



LABORATORIO 4.0 E CAREER MANAGEMENT SKILLS PER L'ORIENTAMENTO DELLE NUOVE GENERAZIONI

ISTITUTO COMPRENSIVO "Marco Polo" – FABRIANO (AN)

Scuola secondaria primo grado "Marco Polo"
CLASSE 3B a.s. 2022/23

BESTIARIO TECNOLOGICO:

esperimenti di riuso fra arte e tecnologia



BESTIARIO TECNOLOGICO
informazioni, lea date a tecnologia

- ispirazione come natura
- tecnologia ispirata
- prototipi con gli animali
- es. il 22000 gli animali per creare un robot
- utilizzare un prototipo di
- forme per "nuovo"

Alla ricerca dell'ispirazione









Brainstorming e progettazione



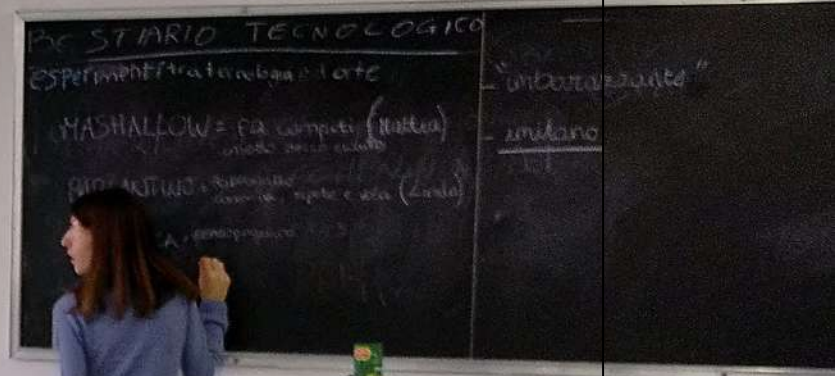
FES - UN ROBOT ANIMALE

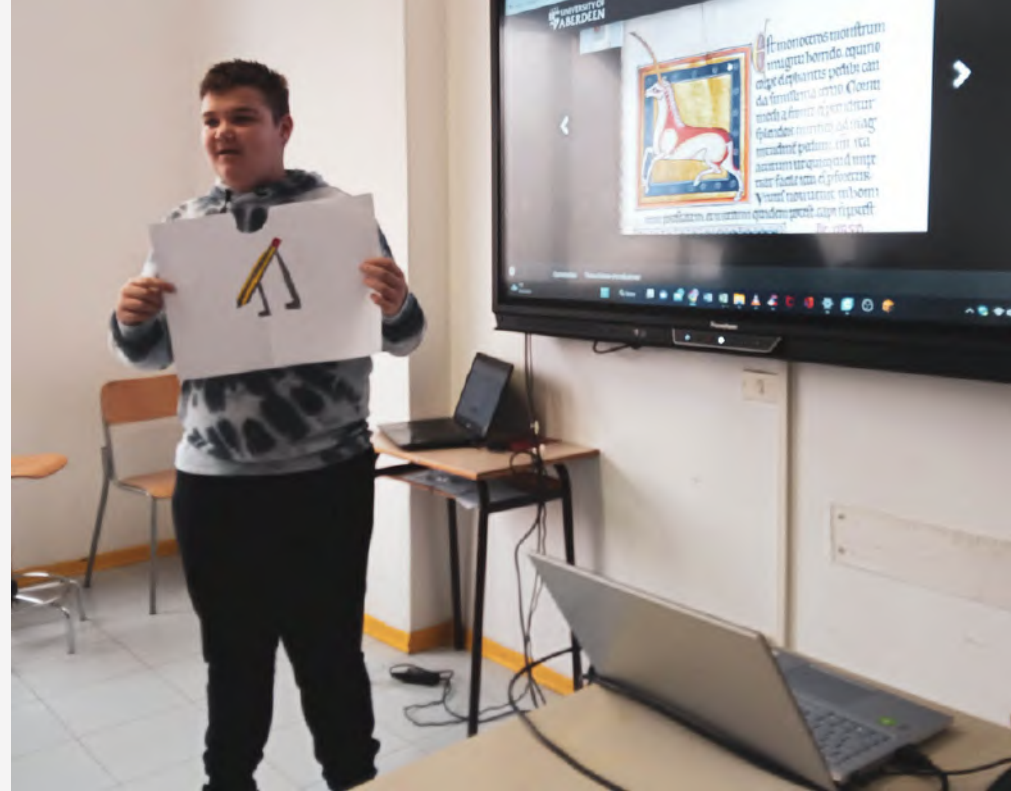
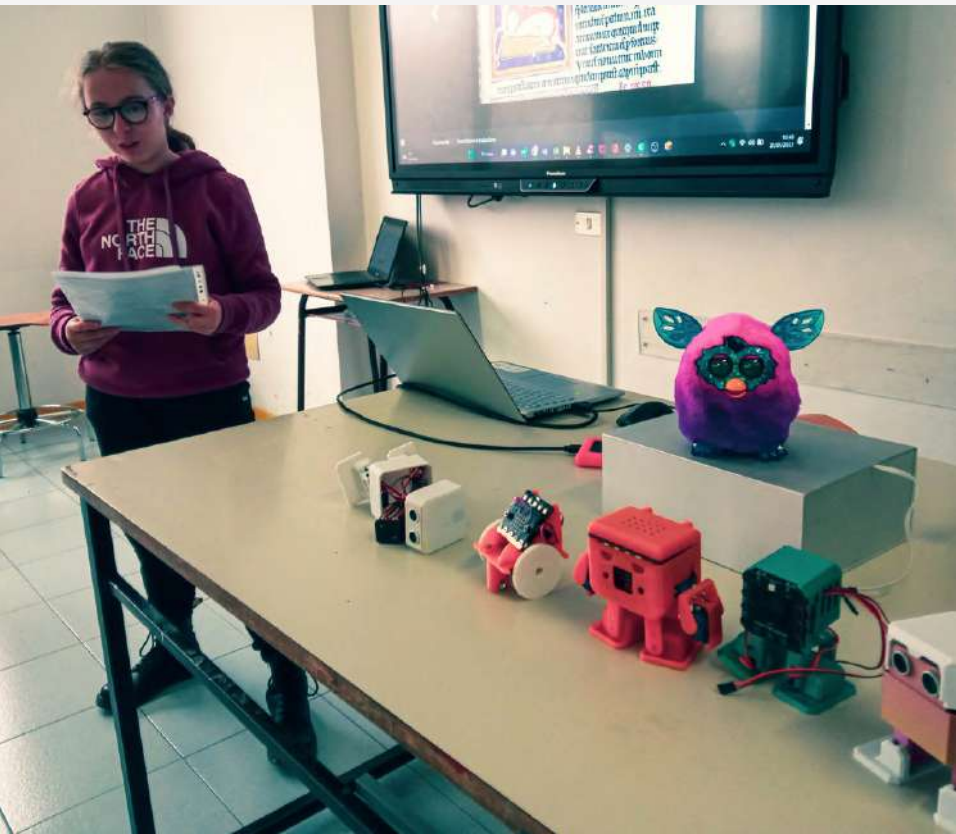
1. Definisci il problema
2. Raccogli informazioni
3. Brainstorming
4. Progetta una soluzione
5. Costruisci un prototipo
6. Testa il prototipo
7. Presenta il tuo progetto
8. Rifletti sul processo





