the **world of entertainment by producing dynamic multimedia content**. The basketball and pickleball sessions help develop motor and social skills, such as **teamwork,** a **sense of adventure, resilience,** and **self-confidence.**

AGES
11-14 years

DATES
June 23-27
July 7-11
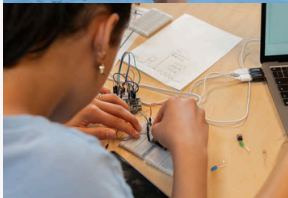
LOCATION
H-FARM Campus

BADGES
Electronics
Coding
Content creation
Basketball
Pickleball

12h DIGITAL WORKSHOP
Lego Spike Prime
Arduino
C++
iMovie
App Clips
Garageband

12h SPORT
Basket
Pickleball

DAILY SCHEDULE
Content creation, Computer science & Sports

*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	**CONTENT CREATION - 1** Shoot and edit a double interview with Clips app on the iPad.	***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.	**CONTENT CREATION - 3** Create a podcast and a short theme song with GarageBand software.	**COMPUTER SCIENCE - 1** Introduction to the basics of electrical circuits, the use of a breadboard to assemble circuits.	**COMPUTER SCIENCE - 3** Interaction between Arduino and circuit components like sensors, and controlling actuators.
	PICKLEBALL - 1 Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.		**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**BASKETBALL - 1** Intro to basketball basics: dribbling, passing, and shooting.		**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
	CONTENT CREATION - 2 Create a short video with at least three transitions.		**CONTENT CREATION - 4** Create a vlog: a video story using the POV technique and edit it with iMovie	**COMPUTER SCIENCE - 2** C++ coding with Arduino (variables, data types, if-else statements, loops, and functions).	**COMPUTER SCIENCE - 4** Create a personal project programming Arduino with your group.
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				

OVERNIGHT SCHEDULE
Content creation, Computer science & Sports

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		**CONTENT CREATION - 1** Shoot and edit a double interview with Clips app on the iPad.	***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.	**CONTENT CREATION - 3** Create a podcast and a short theme song with GarageBand software.	**COMPUTER SCIENCE - 1** Introduction to the basics of electrical circuits, the use of a breadboard to assemble circuits.	**COMPUTER SCIENCE - 3** Interaction between Arduino and circuit components like sensors, and controlling actuators.
		PICKLEBALL - 1 Intro to pickleball fundamentals and rules, with drills to practice hitting and footwork.		**PICKLEBALL - 2** Serving and returning, featuring games that reinforce skills and fundamentals.	**PICKLEBALL - 3** Learn about positioning and strategy, with mini-matches to apply the techniques learned.	**PICKLEBALL - 4** Review all skills and rules learned followed by a fun tournament.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**BASKETBALL - 1** Intro to basketball basics: dribbling, passing, and shooting.		**BASKETBALL - 2** Focus on defensive skills and positioning, featuring games to emphasize cooperation.	**BASKETBALL - 3** Offensive strategies and shooting: quick matches to put participants' skills into action.	**BASKETBALL - 4** Review all skills, techniques and rules learned followed by a fun tournament.
		CONTENT CREATION - 2 Create a short video with at least three transitions.		**CONTENT CREATION - 4** Create a vlog: a video story using the POV technique and edit it with iMovie.	**COMPUTER SCIENCE - 2** C++ coding with Arduino (variables, data types, if-else statements, loops, and functions).	**COMPUTER SCIENCE - 4** Create a personal project programming Arduino with your group.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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 art, 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				

Becoming a Changemaker & Innovator

INSPIRED BY

NATIONAL GEOGRAPHIC SOCIETY

UNITED NATIONS GLOBAL SERVICE CENTRE – BRINDISI

Participants have the opportunity to explore key skills needed to become change maker and innovators, tackling real challenges and developing creative solutions collaboratively.
Through workshop activities, participants learn to identify social and environmental problems, and design sustainable initiatives useful to drive positive change in their communities.

The format offers the unique opportunity for personal growth and encourages to cultivate a proactive approach to global challenges.

- ✔ **FOCUS ON THE GOALS OF THE 2030 AGENDA**
- ✔ **EXPLORERS, DISCOVERIES AND DIGITAL STORYTELLING**
- ✔ **PROTOTYPING TECH SOLUTIONS AND INNOVATIVE OBJECTS**
- ✔ **DESIGN THINKING APPROACH**

NATIONAL GEOGRAPHIC SOCIETY

Guided by the stories of National Geographic Society explorers, participants will understand how our ever-evolving world works, delving into three thematic areas: human experience and the future of humanity, change and metamorphosis, and wildlife on our planet.

UNITED NATIONS GLOBAL SERVICE CENTRE – BRINDISI

Participants will work in small groups to design and complete a peace mission. They will take care of all the details, from logistics to choosing the goal (SDGs) as well as all the actions to put into practice and the construction of the tools and technologies necessary for the mission's success.

Explore tech driven sustainability

The workshop focuses on the **relationship between humans** and nature and will enables participants to develop digital skills and gain a deep awareness of global challenges related to sustainability and the environment.

Inspired by the **stories of explorers** who, driven by curiosity and a desire to push beyond their limits, conduct research to make a positive impact on the world, participants immerse themselves in **coding, videomaking, robotics, and game design**. They also develop cross-disciplinary skills such as **critical and computational thinking, problem-solving, leadership, and creativity**.

AGES
8-11 years

DATES
June 30-July 4
July 14-18
August 4-8

LOCATION
H-FARM Campus

BADGES
Coding
Video making
Augmented Reality
Robotics
Game design
Storytelling

24h DIGITAL WORKSHOP
App AR Makr
Lego WeDo 2.0
Minecraft Education
App Clips
Ozobot

DAILY SCHEDULE
Explore tech driven sustainability

*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	**AR & DIGITAL STORYTELLING - 1** Create some augmented reality elements to document the world.	***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.	**RESEARCH & PHOTOGRAPHY** Explore the surrounding nature and create a photo documentary.	**RIVERS & MINECRAFT - 1** Let's meet Igor D'India and discover his mission. Build a Minecraft 3D world.	**ANIMALS & ROBOTICS - 1** Let's meet Jane Goodall, discover his mission, and Lego WeDo 2.0 kit.
	AR & DIGITAL STORYTELLING - 2 In groups, use the AR Makr app to continue editing the projects.		**STORYTELLING & CODING** Program an interactive story with Scratch and visual coding.	**RIVERS & MINECRAFT - 2** In groups, design and build a raft to navigate the rivers of the world.	**ANIMALS & ROBOTICS - 2** In groups, build a chimpanzee robot using Lego WeDo 2.0 kit.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**VIDEO MAKING - 1** As storytellers and actors, create footage and contents for video interviews.		**OCEANS & CODING - 1** Let's meet Alex Bellini and discover his mission. Create color codes using Ozobot robot.	**RIVERS & MINECRAFT - 3** In groups, build the 3D raft in a multiplayer Minecraft virtual world.	**ANIMALS & ROBOTICS - 3** Code the movements and the sounds of the chimpanzee robot.
	VIDEO MAKING - 2 Editing of the interviews with the Clips application. Sharing of the videos with the group.		**OCEANS & CODING - 2** Visual coding challenges with Ozobot. The goal is to draw and navigate the rivers of the world.	**RIVERS & MINECRAFT - 4** The building activity continues using Minecraft Education.	**ANIMALS & ROBOTICS - 4** Design and draw the robot's habitat and code its interactions.
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				

