

XIV Campus Infantil de Software Libre 2021



Para niños y niñas de 9 a 14 años
<http://campusinfantils.gr.es>

ALEVINES 1

Día 1



Web quest



Presentaciones

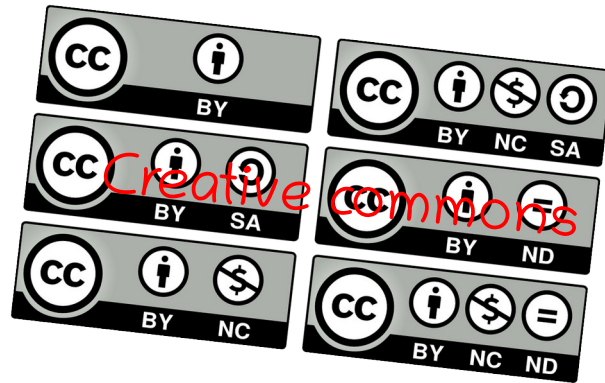


Camiseta+Boligrafo+
Libreta

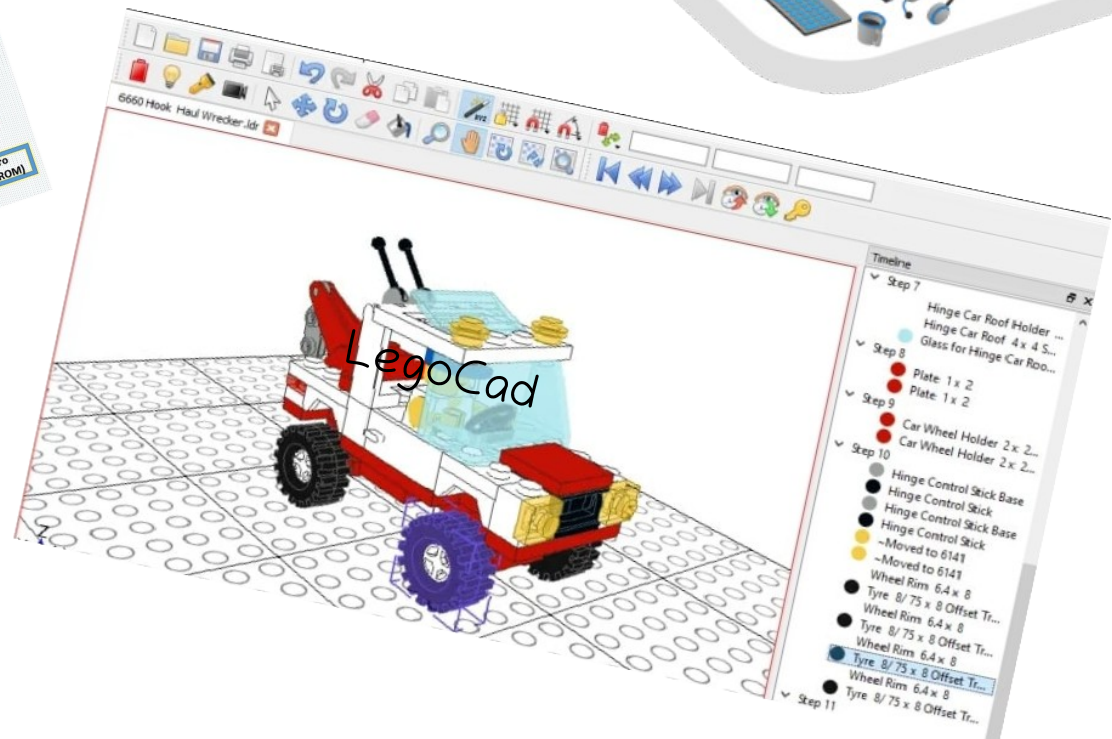


Comandos para la
terminal

Día 2



Día 3



Día 4

SCRATCH



Juego se Simon
con Scratch



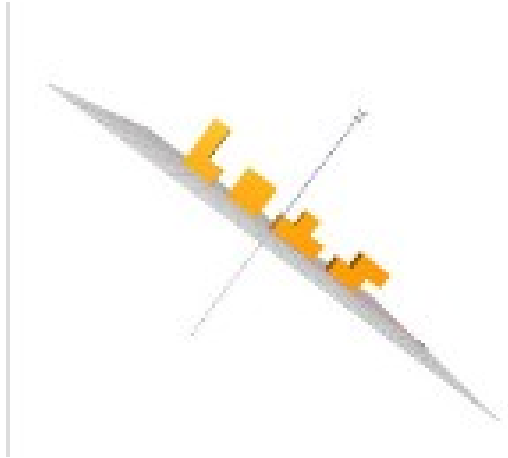
Logos con python 3



Día 5



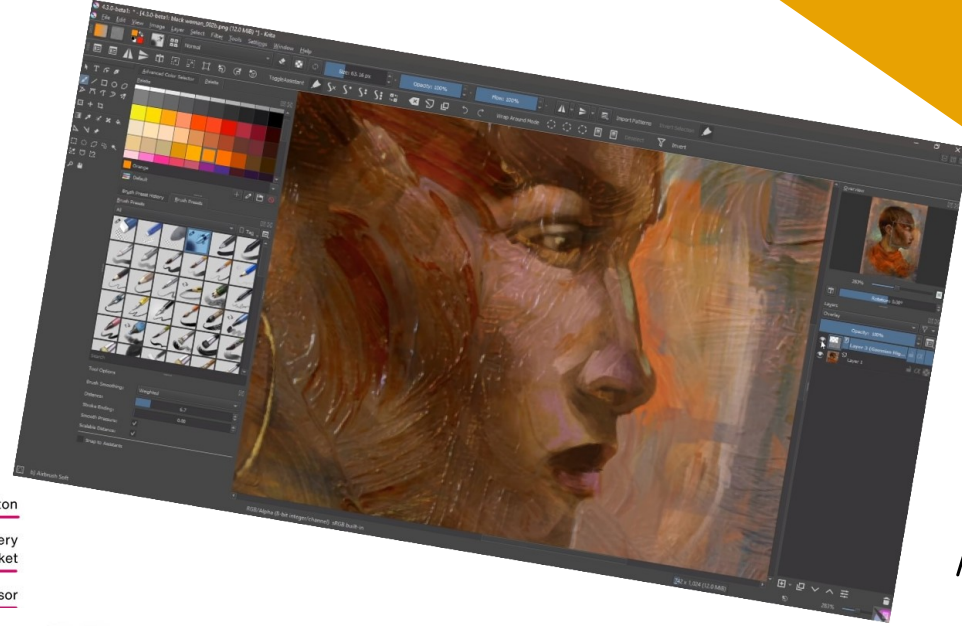
