

A practical approach to computational thinking through LEGO robotics, drones and videogames

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	<i>Hello everyone!!</i>	<i>Wellcome to computational thinking!</i>	<i>BUILD AND CODE!</i>	<i>Keep up the Good work!</i>	<i>The big BOT is here! Robots can fly!</i>	<i>We can make videogames!</i>	
9:00-11:00		<p>Introduction and presentation</p> <p>Computational thinking</p> <p>Unplugged activities</p>	<p>Programing with icons</p> <p>LEGO wedo 2.0. Practical workshop.</p> <p>We build and program an especial car.</p> <p>Introduction to sensors</p>	<p>Programing with words. Scratch Based languages</p> <p>Lego Spike Essential II</p> <p>We build a little automatic marble run.</p>	<p>LEGO Spike Prime.</p> <p>Practical challenges</p> <ul style="list-style-type: none"> - Moving - Avoiding obstacles - Linefollower - Grab that thing! 	<p>What is Makecode Arcade?</p> <p>Interface</p> <p>Making our very first videogame.</p>	<p>Sharing good practice!</p> <p>Find a partner - project</p>
11.00-11:30		BREAK	BREAK	BREAK	BREAK	BREAK	BREAK
11:30-13:30		<p>Introducing to programing with blocks</p> <p>MATATALAB Talebot</p> <p>Scratch Junior</p>	<p>Lego Spike Essential. Practical workshop.</p> <p>Color sensor</p> <p>2 motor builds</p> <p>Sumo fight!</p>	<p>Other systems:</p> <p>MATATALAB Davinci</p> <p>Sphero EDU</p> <p>Mbot</p>	<p>Pilot indoor drones</p> <p>Work with programable drones. DJI Tello.</p>	<p>Recreating the classics</p> <p>GALAGA A starship aventure</p> <p>MARIO BROs Making a platformer game</p>	<p>Evaluation & Awarding diplomas</p>
		FREE LUNCH	FREE LUNCH	FREE LUNCH	FREE LUNCH	FREE LUNCH	
Afternoon Activity	<p>17.00 - 19.00</p> <p>Registration at course centre</p> <p>&</p> <p>Icebreaker dynamics</p>					<p>18.00 - 21.00</p> <p>Cultural evening</p>	