OVERNIGHT SCHEDULE
Explore tech driven sustainability

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		AR & DIGITAL STORYTELLING - 1 Create some augmented reality elements to document the world.		RESEARCH & PHOTOGRAPHY Explore the surrounding nature and create a photo documentary.	RIVERS & MINECRAFT - 1 Let's meet Igor D'India and discover his mission. Build a Minecraft 3D world.	ANIMALS & ROBOTICS - 1 Let's meet Jane Goodall, discover his mission, and Lego WeDo 2.0 kit.
		AR & DIGITAL STORYTELLING - 2 In groups, use the AR Makr app to continue editing the projects.	*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.	STORYTELLING & CODING Program an interactive story with Scratch and visual coding.	RIVERS & MINECRAFT - 2 In groups, design and build a raft to navigate the rivers of the world.	ANIMALS & ROBOTICS - 2 In groups, build a chimpanzee robot using Lego WeDo 2.0 kit.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	VIDEO MAKING - 1 As storytellers and actors, create footage and contents for video interviews.		OCEANS & CODING - 1 Let's meet Alex Bellini and discover his mission. Create color codes using Ozobot robot.	RIVERS & MINECRAFT - 3 In groups, build the 3D raft in a multiplayer Minecraft virtual world.	ANIMALS & ROBOTICS - 3 Code the movements and the sounds of the animals.
	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.	VIDEO MAKING - 2 Editing of the interviews with the Clips application. Sharing of the videos with the group.		OCEANS & CODING - 2 Visual coding challenges with Ozobot. The goal is to draw and navigate the rivers of the world.	RIVERS & MINECRAFT - 4 The building activity continues using Minecraft Education.	ANIMALS & ROBOTICS - 4 Design and draw the robot's habitat and code its interactions.
SNACK & ACTIVITIES 16:30 - 18:30		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		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				

Design smart solutions via tech

Focused on **peace missions**, the educational program explores the role of technology in promoting peace and international cooperation.

Through a practical and collaborative approach, participants immerse themselves in **electronics, coding**, and **making**, with the aim of becoming conscious and skilled individuals capable of using technology to **design creative solutions and build innovative electronic inventions** that contribute to the Sustainable Development Goals identified by UN member countries.

AGES
11-14 years

DATES
June 30-July 4
July 14-18
August 4-8

LOCATION
H-FARM Campus

BADGES
Electronics
Coding
Digital Making

24h DIGITAL WORKSHOP
littleBits
micro:bit
Intelino Coding Kit
Arduino
MakeCode
C++

DAILY SCHEDULE
Design smart solutions via tech

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	**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, including 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.
	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** C++ to code motors, sensors, and actuators with Arduino.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**DESIGN THINKING - 2** Create a digital poster of the user archetype using the Tayasui 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++.
	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 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				

	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.
		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.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	**DESIGN THINKING - 2** Create a digital poster of the user archetype using the Tayasui 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.
	Presentation of the Summer Academy experience to participants and their families at the Big Hall.					
SNACK & ACTIVITIES 16:30 - 18:30	Accommodation of the participants in the assigned rooms.	**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		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				

Minecraft Experience

An intensive experience designed for young video game enthusiasts who enjoy taking on interactive and collaborative challenges.

During these workshops, the Education version of the video game is used, offering an active, creative, and inclusive learning experience where participants collaborate in an immersive, open, and dynamic virtual environment.

Participants explore 3D virtual worlds and learn to build in multiplayer, creating villages, magical creatures, and smart cities. They also explore graphic possibilities like pixel art and experiment with electronics through the design of redstone circuits.

The Code Builder tool, an integrated programming environment within the virtual world, allows participants to take their first steps in coding by automating movement and building tasks.

✓ INTERACTIVE, CREATIVE AND COLLABORATIVE CHALLENGES

✓ HANDS-ON DYNAMIC AND IMMERSIVE ACTIVITIES

✓ DEVELOPMENT OF KEY 21ST CENTURY SKILLS

✓ VISUAL CODING CHALLENGES

Why Minecraft Education?

Minecraft Education is a powerful and flexible educational tool that transforms the learning process into an interactive, dynamic, and immersive experience. Participants are actively engaged in activities, which enhances their motivation and interest in the topics covered.

This hands-on learning approach promotes the development of key 21st-century skills such as critical thinking, problem-solving, teamwork, flexibility, communication, and creativity. As they play together, participants share resources, build structures, and exchange feedback, thereby improving their communication and collaboration skills.

All of this takes place within a controlled environment, where the educator can easily moderate activities and ensure the digital safety of the participants.

Imagine, design and create with Minecraft

An educational experience that focuses on creativity, design, and collaborative construction of **virtual 3D environments** within **Minecraft Education**.

Participants, in multiplayer mode, create villages, shape architectural structures, landscapes, and creatures, and challenge themselves with the graphical world of patterns and pixel art, all while developing **creative thinking, problem-solving, collaboration, and communication skills**.
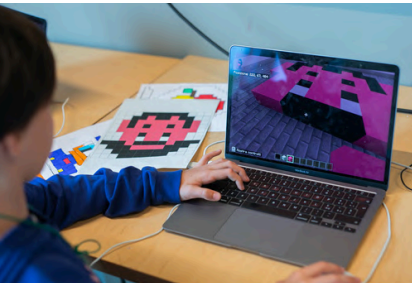
AGES
8-11 years

DATES
June 23-27
July 21-25
August 4-8

LOCATION
H-FARM Campus

BADGES
3D modelling
Game design
Storytelling

24h DIGITAL WORKSHOP
Minecraft Education
Pixel art
Modellazione 3D

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				

OVERNIGHT SCHEDULE
Imagine, design and create with Minecraft

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 burst of energy.				
MORNING 9:00 - 12:30 with snack break		MINECRAFT SURPRISE Video game commands. Create something original in a multiplayer and virtual Minecraft world.	**June 23-27 July 7-11** *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.
		Free outdoor play/ board games		Free outdoor play/ board games		
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00	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, with 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: create 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.
	Participants arrival on the H-FARM Campus.	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.
	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
SNACK & ACTIVITIES 16:30 - 18:30	Accommodation of the participants in the assigned rooms.					
FREE TIME 18:30 - 19:30		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				

Code, build and play with Minecraft

A practical, immersive, and engaging educational experience within the virtual 3D worlds of **Minecraft Education**, aimed at experimenting with **visual programming**. Participants have the opportunity to use **Redstone**, learning to create circuits and power complex structures, as well as mastering the use of **Command Blocks** to automate tasks and create customized game rules. Through interactive coding challenges conducted with **Code Builder**, boys and girls develop **critical and computational thinking**, **problem-solving, and creativity** in a fun and collaborative environment.
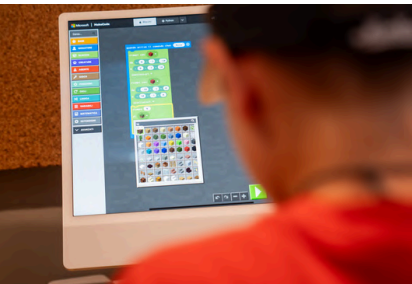
AGES
11-14 years

DATES
June 23-27
July 21-25
August 4-8

LOCATION
H-FARM Campus

BADGES
3D modelling
Game design
Storytelling
Coding
Electronics

24h DIGITAL WORKSHOP
Minecraft Education
Redstone
Command Block
Code Builder
MakeCode

DAILY SCHEDULE
Code, build and play 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	**DESIGN TO KNOW EACH OTHER** Build and customize personal houses to create a shared virtual city.	**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.	**COMMAND BLOCKS - 1** Challenge of 10 levels in a "find the button" map. The goal is to use simple command blocks.	**COMPLEX CONTRAPTIONS** Design complex contraptions with connected devices, working in pairs	**AGENT** Program the agent with specific objectives, such as generating a pixel art image.
	ELECTRONICS - 1 Use of Redstone material to build circuits and connect various objects in the virtual world.		**COMMAND BLOCKS - 2** Using command blocks, participants play hide and seek between the seekers and those hiding.	**CODING - 1** Introduction to Code Builder and MakeCode, a block-based visual programming language.	**GARTIC PHONE** A Creative co-building activity: everyone has to describe and interpret each other's drawings.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**ELECTRONICS - 2** Creation of illuminated signs and logos to generate interactions and light effects at night.	**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.	**COMMAND BLOCKS - 3** Create a "Find the Button" map building personal command block, working in pairs	**CODING - 2** Design and build a maze using Code Builder and the MakeCode language, working in pairs.	**CODING & DESIGN - 1** Develop a personal project that combines programming and creativity.
	ELECTRONICS - 3 The activity continues with improvements and details until the final result is presented.		**COMMAND BLOCKS - 4** Continue building personalized command blocks and improve the maps.	**CODING - 3** Build a compass rose through code sequences to understand XYZ coordinates.	**CODING & DESIGN - 2** Add details to refine the personal project and get ready for the final presentation.
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				

