PROJECT ERASMUS+ Y.E.S.

3d Company

*European countries: Poland-Spain-Turkey-Italy-Portugal

- *Company Sketch Up
- *Free Dimension Up-Mini Business Plan
- *Design Products
- *3d Print
- *Logo of Company
- *Charity Event
- *Use the Learning Apps
- * Eurogames
- *Dissemination of the results
- *Guide for migrant students



With Sketch up students have discovered all the tools they need to draw in 3D, analyze and improve the performance of forms, document and share ideas with others, all with the help of teachers who repeatedly have led the pupils to discover this graphics software that aroused enormous interest in them.

*Company Sketch Up



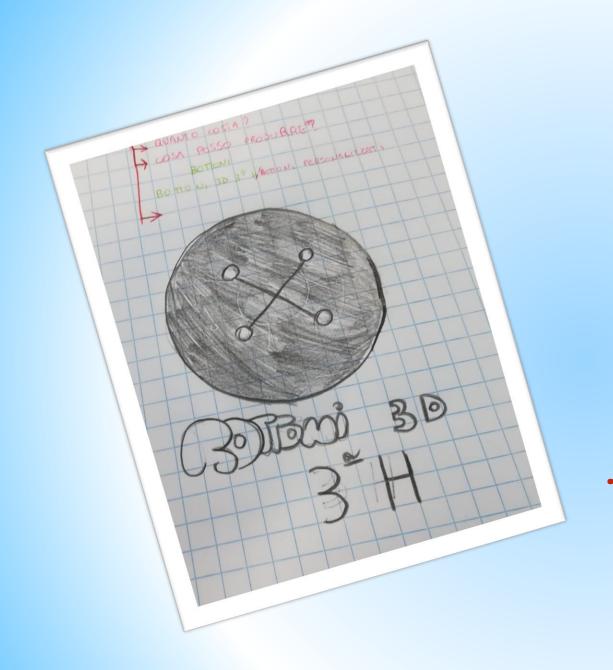
The pupils have designed the object in 3D format, then the PC has moved on to the object project (the button). Finally, we moved on to real production.

*Free Rimension Up



With the mini business plan, the students, assisted by the teachers, have experienced new situations with effective methods; finally they developed decision-making and relational skills. With the Learning-by doing you are actively passionate about developing technical and transversal skills.

*Mini Business Plan



Among all the design products, we have tried to focus attention on objects that are easy to produce and market; among all, it was decided to produce buttons.

*Design Products



After the design phase we moved on to the printing phase with a special printer. It was very nice for the students to see their project born.

*3d Print



The logo on which we worked tried to identify the identity of the company. We have moved on to choosing, designing, customizing and printing.

*Logo of Company



In the event an attempt was made to promote the marketing of the product, so that it was viewed and eventually purchased by hypothetical customers.

*Charity Event



The students experimented with this new interactive environment, which they used as a playful-formative process.

*Use the Learning Apps



*The boys have been engaged in a selection of smarts games, selected by the various European partners. it was an important test and a way to learn about games widespread in different countries.

*Eurogames



After producing the object with the 3D printer, the pupils prepared everything for sale. First the bags were prepared for sale, then we went to a haberdashery and simulated the sale of the buttons, to the amazement of the customers of the store.

*Pissemination



A simply guide for introduce the Sicily to a children of different euopeans countries.

The typicals sicilian jobs (like pasta-makers, fisherman, ceramist...) are illustrated and explained to show the cultural richness of our region.

*Guide for migrant students