**Condivisione
delle idee**

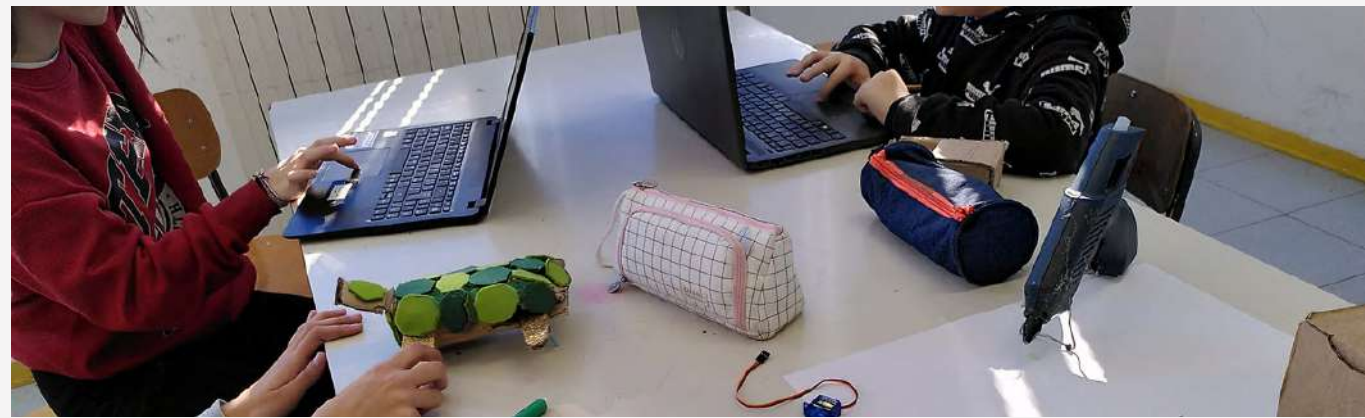
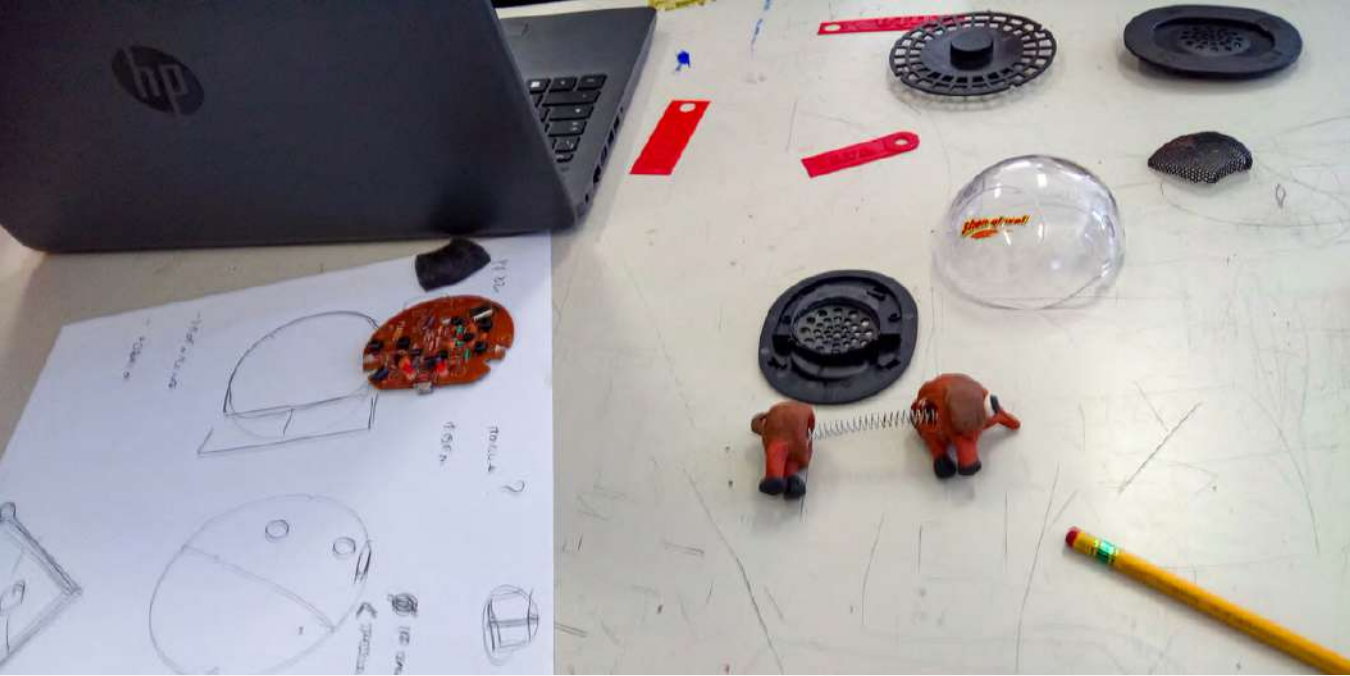