OVERNIGHT SCHEDULE
Code, build and play with Minecraft

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		**DESIGN TO KNOW EACH OTHER** Build and customize personal houses to create a shared virtual city. / **ELECTRONICS - 1** Use of Redstone material to build circuits and connect various objects in the virtual world. / Free outdoor play/ board games	**June 23-27 July 7-11 *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.	**COMMAND BLOCKS - 1** Challenge of 10 levels in a "find the button" map. The goal is to use simple command blocks. / **COMMAND BLOCKS - 2** Using command blocks, participants play hide and seek between the seekers and those hiding.	**COMPLEX CONTRAPTIONS** Design complex contraptions with connected devices, working in pairs. / **CODING - 1** Introduction to Code MakeCode, a block-based visual programming language. / Free outdoor play/ board games	**AGENT** Program the agent with specific objectives, such as generating a pixel art image. / **GARTIC PHONE** A creative co-building activity: everyone has to describe and interpret each other's drawings.
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**ELECTRONICS - 2** Creation of illuminated signs and logos to generate interactions and light effects at night. / **ELECTRONICS - 3** The activity continues with improvements and details until the final result is presented.	**August 4-8 *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.	**COMMAND BLOCKS - 3** Create a "Find the Button" map building personal command block, working in pairs / **COMMAND BLOCKS - 4** Continue building personalized command blocks and improve the map.	**COMMAND BLOCKS - 3** Design and build a maze using Code Builder and the MakeCode language, working in pairs. / **CODING - 3** Build a compass rose through code sequences to understand XYZ coordinates.	**CODING & DESIGN - 1** Develop a personal project that combines programming and creativity. / **CODING & DESIGN - 2** Add details to refine the personal project and get ready for the final presentation.
		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
SNACK & ACTIVITIES 16:30 - 18:30						
FREE TIME 18:30 - 19:30		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				

Roblox Experience

An intensive experience dedicated to young enthusiasts of game design, 3D modeling, and video game programming in the universe of Roblox, one of the most popular gaming platforms in the world.

The Roblox platform supports an immersive social experience, allowing users to collaborate, play together, and interact in multiple ways.

In these workshops, Roblox Studio software is used, providing a development environment designed to enable users to design, create, and share games and 3D virtual worlds on Roblox. Participants create their own video games, experiment with the design and modeling of 3D environments, invent and sculpt characters and objects, and program game mechanics. Additionally, through the use of the Lua programming language, boys and girls dive into the world of coding, learning to write code and simulate gameplay while testing the results of their creations in real-time.

✓ INTERACTIVE, CREATIVE AND COLLABORATIVE CHALLENGES

✓ ACTIVITIES FOCUSING ON GAME DESIGN

✓ DEVELOPMENT OF KEY 21ST CENTURY SKILLS

✓ VISUAL CODING CHALLENGES

Why Roblox Studio?

Roblox Studio is a tool that transforms creative ideas into real gaming experiences, making every user an active part of the design and learning process in a safe and stimulating environment. Users can collaborate on share projects, exchange ideas, and help each other, enhancing their problem-solving skills, collaboration, critical thinking, and communication.

Thanks to the intuitive visual interface that allows users to manipulate objects in 3D space, Roblox Studio enables the creation and customization of models, textures, and materials to develop objects and characters that populate the games and 3D worlds. Using the Lua programming language, participants can bring their ideas to life while learning fundamental coding concepts such as variables, conditions, loops, and functions to add features, interactions between characters, animations, sound effects, and develop game mechanics.

Design and model 3D worlds with Roblox

An engaging and immersive educational experience within the Roblox ecosystem, aimed at designing virtual 3D environments using **Roblox Studio** software.

Participants can **sculpt 3D environments**, **create custom objects**, **implement graphical interfaces**, and **develop game mechanics**, acquiring skills in game design while immersing themselves in the process of creating interactive gaming experiences.

AGES
8-11 years

DATES
July 14-18

LOCATION
H-FARM Campus

BADGES
3D modelling
Game design
3D design

24h DIGITAL WORKSHOP
Roblox Studio
Modellazione 3D

DAILY SCHEDULE
Design and model 3D worlds with Roblox

*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	**3D DESIGN - 1** Model a 3D car object and design a track with obstacles, ramps, and turns for it to drive on.	***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.	**DESERT ISLANDS - 1** In pairs, design and build a 3D virtual environment starting from a sphere model.	**ROBLOX AVATAR - 1** How to design an avatar such as an equipment item such as a sceptre, a wand, or a sword.	**CODING - 2** Plan and code the character's behavior when the game is over.
	3D DESIGN - 2 How to navigate in a 3D virtual environment: moving, rotating, and scaling 3D objects.		**DESERT ISLANDS - 2** The activity continues with improvements and details until the final project presentation.	**ROBLOX AVATAR - 2** Create and build the 3D model of the equipment item and add it to the personal avatar.	**PERSONAL PROJECT - 1** In group, the goal is to design a video game level and all the environmental elements.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**3D MODELLING - 1** Model 3D objects like platforms and tunnels starting from the basic cylinder shape.		**NEON SIGNS - 1** Model different 3D neon signs and implement custom textures and materials.	**GAME LEVEL DESIGN** Analysis of a 3D game and its components. How to break it down into simple and manageable parts.	**PERSONAL PROJECT - 2** Model the 3D video game level and implement materials, textures, and code interactions.
	3D MODELLING - 2 Design and model 3D food-related elements and add details to make them real.		**NEON SIGNS - 2** The modeling activity of the neon signs continues by adding details for the final presentation.	**CODING - 1** Write text-based codes to manage interactions between the character and the 3D environment.	**PERSONAL PROJECT - 3** The game design activity continues by improving the projects until the final presentation.
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				

OVERNIGHT SCHEDULE
Design and model 3D worlds with Roblox

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		**3D DESIGN - 1** Model a 3D car object and design a track with obstacles, ramps, and turns for it to drive on.	***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.	**DESERT ISLANDS - 1** In pairs, design and build a 3D virtual environment starting from a sphere model.	**ROBLOX AVATAR - 1** How to design an avatar and an equipment item such as a sceptre, a wand, or a sword.	**CODING - 2** Plan and code the character's behavior when the game is over.
		3D DESIGN - 2 How to navigate in a 3D virtual environment: moving, rotating, and scaling 3D objects.		**DESERT ISLANDS - 2** The activity continues with improvements and details until the final project presentation.	**ROBLOX AVATAR - 2** Create and build the 3D model of the equipment item and add it to the personal avatar.	**PERSONAL PROJECT - 1** In group, the goal is to design a video game level and all the environmental elements.
		Free outdoor play/ board games			Free outdoor play/ board games	
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**3D MODELLING - 1** Model 3D objects like platforms and tunnels starting from the basic cylinder shape.		**NEON SIGNS - 1** Model different 3D neon signs and implement custom features and materials.	**GAME LEVEL DESIGN** Analysis of a 3D game and its components. How to break it down into simple and manageable parts.	**PERSONAL PROJECT - 2** Model the 3D video game level and implement materials, textures, and code interactions.
		3D MODELLING - 2 Design and model 3D food-related elements and add details to make them real.		**NEON SIGNS - 2** The modeling activity of the neon signs continues by adding details for the final presentation.	**CODING - 1** Write text-based codes to manage interactions between the character and the 3D environment.	**PERSONAL PROJECT - 3** The game design activity continues by improving the projects until the final presentation.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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** 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				

Code your own 3D games with Roblox

An educational program dedicated to **designing and programming video games** within the Roblox ecosystem. Participants explore **text-based programming** using the **Lua language** integrated into Roblox Studio, developing computational and lateral thinking, problem-solving, and collaboration skills.

