

CASA CORSINI

Casa Corsini ha molte anime: FabLab, Fablab Junior CoWorking, Music Factory.

Ma più di ogni altra cosa, è soprattutto una vera casa. Un luogo accogliente, dinamico, aperto.

Un ambiente che invoglia a trascorrere il proprio tempo in modo attivo: creando, progettando, costruendo insieme.



Comune di Fiorano Modenese

 CASA
CORSINI





IL FUTURO DEL FARE

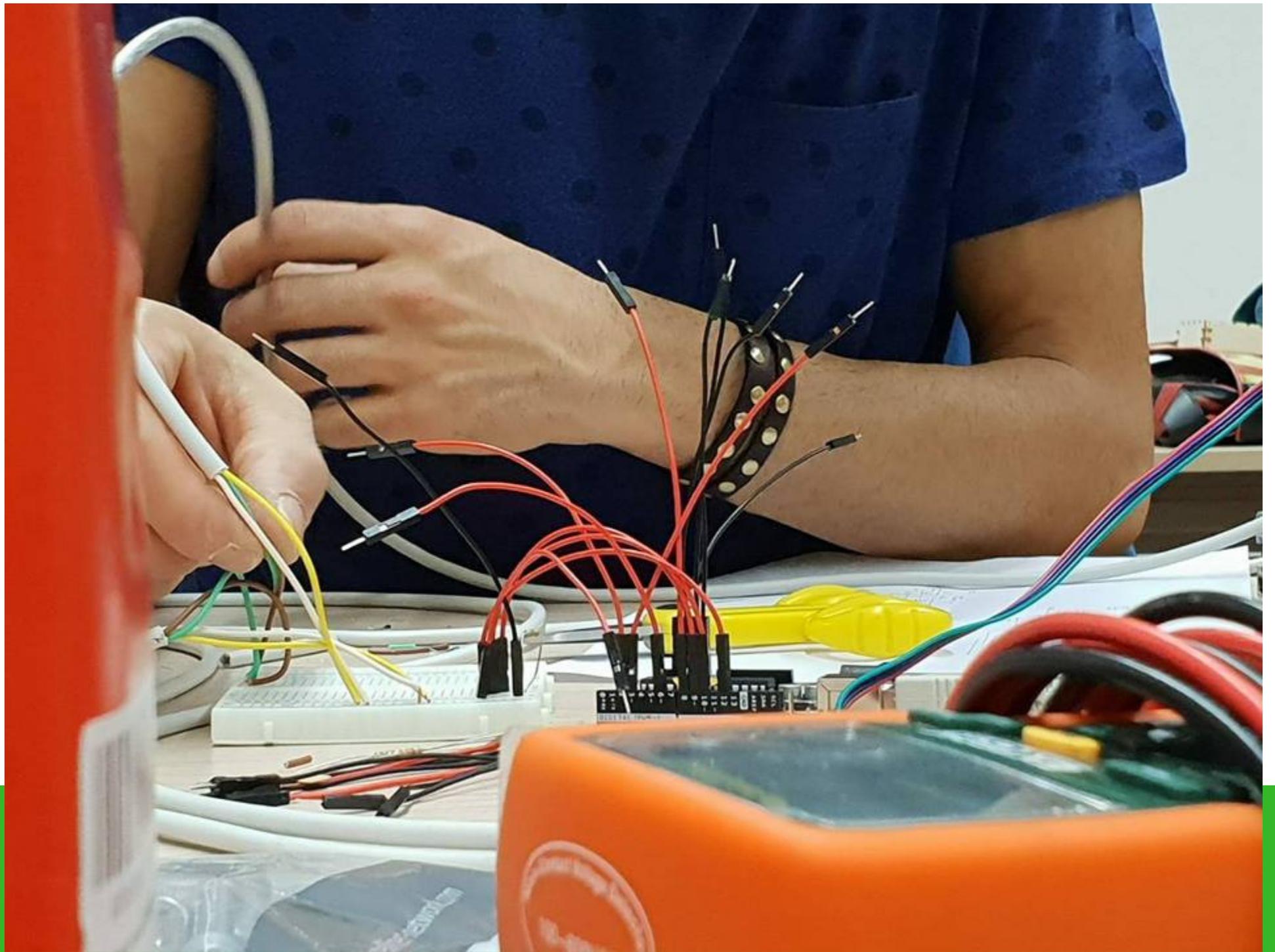
LAB e COWORKING

IL FUTURO DEL FARE

RENDERING DEL FABLAB e C











Comune di Fiorano Modenese



INSEGNARE IL CODING

· CASA CORSINI ·
ASSOCIAZIONE LUMEN ·

CASA
CORSINI

PERCHÈ CODING?