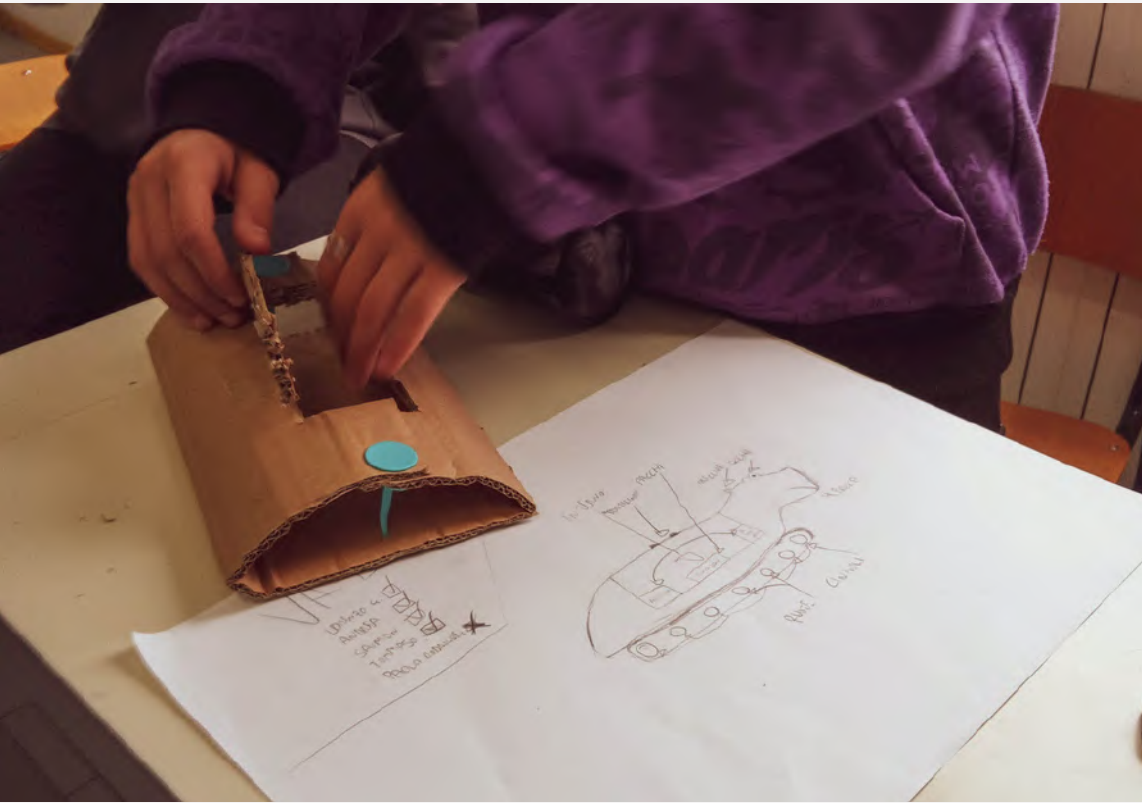




A close-up photograph of a child's hands working with clay on a light-colored table. The child is wearing a blue long-sleeved shirt. In the foreground, a small, reddish-brown clay figure with large, white, circular eyes and dark pupils is visible. The table is covered with various clay-related items: a red marker, a purple marker, several small reddish-brown clay pieces, and a small, dark brown clay cup. The background is slightly blurred, showing a wooden chair and a red object. A white rectangular box with the text "Primi prototipi" is overlaid on the bottom right of the image.