Boys and girls **model virtual 3D worlds**, **create customized interactions**, manage the relationships between events and objects, and **implement dynamic automations** through code.

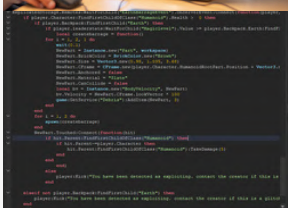**AGES**
11-14 years

DATES
July 14-18

LOCATION
H-FARM Campus

BADGES
3D modelling
Game design
3D design
Coding

24h DIGITAL WORKSHOP
Roblox Studio
Lua

DAILY SCHEDULE
Code your own 3D games with Roblox

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	**3D DESIGN - 1** Create and model 3D objects and navigate in 3D environments using Roblox Studio.	***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.	**CODING - 3** Fundamentals of Lua text-based programming (variables and functions) using Roblox Studio.	**PARKOUR GAME - 3** Code the interactions between the character and the objects in the 3D environment.	**ADVENTURE GAME - 4** The modeling and coding activity continues until the final video game presentation.
	3D DESIGN - 2 How to create materials and textures to add visual effects to the 3D modeled objects.		**CODING - 4** How to code the movement of 3D objects using the Lua programming language.	**ADVENTURE GAME - 1** Design the avatar that is the protagonist of the video game and build the storyboard.	**PERSONAL PROJECT - 1** In group, the goal is to design a video game level and all the environmental elements.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**CODING - 1** Develop computational thinking skill and test some visual programming languages.		**PARKOUR GAME - 1** Design a 3D video game: a complex track with obstacles, ramps, and turns.	**ADVENTURE GAME - 2** Model the 3D avatar, its equipment items, and the environment of the video game designed.	**PERSONAL PROJECT - 2** Modellazione del livello del gioco e gestione di materiali, texture e interazioni.
	CODING - 2 Fundamentals of Lua text-based programming (conditions and loops) using Roblox Studio.		**PARKOUR GAME - 2** Model the 3D track adding custom materials and textures to the 3D elements designed.	**ADVENTURE GAME - 3** Code the interactions between the character and the objects in the 3D environment.	**PERSONAL PROJECT - 3** The game design activity continues by improving the projects until the final presentation.
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				

OVERNIGHT SCHEDULE
Code your own 3D games with Roblox

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		**3D DESIGN - 1** Create and model 3D objects and navigate in 3D environments using Roblox Studio.	***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.	**CODING - 3** Fundamentals of Lua text-based programming (variables and functions) using Roblox Studio.	**PARKOUR GAME - 3** Code the interactions between the character and the objects in the 3D environment.	**ADVENTURE GAME - 4** The modeling and coding activity continues until the final video game presentation.
		3D DESIGN - 2 How to create materials and textures to add visual effects to the 3D modeled objects.		**CODING - 4** How to code the movement of 3D objects using the Lua programming language.	**ADVENTURE GAME - 1** Design the avatar that is the protagonist of the video game and build the storyboard.	**PERSONAL PROJECT - 1** In group, the goal is to design a video game level and all the environmental elements.
		Free outdoor play/ board games			Free outdoor play/ board games	
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**CODING - 1** Develop computational thinking skill and test some visual programming languages.		**PARKOUR GAME - 1** Design a 3D video game: a complex track with obstacles, ramps, and turns.	**ADVENTURE GAME - 2** Model the 3D avatar, the equipment items, and the environment of the video game designed.	**PERSONAL PROJECT - 2** Model the 3D video game level and implement materials, textures, and code interactions.
		CODING - 2 Fundamentals of Lua text-based programming (conditions and loops) using Roblox Studio.		**PARKOUR GAME - 2** Model the 3D track adding custom materials and textures to the 3D elements designed.	**ADVENTURE GAME - 3** Code the interactions between the character and the objects in the 3D environment.	**PERSONAL PROJECT - 3** The game design activity continues by improving the projects until the final presentation.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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				

Multisport Experience

A format for young, enterprising individuals eager to challenge themselves by discovering different sports disciplines in a dynamic environment.

The Multisport Experience of H-FARM Summer Academy offers participants a unique opportunity to develop physical and technical skills, while also promoting personal growth and greater body awareness. Each activity is designed to encourage participants to push their limits, discover new abilities, and face challenges that enhance self-awareness.

The proposed experiences aim to strengthen technical skills, foster teamwork, and instill essential values such as respect and effective communication, giving sports a deeper meaning. Through various disciplines, participants develop a sense of responsibility towards themselves and the group, understanding the importance of commitment, perseverance, and mutual respect.

- ✓ **COMBINATION OF VARIOUS SPORTS DISCIPLINES**
- ✓ **TEAM SPORTS AND INDIVIDUAL DISCIPLINES**
- ✓ **TWO DISTINCT AND STIMULATING PATHWAYS**
- ✓ **DEVELOPMENT OF VERTICAL AND TRANSVERSAL SKILLS**

Adventure Multisport

The Adventure Multisport program offers a unique outdoor experience, combining Mountain Biking, Climbing, and Orienteering, challenging participants to push their limits while improving balance, coordination, and teamwork. From mountain biking on the H-FARM Campus trails, to climbing which requires strength and focus, to orienteering that stimulates strategy, the program explores nature, promoting trust, collaboration, and a passion for adventure sports.

American Multisport

The American Multisport program offers an immersion in American sports culture through dynamic and engaging team sports that promote agility, strategy, and cooperation. Participants will improve their physical skills while developing values such as teamwork, friendship, and respect for different cultures. Ideal for those looking to challenge themselves with fun and formative activities, each day becomes an opportunity for personal and cultural growth.

Adventure Multisport

A unique experience that combines three disciplines: **mountain biking, orienteering, and rock climbing**. During the sessions, participants gain a deeper understanding of their bodies and the world around them.

Mountain biking: participants test their balance on the Pump-Track and cyclocross course at H-FARM Campus.

Orienteering: the perfect activity for exploring the surrounding environment and improving orienteering skills.

Rock Climbing: enhances body awareness and confidence through balance activities, jumps, and climbs on the climbing wall.