Mando para jugar video juegos



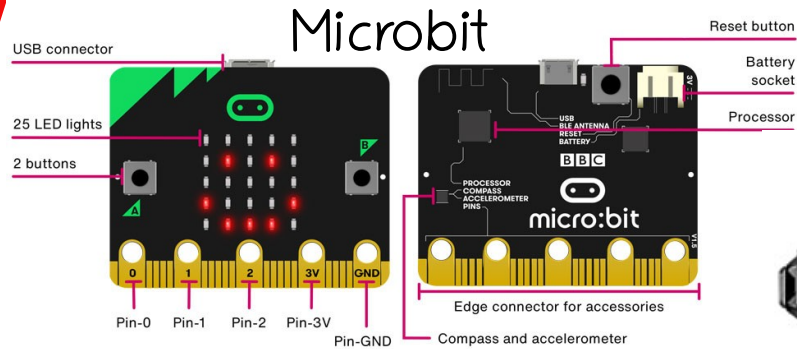
Figuras con BlocksCad



Día 6



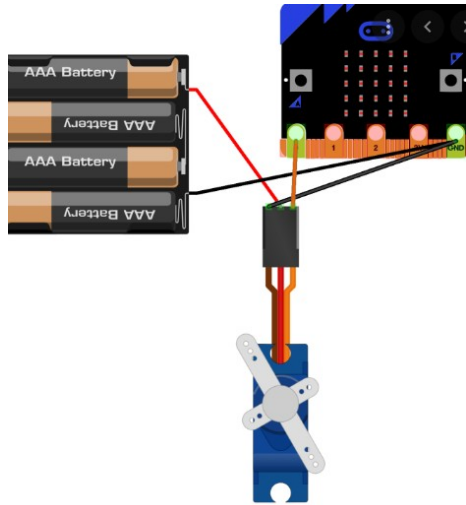
Krita



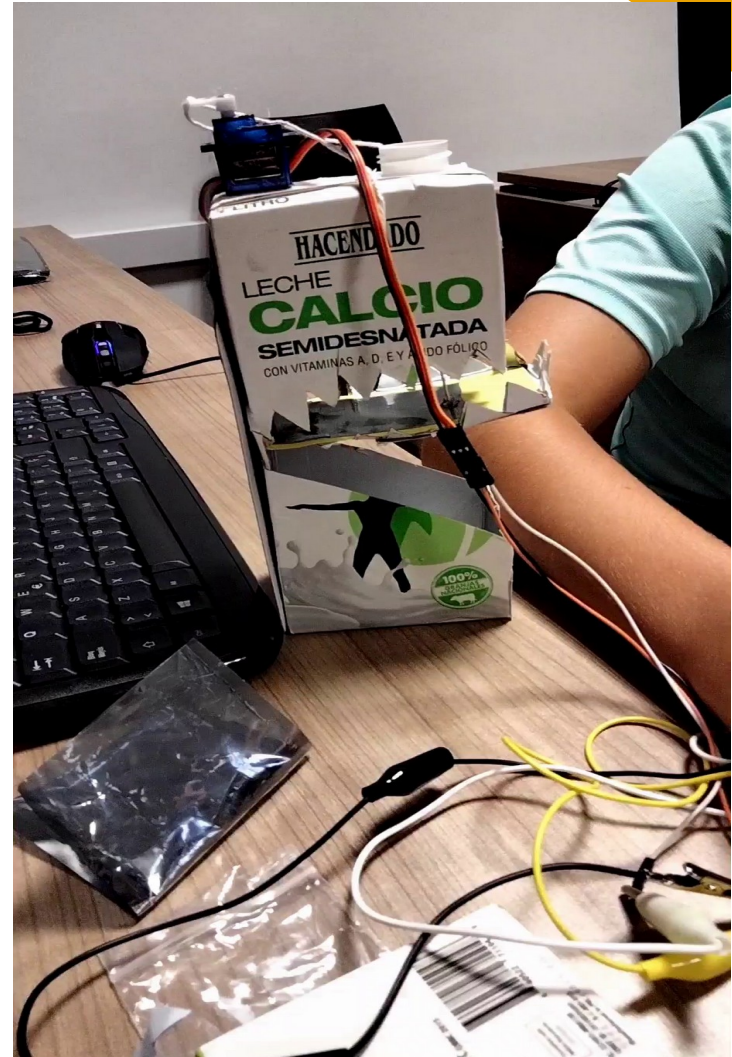
Impresora 3D



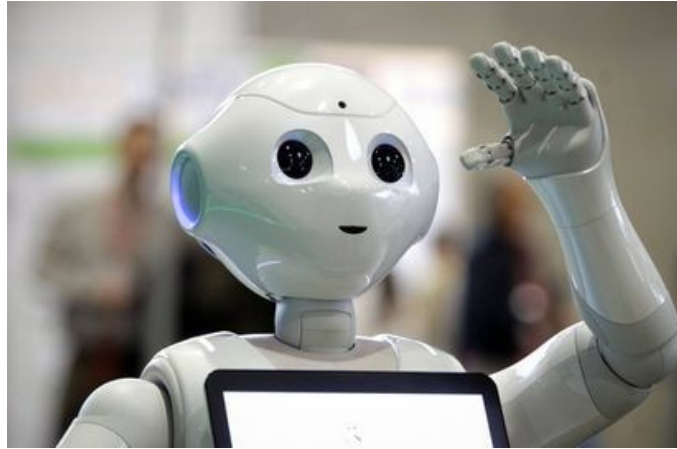
Día 7



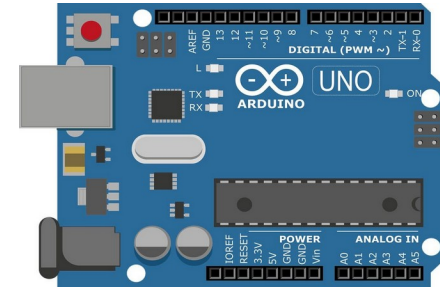
Monstruo
Robótico



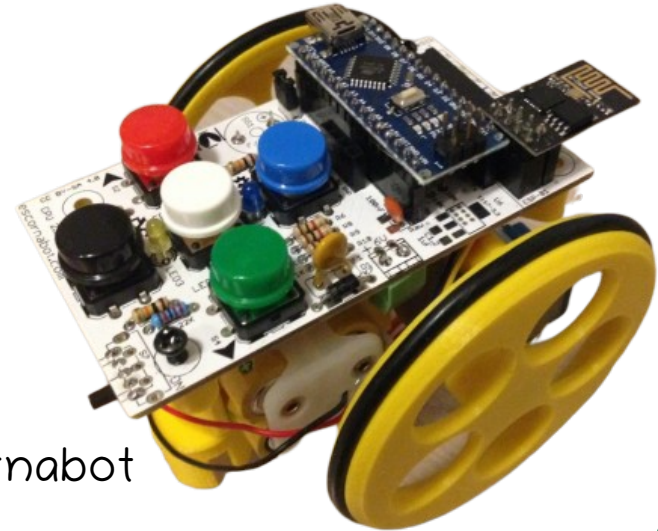
Día 8



Robot, robótica y
humanoides



Arduino



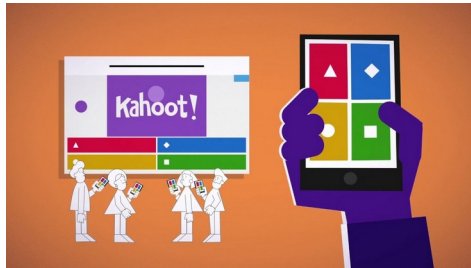
Escornabot