Primi prototipi



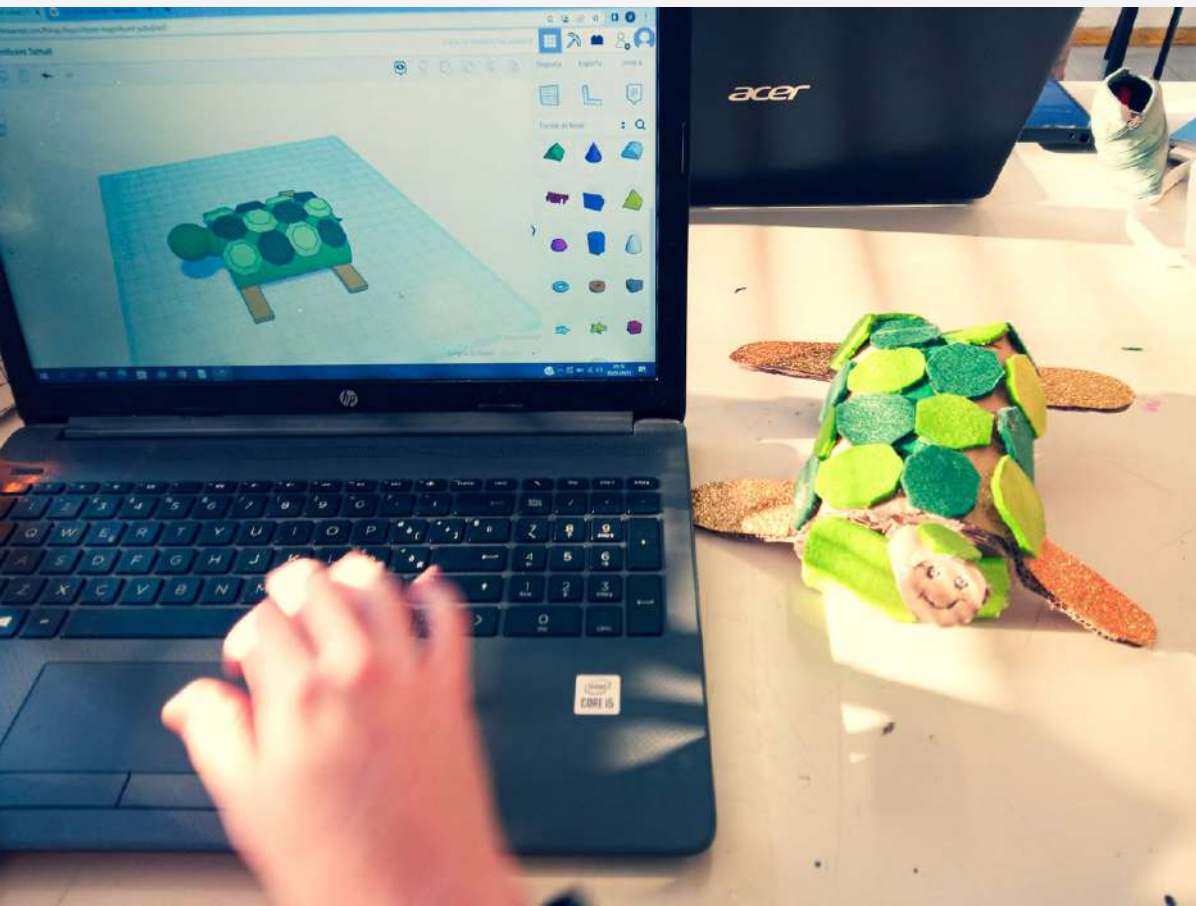


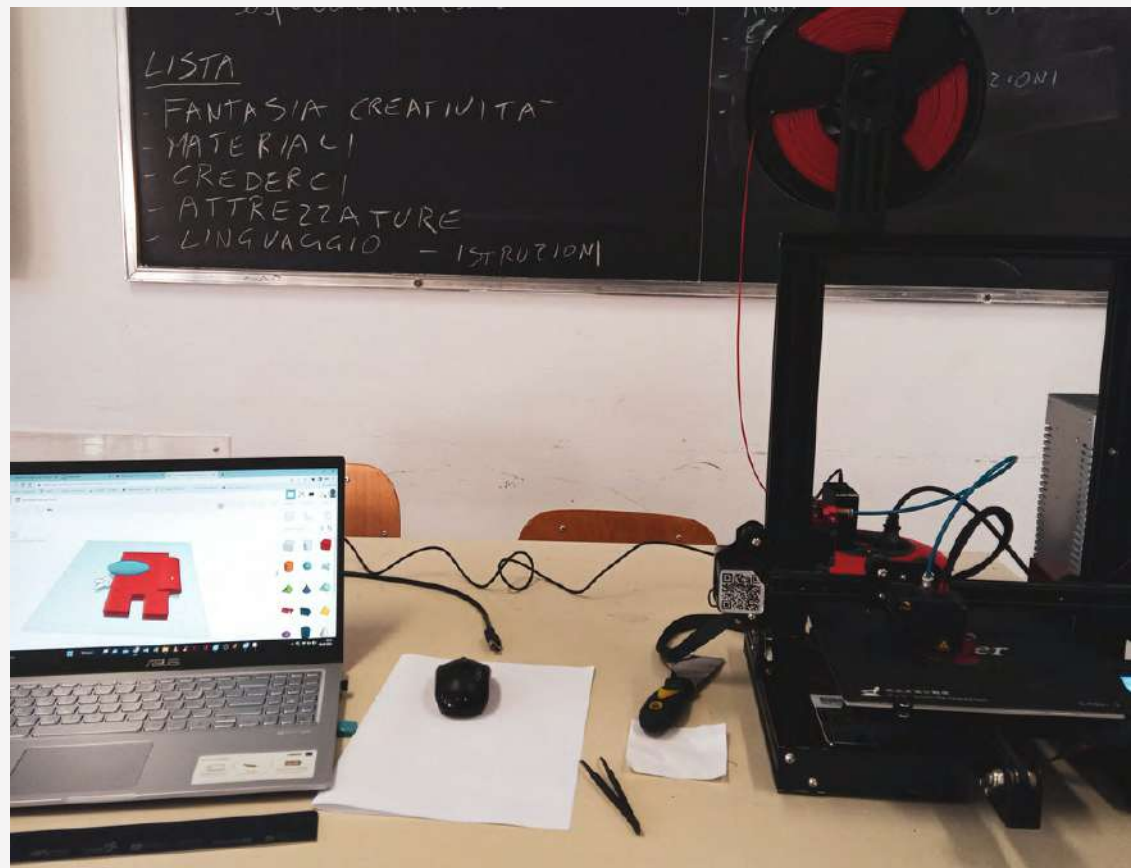