AGES
8- 11 years
11-14 years

DATES
June 30-July 4
July 14-18

LOCATION
H-FARM Campus

BADGES
Mountain biking
Orienteering
Rock Climbing

24h SPORT
Mountain Bike
Orienteering
Rock climbing

DAILY SCHEDULE
Adventure Multisport

	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	**MOUNTAIN BIKE - 1** Mountain Biking Basics: how to pedal correctly, use the brakes, and maintain balance. / **CLIMBING - 1** In this session, basic techniques for climbing safely are learned.	***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.	**CLIMBING - 2** Improvement of climbing technique, focusing on better body use for ascending. / **ORIENTEERING - 3** More complex routes are practiced, with the goal of using the compass and map to find all the checkpoints.	**ORIENTEERING - 4** A longer orienteering course is tackled, with the goal of using the compass and map to find all the points in order. / **MOUNTAIN BIKE - 4** In this session, advanced mountain biking techniques are practiced, such as tight turns, steep climbs, and fast descents.	**MOUNTAIN BIKE - 5** Focus on descents, learning to control speed and maintain balance on steeper terrain. / **CLIMBING - 5** Focus on advanced climbing techniques, tackling more complex routes and improving movement control.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**ORIENTEERING - 1** Introduction to the use of the compass and map reading. The goal is to understand how to orient oneself outdoors. / **ORIENTEERING - 2** Practice of orienteering skills with a treasure hunt. Map analysis and search for the marked points.		**MOUNTAIN BIKE - 2** Exploring more challenging trails, learning to maneuver the bike on rough terrain. Focus on speed and balance. / **MOUNTAIN BIKE - 3** The day concludes with a group ride, where all the skills acquired are put into practice.	**CLIMBING - 3** More challenging climbing routes are tackled, enhancing the skills acquired. / **CLIMBING - 4** The day concludes with a group climbing challenge, where teamwork is essential.	**ORIENTEERING - 5** Orienteering race: analyzing the map and compass to find the checkpoints in the shortest time possible. / **ORIENTEERING - 6** Second orienteering race, applying all the techniques learned to navigate quickly and work as a team.
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				

OVERNIGHT SCHEDULE
Adventure Multisport

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		**MOUNTAIN BIKE - 1** Mountain Biking Basics: how to pedal correctly, use the brakes, and maintain balance.	***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.	**CLIMBING - 2** Improvement of climbing technique, focusing on better body use for ascending.	**ORIENTEERING - 4** A longer orienteering course is tackled, with the goal of using the compass and map to find all the points in order.	**MOUNTAIN BIKE - 5** Focus on descents, learning to control speed and maintain balance on steeper terrain.
		CLIMBING - 1 In this session, basic techniques for climbing safely are learned.		**ORIENTEERING - 3** More complex routes are practiced, with the goal of using the compass and map to find all the checkpoints.	**MOUNTAIN BIKE - 4** Advanced mountain biking techniques are practiced, such as tight turns, sharp climbs, and fast descents.	**CLIMBING - 5** Focus on advanced climbing techniques, tackling more complex routes and improving movement control.
LUNCH 12:30 - 13:30		Free outdoor play/ board games			Free outdoor play/ board games	
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**ORIENTEERING - 1** Introduction to the use of the compass and map reading. The goal is to understand how to orient oneself outdoors.		**MOUNTAIN BIKE - 2** Exploring more challenging trails, learning to maneuver the bike on rough terrain. Focus on speed and balance.	**CLIMBING - 3** More challenging climbing routes are tackled, enhancing the skills acquired.	**ORIENTEERING - 5** Orienteering race: analyzing the map and compass to find the checkpoints in the shortest time possible.
		ORIENTEERING - 2 Practice of orienteering skills with a treasure hunt. Map analysis and search for the marked points.		**MOUNTAIN BIKE - 3** The day concludes with a group ride, where all the skills acquired are put into practice.	**CLIMBING - 4** The day concludes with a group climbing challenge, where teamwork is essential.	**ORIENTEERING - 6** Second orienteering race, applying all the techniques learned to navigate quickly and work as a team.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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					

American Multisport

A unique experience that combines three dynamic sports: **pickleball, basketball, and field hockey.** Participants improve their physical skills but also gain a deeper understanding of the American sport culture.

Pickleball: a perfect blend of tennis, badminton, and table tennis. Fun and easy to learn, it promotes teamwork and allows participants to develop agility and coordination.

Basketball: participants have the chance to engage in drills and games that emphasise skill development and strategic thinking.

Field Hockey: a fast-paced, dynamic sport that enhances physical fitness but also promotes collaboration and communication.

AGES
8-11 years
11-14 years

DATES
June 23-27
July 7-11
July 28-August 1

LOCATION
H-FARM Campus

BADGES
Basketball
Pickleball
Field Hockey

24h SPORT
Basketball
Pickleball
Field Hockey

DAILY SCHEDULE
American Multisport

	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	**BASKETBALL – 1** Introduction to dribbling and passing. Focus on ball control and coordination.	***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.	**PICKLEBALL – 2** Introduction to the basics of serving and receiving, developing skills to keep the game in play.	**FIELD HOCKEY – 4** Improvement of dribbling on the move and quick passing in tight spaces.	**BASKETBALL – 5** Attack strategies are taught: quick passes, off-the-ball movements, and teamwork.
	PICKLEBALL – 1 Focus on basic rules, how to hold the racket, and make the first rallies. The goal is to develop hand-eye coordination.		**FIELD HOCKEY – 3** Learning the fundamentals of defense and proper positioning to intercept the ball.	**BASKETBALL – 4** Attack strategies are taught: quick passes, off-the-ball movements, and teamwork.	**PICKLEBALL – 5** Through games, more advanced shots like the "dink" are introduced, and focus is placed on court positioning.
LUNCH 12:30 - 13:30	Free outdoor play/ board games.		Free outdoor play/ board games		
AFTERNOON 13:30 - 16:30	**FIELD HOCKEY – 1** Introduction to ball control and passing with the stick. Exercises to improve passing skills.		**BASKETBALL – 2** Focus on shooting: close-range and long-range shots, free throws, and the third time (rebound).	**PICKLEBALL – 3** Focus on doubles play, with exercises on how to position oneself on the court and communicate with a partner.	**FIELD HOCKEY – 5** Focus on strategy development and improving shooting accuracy.
	FIELD HOCKEY – 2 Focus on dribbling with the ball and shooting on goal. First mini-match.		**BASKETBALL – 3** The day concludes with a basketball game to put the skills learned into practice.	**PICKLEBALL – 4** Mini pickleball tournament, putting the learned techniques into practice.	**FIELD HOCKEY – 6** Final field hockey match, where all the skills learned during the week are applied.
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				

OVERNIGHT SCHEDULE
American Multisport

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		**BASKETBALL - 1** Introduction to dribbling and passing. Focus on ball control and coordination. **PICKLEBALL - 1** Focus on basic rules, how to hold the racket, and make the first rallies. The goal is to develop hand-eye coordination. Free outdoor play/ board games	***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.	**PICKLEBALL - 2** Introduction to the basics of serving and receiving, developing skills to keep the game in play. **FIELD HOCKEY - 3** Learning the fundamentals of defense and proper positioning to intercept the ball.	**FIELD HOCKEY - 4** Improvement of dribbling on the move and quick passing in tight spaces. **BASKETBALL - 4** Attack strategies are taught: quick passes, off-the-ball movements, and teamwork. Free outdoor play/ board games	**BASKETBALL - 5** Attack strategies are taught: quick passes, off-the-ball movements, and teamwork. **PICKLEBALL - 5** Through games, more advanced shots like the "dink" are introduced, and focus is placed on court positioning.
LUNCH 12:30 - 13:30						
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**FIELD HOCKEY - 1** Introduction to ball control and passing with the stick. Exercises to improve passing skills. **FIELD HOCKEY - 2** Focus on dribbling with the ball and shooting on goal. First mini-match.		**BASKETBALL - 2** Focus on shooting: close-range and long-range shots, free throws, and the third time (rebound). **BASKETBALL - 3** The day concludes with a basketball game to put the skills learned into practice.	**PICKLEBALL - 3** Focus on doubles play, with exercises on how to position oneself on the court and communicate with a partner. **PICKLEBALL - 4** Mini pickleball tournament, putting the learned techniques into practice.	**FIELD HOCKEY - 5** Focus on strategy development and improving shooting accuracy. **FIELD HOCKEY - 6** Final field hockey match, where all the skills learned during the week are applied.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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				

Sport PRO Experience

A format designed in collaboration with sports excellence, providing unique opportunities for technical and personal growth for participants.

Each experience is designed to develop participants' athletic skills, tactics, and overall well-being, using cutting-edge technologies and modern methodologies.

Prestigious collaborations with sports organizations such as Fundación Real Madrid Clinic, Milan Academy, Imoco Volley, and professionals from the equestrian field, ensure a unique educational journey focused on quality and the support of expert instructors.