GIOCANDO A PROGRAMMARE SI IMPARA AD USARE LA LOGICA, A RISOLVERE PROBLEMI. LE ATTIVITÀ CONSENTONO DI SCOMPORRE UN PROBLEMA COMPLESSO IN DIVERSE PARTI, PER AFFRONTARLO PIÙ SEMPLICEMENTE UN PEZZETTO ALLA VOLTA.



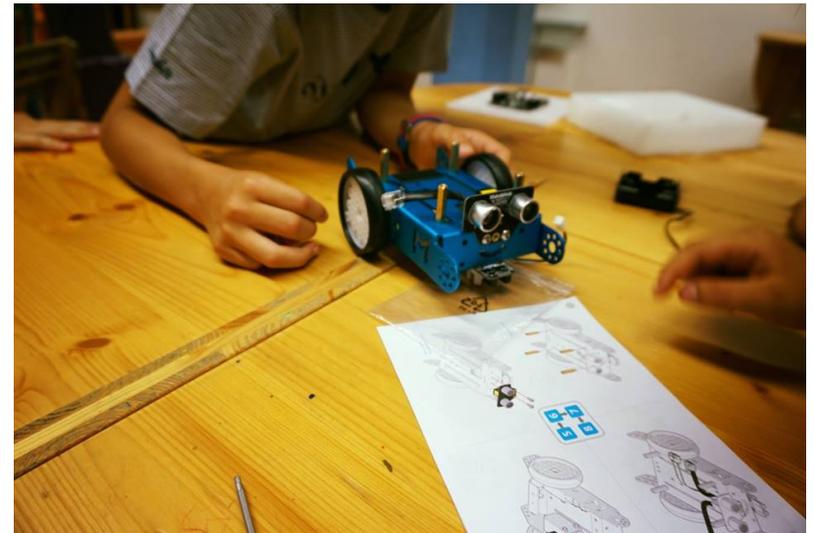
PERCHÈ CODING?

