IT Activities

**11/12/2019 (2h)**

The first workshop is an introduction to Computer Science. We present the basic concepts of computational thinking and how it is possible to connect it with maths, physics and biology.

Main properties of algorithms are studied: students are guided through the analysis of the problem and the realization of an algorithm by the three control structures of sequence, selection and iteration (flowchart).

The workshop ends with a realization of a Scratch app.

**17/12/2019 (2h)**

The second workshop leads students to the understanding of Arduino, in order to explore the connection between Computer Science and Electronics.

The workshop is mainly focused in the study of the Arduino Uno board properties and of a particular plugin (Tinker Kit) through which students can easily use all the Arduino sensors.

**17/01/2020 (1h)**

We begin to study the properties of a Theremin and get confidential with the OpenTheremin Project. We can try to start the assembly.

**21/01/2020 (1h)**

Theremino assembly.

**28/01/2020 (1h)**

Theremino assembly.

**04/02/2020 (1h)**

Final test.