During activities, participants fully immerse themselves in sports, developing physical abilities, technical skills, and promoting essential values such as fair play, discipline, teamwork, and personal growth.

- ✓ QUALIFIED INSTRUCTORS AND TECHNICAL DIRECTORS
- ✓ HIGH-LEVEL INTENSIVE SESSIONS
- ✓ FOCUS ON ATHLETES PHYSICAL AND MENTAL HEALTH
- ✓ PARTNERSHIPS OF EXCELLENCE

MILAN ACADEMY JUNIOR CAMP · A2 · Fundación Realmadrid | Clinic · IMOCO Volley

Fundación Real Madrid Clinic

An immersive sports experience aimed to improve technical and tactical skills of young players by using the philosophy and guidelines of "La Cantera," the Real Madrid Youth Academy.

Participants improve their physical fitness and athletic performance through the use of the latest technologies such as **Rox's A-Champs, Sport station, and Bazooka Goals,** as well as develop **tactical intelligence, concentration, and coordination skills** through dedicated workshops.
The social component and values such as fair play, discipline, teamwork, and group harmony are essential skills for participants in the FRMC experience.

AGES
8-14 years

DATES
June 30-July 4

LOCATION
H-FARM Campus

BADGES
Football

24h SPORT
Passing
Ball possession
and progression
Defending and
pressing
Build-up play
Finishing

Milan Junior Camp

An immersive sports experience in collaboration with Milan Academy aimed at promoting the overall well-being of young athletes and developing the technical-tactical, motor, and social-relational skills specific to the sport.

Through the use of technologies that measure **shot power, average and maximum running speed, reaction speed, and agility**, participants improve their physical fitness and athletic performance, while also developing technical-tactical intelligence.
The educational tool of playful games allows the achievement of various objectives: discovering others and social learning, as well as the ability to analyse and interpret in-game challenges.

AGES
8-14 years

DATES
July 7-11

LOCATION
H-FARM Campus

BADGES
Football

24h SPORT
Passing
Ball possession and progression
Shooting power
Defending and pressing
Build-up play
Finishing

DAILY SCHEDULE
Milan Junior Camp

	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	**PASSING - 1** Introduction on the different types of passing, practice exercises and video analysis.	**SHOOTING - 1** Focus on shooting and all its types, with practical exercises and simulated game actions.	**BALL CONTROL - 1** Exercises focused on ball control and reception.	**DRIBBLING - 1** Session focused on dribbling, with exercises aimed at improving control, speed and change of direction.	**OFF-THE-BALL MOVEMENT - 1** Focus on field movement without the ball and field positioning.
	PASSING - 2 Focus on passing accuracy and overall game vision.	**SHOOTING - 2** Techniques for improving shooting accuracy and strength.	**BALL CONTROL - 2** Exercises focused on possession skills and management of actions on the field.	**DRIBBLING - 2** Continued dribbling session, using technology to monitor progress.	**OFF-THE-BALL MOVEMENT - 2** Exercises to improve positioning and space creation in the field.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
AFTERNOON 13:30 - 16:30	**PASSING - 3** Practice of what was learned in the morning, with games and 3v3 mini tournaments.	**SHOOTING - 3** Shooting competitions and mini 4v4 tournaments, progress evaluation and shooting analysis.	**BALL CONTROL - 3** Focus on dynamic game situations, with time-based challenges and exercises in pairs.	**DRIBBLING - 3** Dribbling competitions and mini 4v4 matches.	**MATCH** Final demonstration match, where everything learned during the week is put into practice.
	PASSING - 4 Implementation of passing techniques to real game situations. Using technology to monitor accuracy and strength of shooting.	**SHOOTING - 4** Implementation of shooting techniques to real game situations and match.	**BALL CONTROL - 4** Games and mini 4v4 matches, to practice what was learned during the day.	**DRIBBLING - 4** Analysis of the progress made, analysis of different game scenarios.	**AWARDS CEREMONY** Final award ceremony with diploma and technical improvement card.
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				

OVERNIGHT SCHEDULE
Milan Junior Camp

	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		**PASSING - 1** Introduction on the different types of passing, practice exercises and video analysis.	**SHOOTING - 1** Focus on shooting and all its types, with practical exercises and simulated game actions.	**BALL CONTROL - 1** Exercises focused on ball control and reception.	**DRIBBLING - 1** Session focused on dribbling, with exercises aimed at improving control, speed and change of direction.	**OFF-THE-BALL MOVEMENT - 1** Focus on field movement without the ball and field positioning.
		PASSING - 2 Focus on passing accuracy and overall game vision.	**SHOOTING - 2** Techniques for improving shooting accuracy and strength.	**BALL CONTROL - 2** Exercises focused on possession skills and management of actions on the field.	**DRIBBLING - 2** Continued dribbling session, using technology to monitor progress.	**OFF-THE-BALL MOVEMENT - 2** Exercises to improve positioning and space creation in the field.
LUNCH 12:30 - 13:30	Free outdoor play/ board games					
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**PASSING - 3** Practice of what was learned in the morning, with games and 3v3 mini tournaments.	**SHOOTING - 3** Shooting competitions and mini-4v4 tournaments, progress evaluation and shooting analysis.	**BALL CONTROL - 3** Focus on dynamic game situations, with time-based challenges and exercises in pairs.	**DRIBBLING - 3** Dribbling competitions and mini 4v4 matches.	**MATCH** Final demonstration match, where everything learned during the week is put into practice.
		PASSING - 4 Implementation of passing techniques to real game situations. Using technology to monitor accuracy and strength of shooting.	**SHOOTING - 4** Implementation of shooting techniques to real game situations and match.	**BALL CONTROL - 4** Games and mini 4v4 matches, to practice what was learned during the day.	**DRIBBLING - 4** Analysis of the progress made, analysis of different game scenarios.	**AWARDS CEREMONY** Final award ceremony with diploma and technical improvement card.
SNACK & ACTIVITIES 16:30 - 18:30		**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	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					

Horse riding

An experience dedicated to those who already have experience in the world of horseback riding and master the walk gait.

Throughout the week, participants refine their skills by tackling low-difficulty barriers and obstacles, as well as deepen their understanding of the **theory** and **practice** of **dressage** and **vaulting**.

Safety is always our priority, which is why we collaborate exclusively with experienced instructors who guide participants through every phase of the journey, culminating in a full-day excursion from the riding school to the campus!
The program can be adapted based on the skills and level of the group.

AGES
8-14 years

DATES
June 23-27
July 7-11
July 21-25

LOCATION
H-FARM Campus

BADGES
Horse riding

24h SPORT
Routine and horse management
Walking, trotting, or galloping
Body and spatial awareness

DAILY SCHEDULE
Horse Riding

	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	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.
	MOUNT Lesson on basic actions for handling the horse and mounting.	**DRESSAGE - 1** Theoretical lesson on the discipline of dressage.	**VAULTING - 1** Theoretical lesson on the discipline of vaulting.	**OBSTACLES - 4** Lesson on jumping over poles and obstacles with new techniques.	**TREKKING - 1** Riding along trails immersed in the countryside to improve the connection with the horse.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
AFTERNOON 13:30 - 16:30	**OBSTACLES - 1** Execution of low-difficulty jumps over ground poles.	**DRESSAGE - 2** Practical lesson on the discipline of dressage.	**VAULTING - 2** Practical lesson on the discipline of vaulting.	**REVIEW** Review of all the techniques learned during the week.	**TREKKING - 2** Riding along trails immersed in the countryside to improve the connection with the horse.
	OBSTACLES - 2 Execution of jumps over low-difficulty obstacles.	**DRESSAGE - 3** Lesson on walk, trot, canter, and rein-back.	**OBSTACLES - 3** Execution of jumps over ground poles and low-difficulty obstacles.	**COMPETITION** Competition over poles and obstacles.	**FINAL DEMONSTRATION** A short demonstration of the techniques learned.
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				