CON IL CODING ANCHE I
BAMBINI POTRANNO RISOLVERE
PROBLEMI “DA GRANDI”, E
DIVENTARE SOGGETTI ATTIVI
DELLA TECNOLOGIA,



IL PRIMO FABLAB JUNIOR DELL'EMILIA ROMAGNA

100 METRI QUADRI DEDICATI ALLA
STEAM EDUCATION:
CODING, MODELLAZIONE E STAMPA
3D, ROBOTICA, ELETTRONICA E
TANTO ALTRO!



IL PRIMO FABLAB JUNIOR DELL'EMILIA ROMAGNA

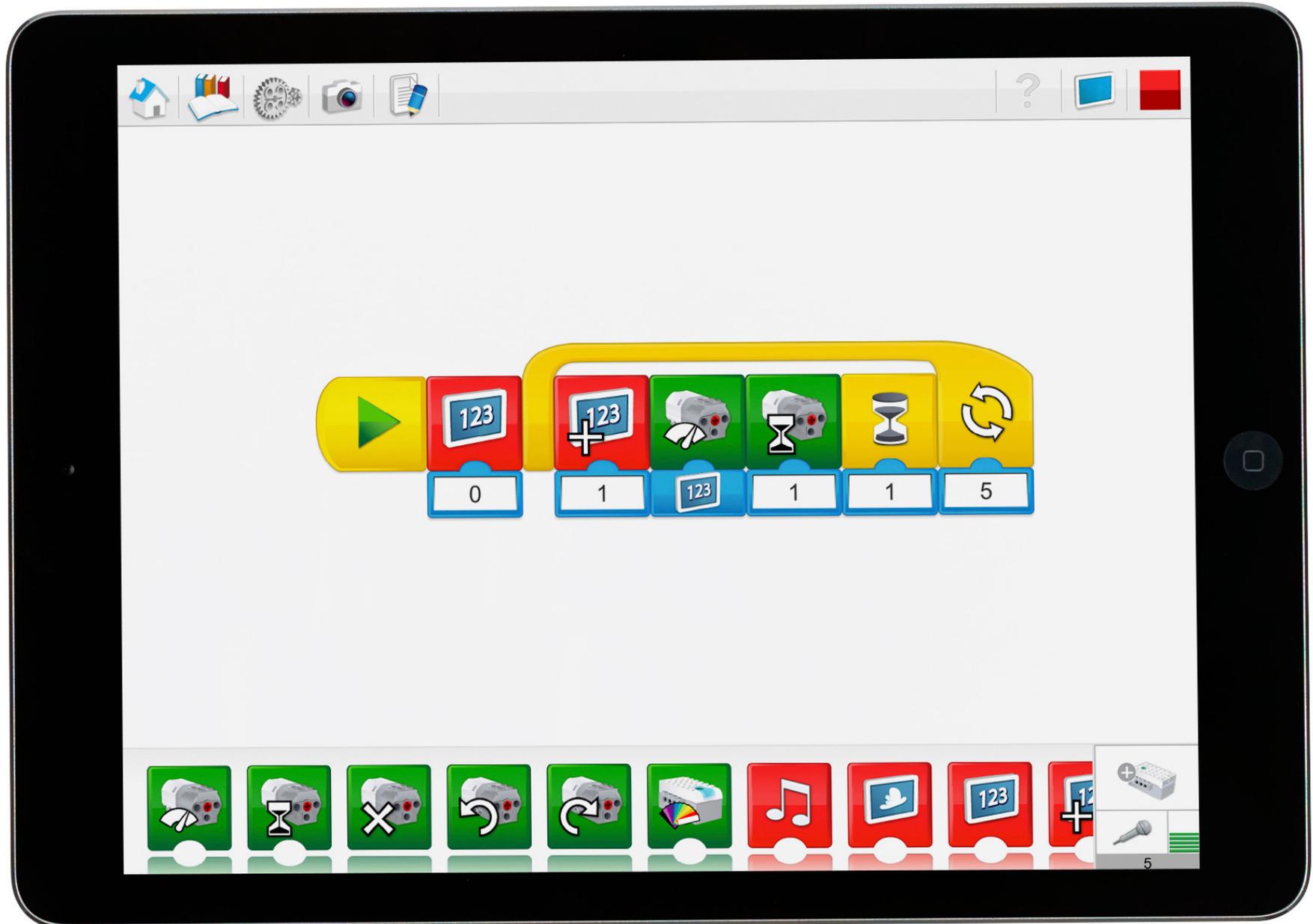
I GIOVANI MAKERS SI POTRANNO METTERE IN GIOCO IN UN LUOGO DEDICATO ALL'APPRENDIMENTO ATTIVO, CREATIVO E INCENTRATO SULLA SPERIMENTAZIONE.



Microbit

The screenshot displays the Microsoft MakeCode Microbit IDE interface. At the top, the 'micro:bit' logo is on the left, and 'Projects', 'Share', 'Blocks', and 'JavaScript' are in the center. The Microsoft logo is on the right. Below the header, on the left, is a 3D model of a Microbit board with a USB cable connected. A central sidebar contains a search bar and a list of categories: Basic, Input, Music, Led, Radio, Loops, Logic, Variables, Math, Advanced, Arrays, Text, Game, Images, and Pins. The main workspace on the right shows a JavaScript script starting with 'on start'. The script includes: 'play tone Middle C for 1 beat', 'toggle x 4 y 0', 'show number 0', a 'repeat 4 times' loop containing 'show icon' (with a Microbit icon selected), an 'if true' block with 'unplot x 4 y 2' and 'toggle x 0 y 0', and an 'on shake' event containing 'clear screen', 'show leds' (with a 5x5 grid of red LEDs), and 'show number 3'. A 'Getting Started' button is in the top right. At the bottom, there is a 'Download' button, a file name 'Untitled', and navigation controls.