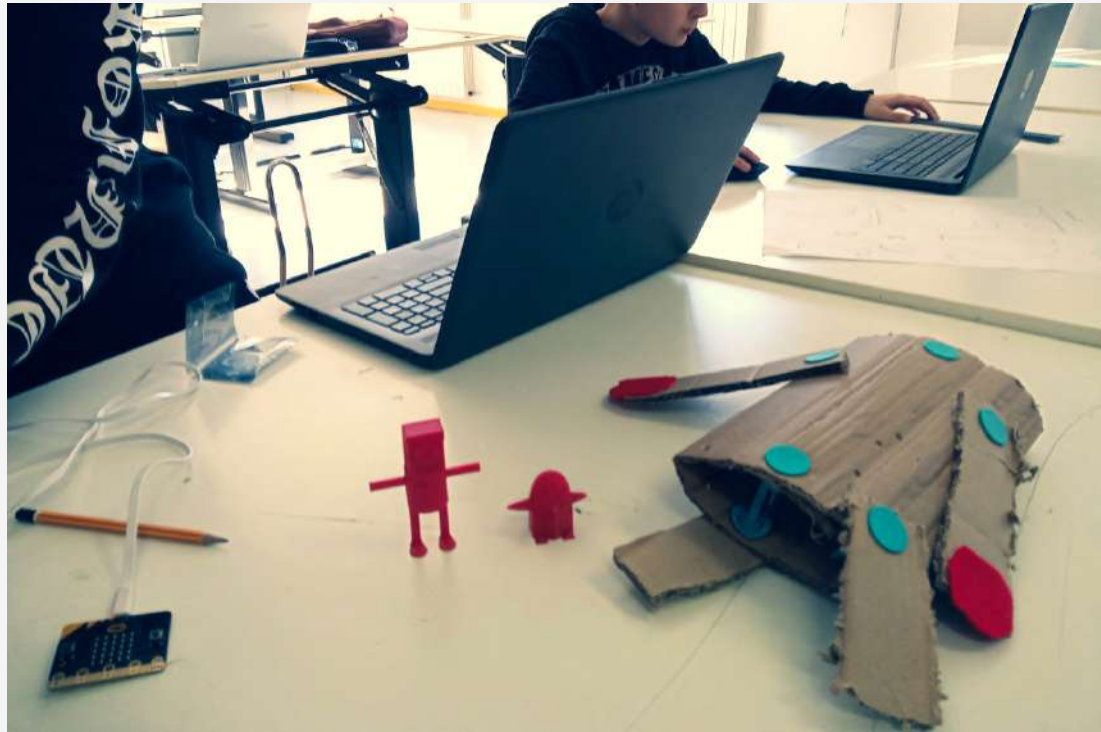


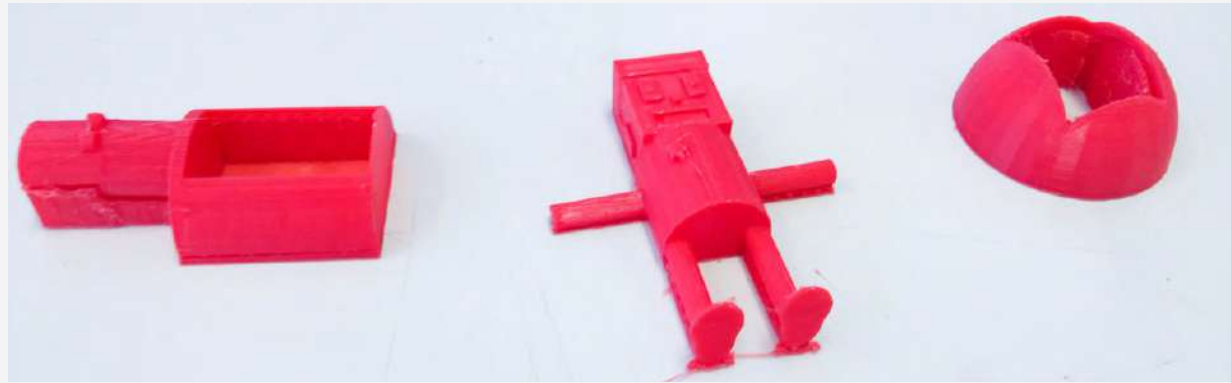
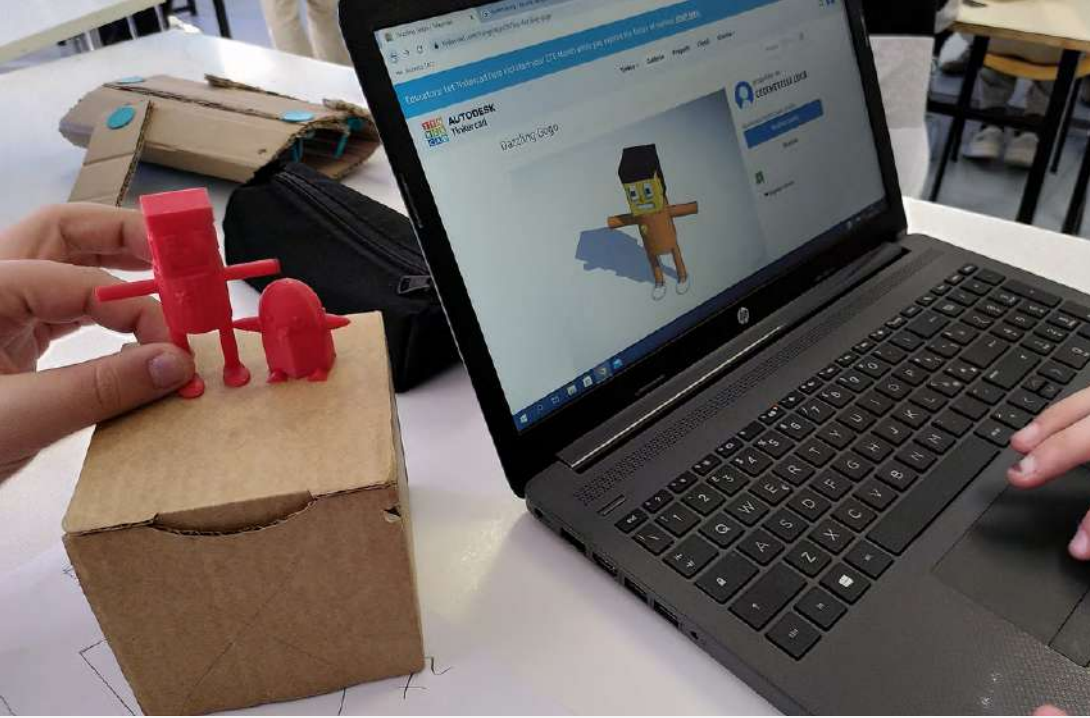