OVERNIGHT SCHEDULE | Horse Riding

	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		**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.	**HORSE CARE** Care, grooming, and preparation of horses for the day's equestrian activities.
		MOUNT Lesson on basic actions for handling the horse and mounting.	**DRESSAGE - 1** Theoretical lesson on the discipline of dressage.	**VAULTING - 1** Theoretical lesson on the discipline of vaulting.	**OBSTACLES - 4** Lesson on jumping over poles and obstacles with new techniques.	**TREKKING - 1** Riding along trails immersed in the countryside to improve the connection with the horse.
LUNCH 12:30 - 13:30		Free outdoor play/ board games				
AFTERNOON 13:30 - 16:30	**CHECK IN** 16:00 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.	**OBSTACLES - 1** Execution of low-difficulty jumps over ground poles.	**DRESSAGE - 2** Practical lesson on the discipline of dressage.	**VAULTING - 2** Practical lesson on the discipline of vaulting.	**REVIEW** Review of all the techniques learned during the week.	**TREKKING - 2** Riding along trails immersed in the countryside to improve the connection with the horse.
		OBSTACLES - 2 Execution of jumps over low-difficulty obstacles.	**DRESSAGE - 3** Lesson on walk, trot, canter, and rein-back.	**OBSTACLES - 3** Execution of jumps over ground poles and low-difficulty obstacles.	**COMPETITION** Competition over poles and obstacles.	**FINAL DEMONSTRATION** A short demonstration of the techniques learned.
SNACK & ACTIVITIES 16:30 - 18:30		**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		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				

English & STEAM

A daily format designed to prepare young people to communicate effectively in English and face the challenges of an increasingly digital world with confidence.

The teaching of each day is structured in two parts: the morning is dedicated to English language lessons aimed at engaging participants while maintaining a playful and relaxed atmosphere, thus creating an environment that encourages active participation and stimulates the natural learning of a new language.

In the afternoon, participants take part in STEAM (Science, Technology, Engineering, Art, and Mathematics) workshops, where they can experiment with technology through creative and collaborative activities. This promotes the development of skills such as communication, computational thinking, teamwork, critical thinking, problem-solving, leadership, and creativity.

LANGUAGE SKILLS

APPROACH TO THE ENGLISH LANGUAGE

DIGITAL SKILLS

INNOVATIVE EDUCATIONAL METHOD

The approach to the **English language**

The approach integrates the teaching of a second language with dynamic activities that involve body movement, storytelling, and music. Children and teenagers learn the language in a natural and fun way through exercises that stimulate motor memory, stories that spark the imagination, and songs that reinforce learning. This interactive and multisensory method makes the experience more engaging, promoting greater participation.

The approach to **STEAM**

The methodological approach used in STEAM activities (Science, Technology, Engineering, Art, and Mathematics) encourages exploration, innovation, and problem-solving through creative tasks. Children and teenagers are invited to experiment, use their imagination, and collaborate, thereby developing critical and creative skills that prepare them to tackle the complex challenges of a constantly changing world.

English & Robotics

Age group 5-7 years
Games are provided to stimulate vocabulary retention, such as matching & memory games, scrambled words, and bingo. Digital activities allow experimentation with robotics through the construction of robots and pseudo-coding.

Age group 8-11 years
Various games encourage the discovery of new vocabulary: selected children's books, card games, sequencing games, speaking activities, and board games. The use of robotics kits helps develop skills such as computational thinking, problem-solving, and creativity.

Age group 11-14 years
English is practiced through conversation and gamification techniques to encourage participant engagement. Skills in visual programming, communication, and peer relationships are also developed, particularly through robotics activities.

AGES
5-7 years
8-11 years
11-14 years

DATES
June 16-20
June 30 - July 4

LOCATION
H-FARM Campus

BADGES
Robotics
Coding
English

15h ENGLISH - A1/A2 LEVEL
Interactive games
Conversation
Vocabulary

15h ROBOTICS
mTiny
SuperDOC
Sphero Indi
Scribbling machine
Lego Coding Express
Lego Spike Essential
Lego Spike Prime

*The activities scheduled for the afternoon are conducted in Italian.

	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	**ENGLISH VOCABULARY - 1** Participants immerse themselves in the world of English through matching games, memory, riddles, and nursery rhymes. They acquire a solid vocabulary related to farm animals.	**ENGLISH VOCABULARY - 2** Participants continue to experiment with the English language and expand their vocabulary by learning the names of various parts of farm animals' bodies through songs, movement games, and hands-on activities.	**ENGLISH VOCABULARY - 3** Participants engage in solving riddles to match animals with their offspring. This activity helps them expand their vocabulary and boosts their confidence in using English.	**ENGLISH LISTENING** Participants describe wild animals, their habitats, and characteristics through stories, images, and interactive games that make learning more engaging and help develop listening and oral comprehension skills.	**ENGLISH CONVERSATION** Participants challenge themselves by describing their favorite pets, using rich and precise vocabulary. Engaging in conversation helps improve their ability to express themselves in English with fluency and clarity.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
***AFTERNOON** 13:30 - 16:30	**SCRIBBLING MACHINE** Participants take their first steps into the world of robotics and understand the concept of robots. Using a mix of recycled materials, motors, and markers, they create a robot prototype capable of drawing lines through the vibrations of the motor.	**LEGO CODING EXPRESS** Participants grasp the concept of instructions through an activity that introduces them to building railway tracks and programming movements and sounds using pseudo-code.	**SUPERDOC** Participants learn how to program the SuperDoc robot to overcome challenges on the board. The step-by-step activity introduces them to programming and helps develop skills such as problem-solving and critical thinking.	**MTINY** Participants enhance their knowledge of visual programming by discovering mTiny, a small robot shaped like a panda that can move, talk, and react to its environment by choosing and displaying the emotions it experiences.	**SPHERO INDI** Participants explore the colorful world of Sphero Indi, a fast robotic vehicle equipped with a powerful color sensor that can detect instructions on the tiles that make up the track it needs to follow.
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				

DAILY SCHEDULE | Age group 8-11 years
English & Robotics

	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	**ENGLISH VOCABULARY - 1** 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.	**ENGLISH VOCABULARY - 2** 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.	**ENGLISH WRITING** 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.	**ENGLISH LISTENING** 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.	**ENGLISH CONVERSATION** 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.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
*AFTERNOON 13:30 - 16:30	**ROBOTICA - LEGO SPIKE ESSENTIAL** 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.	**PLANTS AND ROBOTIC ANIMALS** 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.	**ROBOTICS, SCIENCE AND NATURE** 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.	**SMART CITY AND ROBOTIC VEHICLE** Participants work in groups to create their own personal city of the future using recycled materials. They build and program the most suitable robotic vehicle, equipping it with sensors that react to the surrounding environment.	**PERSONAL ROBOT** 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.
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				

DAILY SCHEDULE | Age group 11-14 years
English & Robotics

*The activities scheduled for the afternoon are conducted in Italian.

	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	**ENGLISH VOCABULARY** 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.	**ENGLISH GRAMMAR** Through board games and interactive activities aimed at building confidence and fluency, participants develop grammatical skills in: preferences, action verbs, and prepositions of movement.	**ENGLISH WRITING** Participants engage in engaging and fun activities to improve their language and writing skills, focusing on: gerunds/infinitives, phrasal verbs, relative clauses, and habits.	**ENGLISH LISTENING** 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.	**ENGLISH CONVERSATION** 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.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
*AFTERNOON 13:30 - 16:30	**ROBOTICA - LEGO SPIKE PRIME** 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.	**DATA, CLOUD AND ROBOTICS** 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.	**ROBOTIC PATHS AND VEHICLES** Participants, in groups, design, build, and program an interactive robotic vehicle capable of moving, avoiding obstacles, and climbing ramps previously constructed using recycled materials.	**INTERACTION AND COLOR SENSOR** 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.	**PERSONALE ROBOT** 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.
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				

English & Storytelling

Age group 5-7 years
The activities include themed games and puzzles to stimulate conversation and problem-solving through activities such as: Who took the cookie?, finding clues, and card games. Digital activities focus on storytelling and material manipulation to develop creativity.