LegoWedo

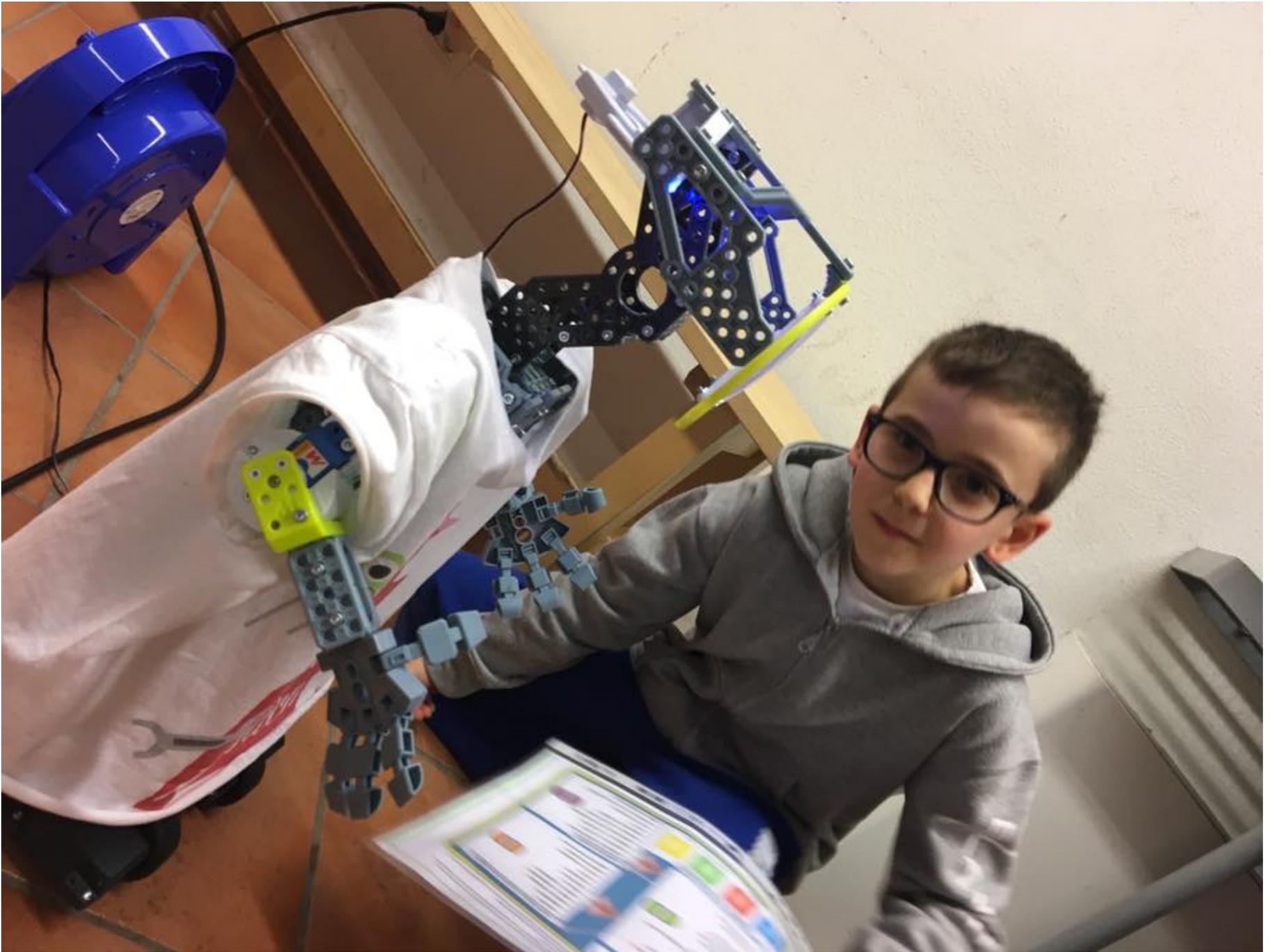






Meccanoid G15- Meccano





Scratch

The screenshot displays the Scratch IDE interface. At the top, the 'Scratch' logo is on the left, and 'Sign in to save' and 'Sign in' are on the right. Below the logo are menu options: 'File', 'Edit', and 'Tips'. A toolbar with icons for download, copy, paste, and help is also present.

The main workspace shows a Scratch Cat sprite in a grassy field with a blue sky and a tree. The title bar of the workspace reads 'Full 16 Frame Scratch Cat Walk Cycle by griffpatch'. The coordinates of the cat are X: 240, Y: -180.

On the left, the 'Sprites' panel shows the 'Scratch Cat' sprite selected, along with other assets like 'Tree_3', 'Glass-Tal...', 'grass3', 'grass2', and 'Tree_2'. A 'New backdrop' section shows 'grass2' and 'Tree_2' as options.

The 'Scripts' tab is active in the block palette, showing various event blocks such as 'when green flag clicked', 'when space key pressed', 'when this sprite clicked', 'when backdrop switches to backdrop', 'when loudness > 10', 'when I receive message1', 'broadcast message1', and 'broadcast message1 and wait'. The 'Events' sub-tab is selected, showing 'Control', 'Sensing', 'Operators', and 'More Blocks' categories.