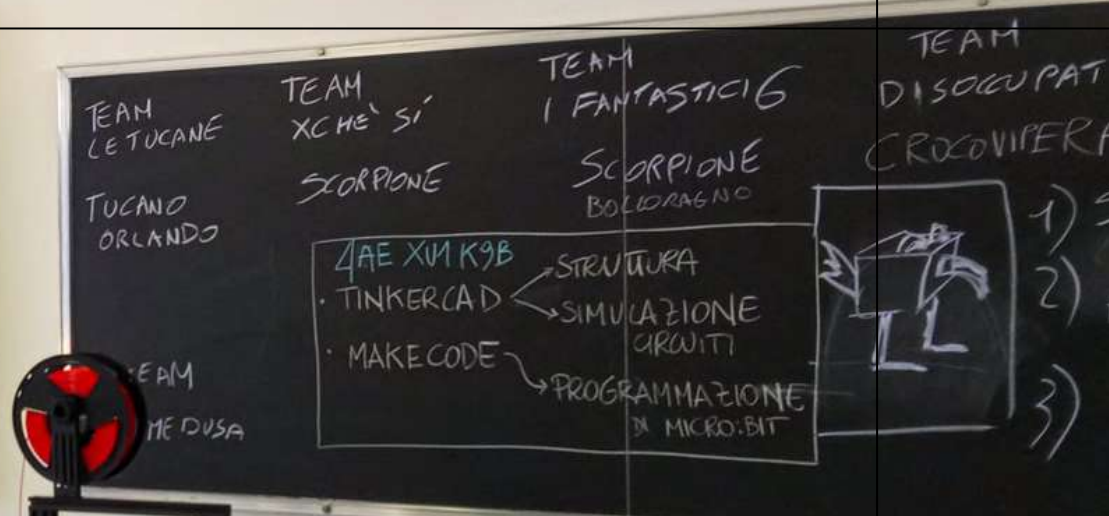
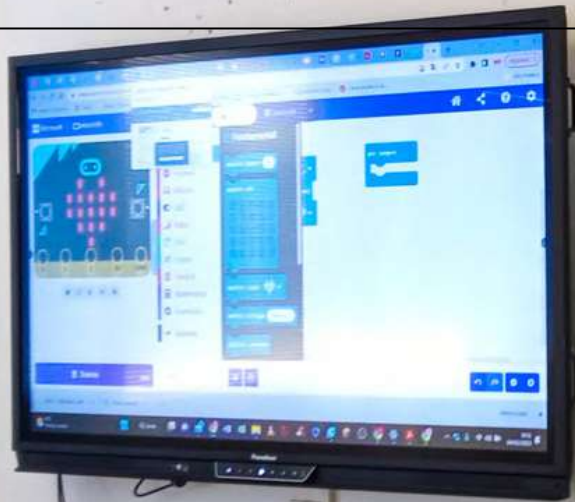
**Alla scoperta di
modellazione e
stampa 3D**





