

Day/Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00 – 10:30	Short introduction and presentation of Firenze.  Presentation of the course and teacher.	Create the App: random student picker.	Create the App: Hack the password mastermind logic game.	Create the App: Mini Golf Game creation. Interaction with sprites.	THUNKABLE: Build app for Apple Platforms.	Full Day Excursion
	<b>Break</b>	<b>Break</b>	<b>Break</b>	<b>Break</b>	<b>Break</b>	
10:45 – 12:15	Introduction to MIT APP INVENTOR.	Introduction to lists.  Use of the index to identify elements on the list.  Define variables and basic procedures.	Compare lists values.  Confront values and logic condition blocks.  Advanced procedures.	Mathematics of the space coordinates in your app.	Build a Calculator for your Ipad.	
	<b>Break</b>	<b>Break</b>	<b>Break</b>	<b>Break</b>	<b>Break</b>	
12:30 – 14:00	Create the app: make the cube blink.	Finalise and personal design. Make it look good!	Multilevel and interactive user interface.	Winning conditions and monitor of new levels.	Certificates and salute!	
		Free time activities	Free time activities	Free time activities		