Age group 8-11 years
The activities and games are designed to stimulate the discovery of new skills such as critical and lateral thinking: Who is the suspect?, sequencing games, speaking activities, and board games. The technology experimentation includes using apps for video editing.

Age group 11-14 years
The goal is to develop linguistic, relational, and digital skills through conversation sessions, activities enhanced by gamification techniques, and workshops on video making and video editing for creating multimedia content.

AGES
5-7 years
8-11 years
11-14 years

DATES
June 23-27
July 7-11

LOCATION
H-FARM Campus

BADGES
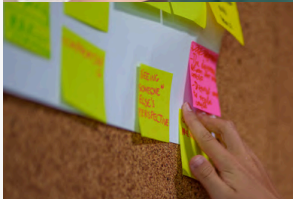Storytelling
Content creation
English

15h ENGLISH - A1/A2 LEVEL
teractive games
Conversation
Vocabulary

15h STORYTELLING
App MyFaba
Cubetto
App Scratch JR
App Book Creator
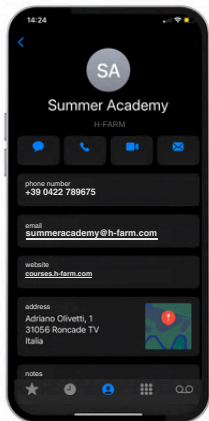App Clips
iMovie
Stop Motion
App Lego
StoryVisualizer

DAILY SCHEDULE | Age group 5-7 years
English & Storytelling

*The activities scheduled for the afternoon are conducted in Italian.

	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	**ENGLISH VOCABULARY- 1** Participants immerse themselves in the world of English through memory games, riddles, and nursery rhymes. They discover the detective profession, acquiring the necessary vocabulary to solve simple mysterious puzzles.	**ENGLISH VOCABULARY - 2** Participants continue to experiment with the English language in a playful way, expanding their vocabulary through interactive investigation activities, songs, movement games, and hands-on tasks.	**ENGLISH VOCABULARY - 3** Participants acquire new vocabulary by describing precious objects. Through this activity, they enrich their vocabulary and improve their confidence in communicating in English.	**ENGLISH LISTENING** Through listening activities and interactive games, participants learn the structure "there is/there isn't" to identify and describe in English which objects are present or absent in a room.	**ENGLISH CONVERSATION** Participants challenge themselves by developing conversations around secret missions. Engaging in conversation helps improve their ability to express themselves in English with fluency and clarity, demonstrating the progress they have made.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
***AFTERNOON** 13:30 - 16:30	**CREATIVE ELECTRONICS** Participants experiment with electronics through a creative hands-on activity. Using play-doh, LEDs, paper, and conductive tape, they build electrical circuits that come to life.	**FABA ME** Participants experiment with creating audio content using Faba - the Storyteller. In groups, they develop a narrative and engage in recording audio tracks that can be listened to through the Faba-Me character.	**CUBETTO** Participants enhance their critical and computational thinking skills through activities with the Cubetto robot. Divided into groups, they program the robot and tell adventurous stories set in fantasy worlds, filled with obstacles to overcome and treasures to find.	**CODING** Using the Scratch JR app, participants create an animated story in a simple and creative way. With an intuitive interface, they can program characters to move, speak, and interact with each other, bringing their narrative to life.	**BOOK CREATOR** Participants invent and develop a digital story using the Book Creator app on iPad. By playing with imagination and creativity, they learn to manage text and images to create a digital book, adding sounds and personal audio to enhance their story.
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				

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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	**ENGLISH VOCABULARY - 1** Participants immerse themselves in the world of the English language through memory games, riddles, and rhymes. In this way, they discover the work of a detective while acquiring essential vocabulary to talk about various professions.	**ENGLISH VOCABULARY - 2** Participants explore the English language through a playful approach with interactive investigative activities. In interpreting a "Mission Possible," they enjoy deciphering and finding clues hidden in the language.	**ENGLISH LISTENING** Participants engage in searching for hidden clues in various locations, trying to solve the mysteries behind each case. The listening activity stimulates their deduction and problem-solving skills.	**ENGLISH WRITING** Participants enhance their writing skills by describing precious objects, such as jewelry, ornaments, and artifacts, using specific adjectives to describe materials, shapes, colors, and the symbolic meanings of the objects.	**ENGLISH CONVERSATION** Participants engage in conversation with the goal of expressing themselves more precisely and creatively in English, improving their listening comprehension, and stimulating curiosity and attention to detail.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
***AFTERNOON** 13:30 - 16:30	**INTERVIEWS** Participants, divided into groups, experiment with technology and get to know each other by creating interviews. At the end of the recording, they dive into the world of audio and video editing using the Clips app on iPad.	**STOP MOTION** Participants explore stop motion, a filmmaking and animation technique. Divided into groups, they invent a story, create characters and settings, and finally take multiple photos to create the final animated video.	**FUMETTI** Participants invent, draw, and build stories with characters, dialogues, and graphic onomatopoeias. Through the use of comic strips, they develop their creativity and imagination while learning how to structure a visual narrative.	**TRAILER - 1** Participants work in groups to design and shoot a trailer with the goal of capturing attention, creating anticipation, and sparking interest through the selection of engaging images and shots. They use iPads and the iMovie application.	**TRAILER - 2** Using the iMovie app, participants become video editors by adding transitions, soundtracks, effects, and credits to their trailers. At the end of the session, they share and watch all the videos, providing constructive feedback on their peers' projects.
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				

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MORNING 9:00 - 12:30 with morning snack during the break	**ENGLISH VOCABULARY** Participants build confidence in English and enhance their communication skills by introducing themselves. They use specific vocabulary to describe their personal traits and characteristics.	**ENGLISH GRAMMAR** Through board games and interactive activities aimed at building confidence and fluency, participants develop grammar skills in areas such as preferences, action verbs, and prepositions of movement.	**ENGLISH WRITING** Participants engage in fun, immersive activities to enhance their language and writing skills, with a focus on gerunds and infinitives, phrasal verbs, relative clauses, and habits.	**ENGLISH LISTENING** To improve their natural listening comprehension, participants listen to short stories and dialogues and answer questions about the topics covered. This approach also helps them acquire new and complex vocabulary.	**ENGLISH CONVERSATION** Participants engage in team games to improve their conversation skills. The goal is to help their team guess a specific term by providing accurate and detailed descriptions.
LUNCH 12:30 - 13:30	Free outdoor play/ board games				
*AFTERNOON 13:30 - 16:30	**MOODBOARD** Participants get to know each other through a mood board activity. Using magazines and newspapers, they cut out images, words, or phrases that represent them, visually sharing their passions and interests.	**SHOT COMPOSITIONS** To create videos and take photos, it's essential to understand the type of shot and framing to use. Participants become directors and actors, interacting with one another to experiment with the shot compositions previously analyzed with the group.	**COMPOSITE IMAGES** Participants experiment with layering techniques. The goal of the activity is to create a three-layer image, where each layer is a sheet of transparent paper and the background is a colored card or photograph. At the end, the assembled image is digitized using an iPad.	**FLAT LAY** Participants, working in groups, explore the flat lay photography technique. Using available objects, they create a composition to tell their story through a photo, refining their editing skills to enhance colors and textures.	**MINIATURE LEGO ADVENTURE** This activity encourages participants to reflect on perspective by entering the miniature world of Lego characters. Participants capture impactful photos where Lego figures interact with real-world objects and human environments.
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				

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