Día 9

App Inventor



MIT APP INVENTOR



kahoot

```
when RedButton Click
do set DrawingCanvas PaintColor to red

when BlueButton Click
do set DrawingCanvas PaintColor to blue

when GreenButton Click
do set DrawingCanvas PaintColor to green

when ButtonWipe Click
do call DrawingCanvas Clear

initialize global small to 2
initialize global big to 3
initialize global dotsize to 2

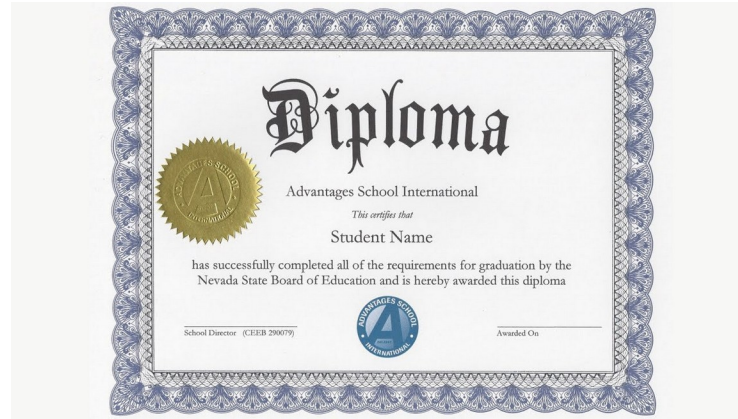
when ButtonBig Click
do set global dotsize to get global big

when ButtonSmall Click
do set global dotsize to get global small

when DrawingCanvas Touched
do call DrawingCanvas DrawCircle
   centerX get centerX
   centerY get centerY
   radius get global dotsize
   fill true

when DrawingCanvas Dragged
startX startX startY startY prevX prevX prevY prevY currentX currentX currentY currentY draggedAnySprite
do call DrawingCanvas DrawLine
   x1 get prevX
   y1 get prevY
   x2 get currentX
   y2 get currentY
```

Día 10



FIN