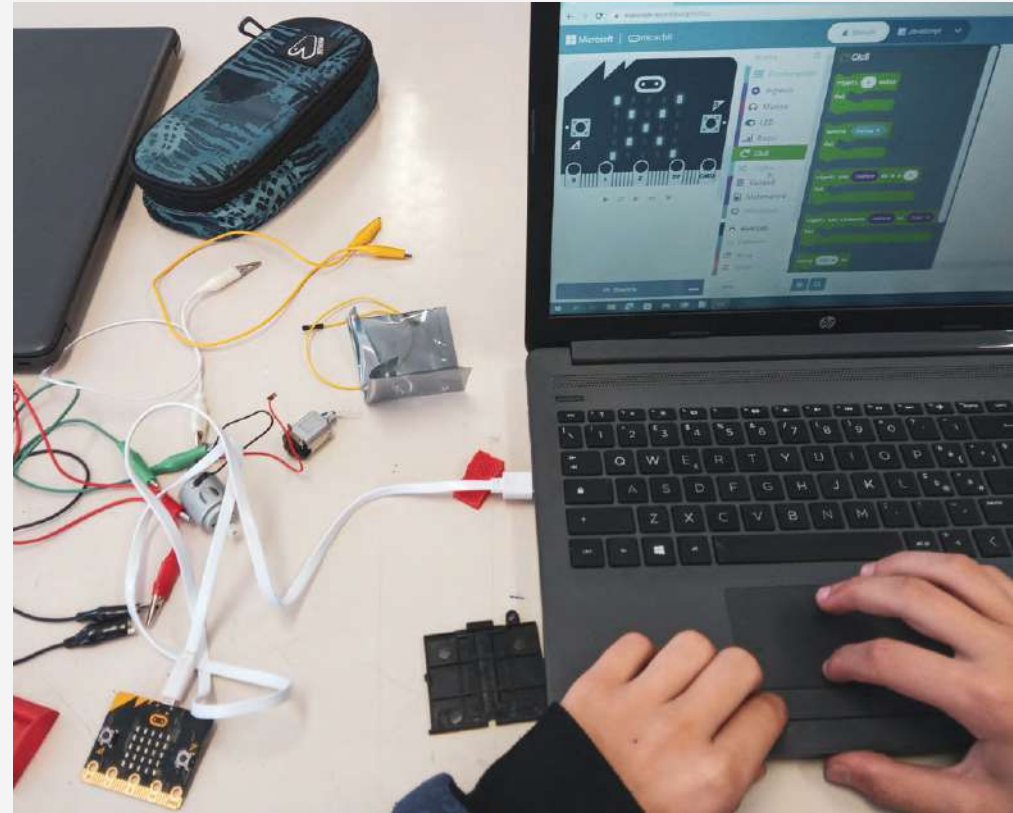
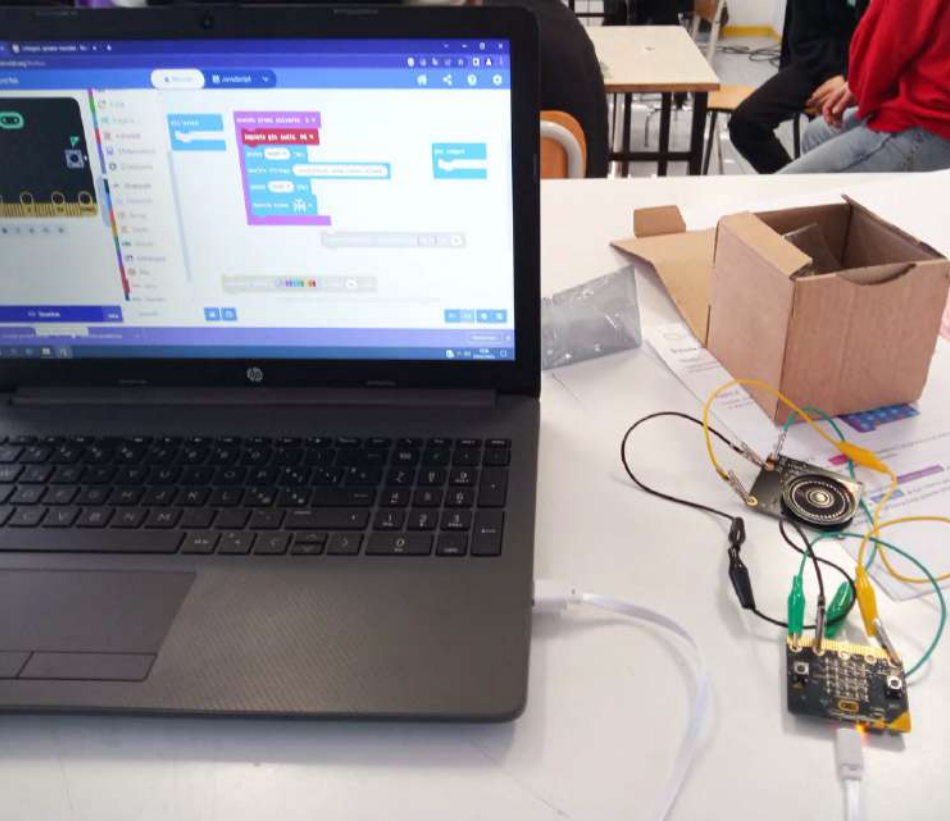