The code area on the right contains the following script:

```
when green flag clicked
  forever loop
    wait 0.02 secs
    next costume

when this sprite clicked
  set size to 50 %
  go to x: -195 y: -123
  clear
  switch costume to Walk1
  repeat 8
    stamp
    change x by 55
    next costume
  set size to 120 %
  go to x: 0 y: 55

broadcast message1
broadcast message1 and wait
```

The 'Remix' and 'See project page' buttons are visible at the top right of the code area.

Scratch Jr



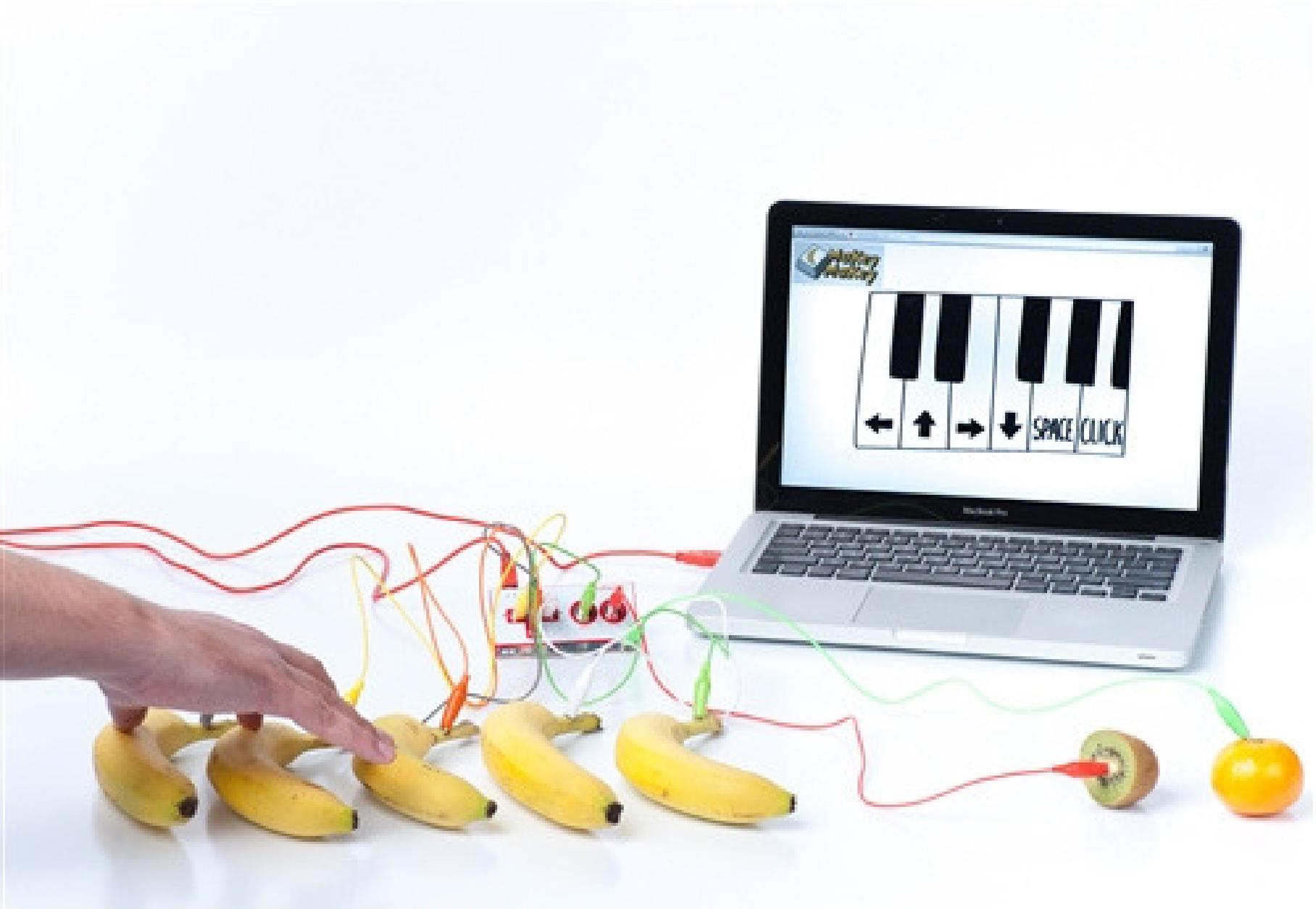
Cat







Makey Makey



Piskel