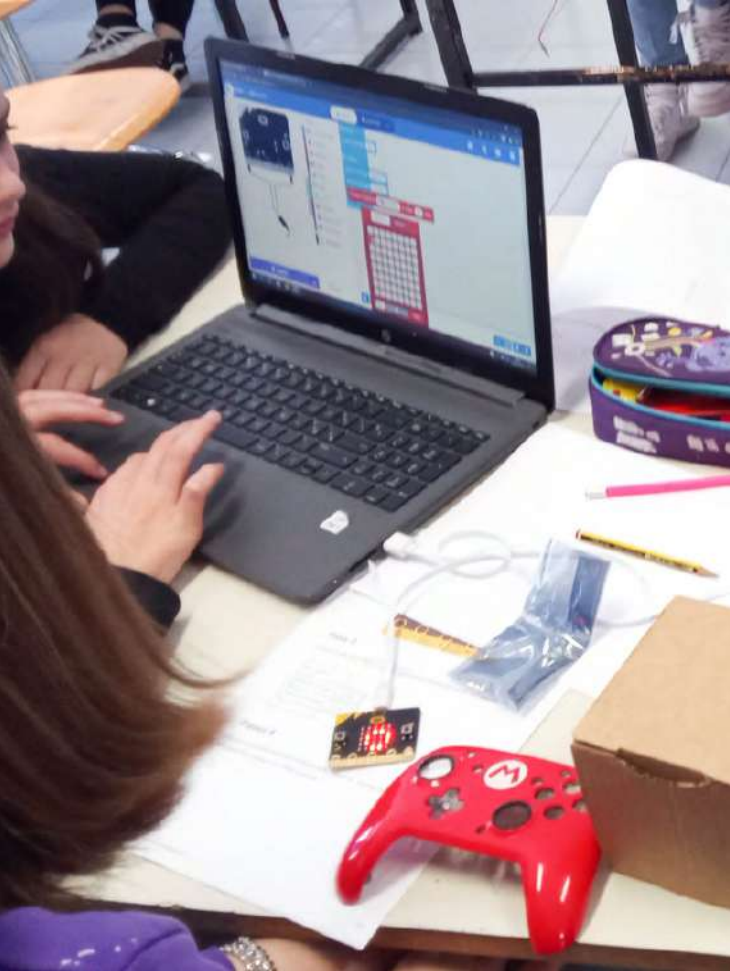


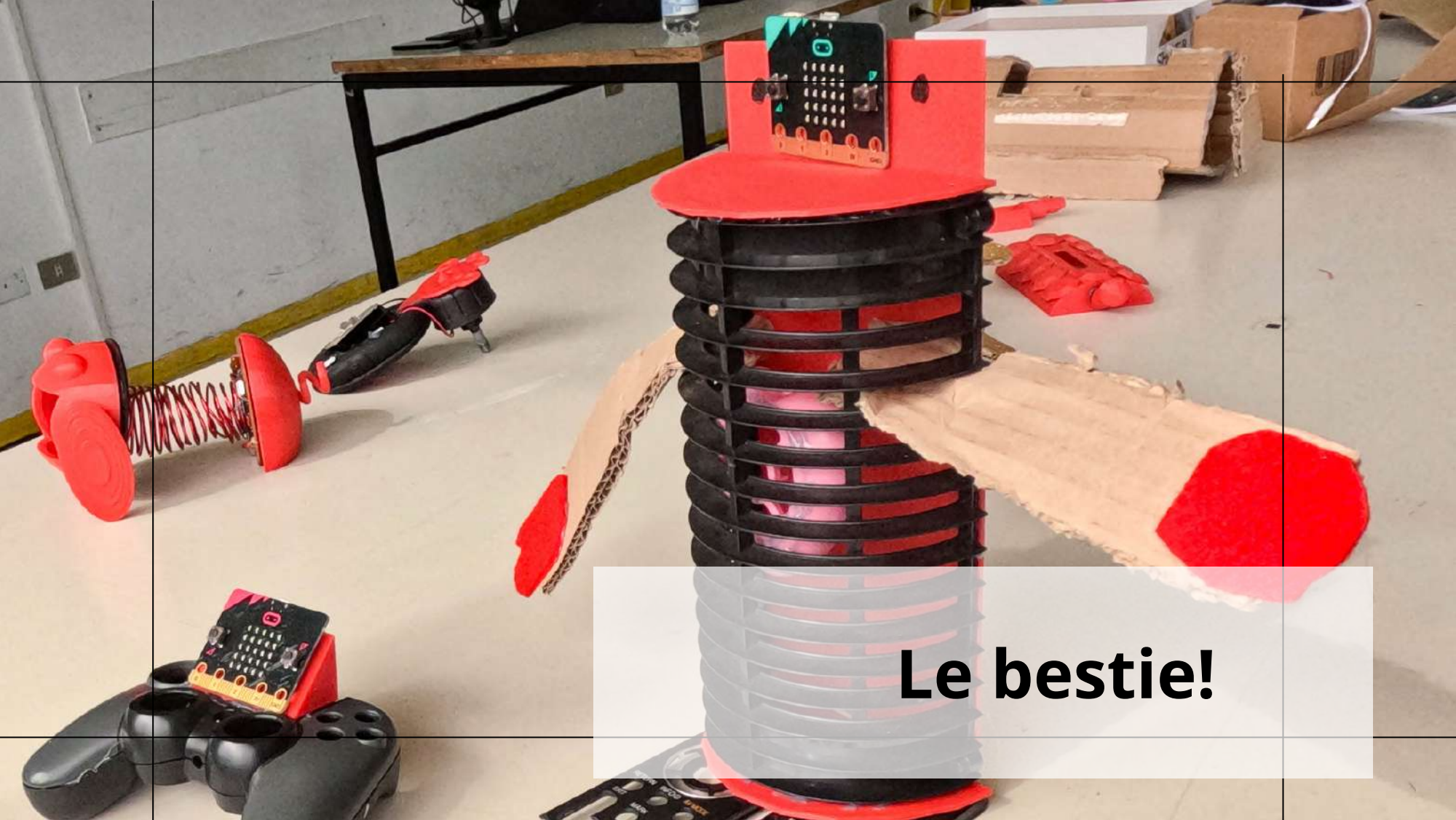


**Alla scoperta
della
programmazione**









Le bestie!

