



inventura

a aventura de inventar

What is Inventura?

INVENTURA is an interdisciplinary and curricular pedagogical program, with activity books and an online accompaniment platform for students from the 4th to the 9th year of Primary Education.



What is the content of Inventura?

EDUCATION 4.0, MAKER AND STEAM!

Inventura is a pedagogical program that focuses on Education 4.0 and manages to achieve this task with five main pillars :

- 1. Maker Culture**
- 2. Creativity and innovation**
- 3. Project learning**
- 4. Computational thinking**
- 5. Problem resolution**



Progressive Methodology

Through the 4 different levels, students have an experience of continuous growth, resulting in a large accumulation of learning through the most varied activities.



What does the Inventura bring?

**Online
platform**

BBC micro:bit

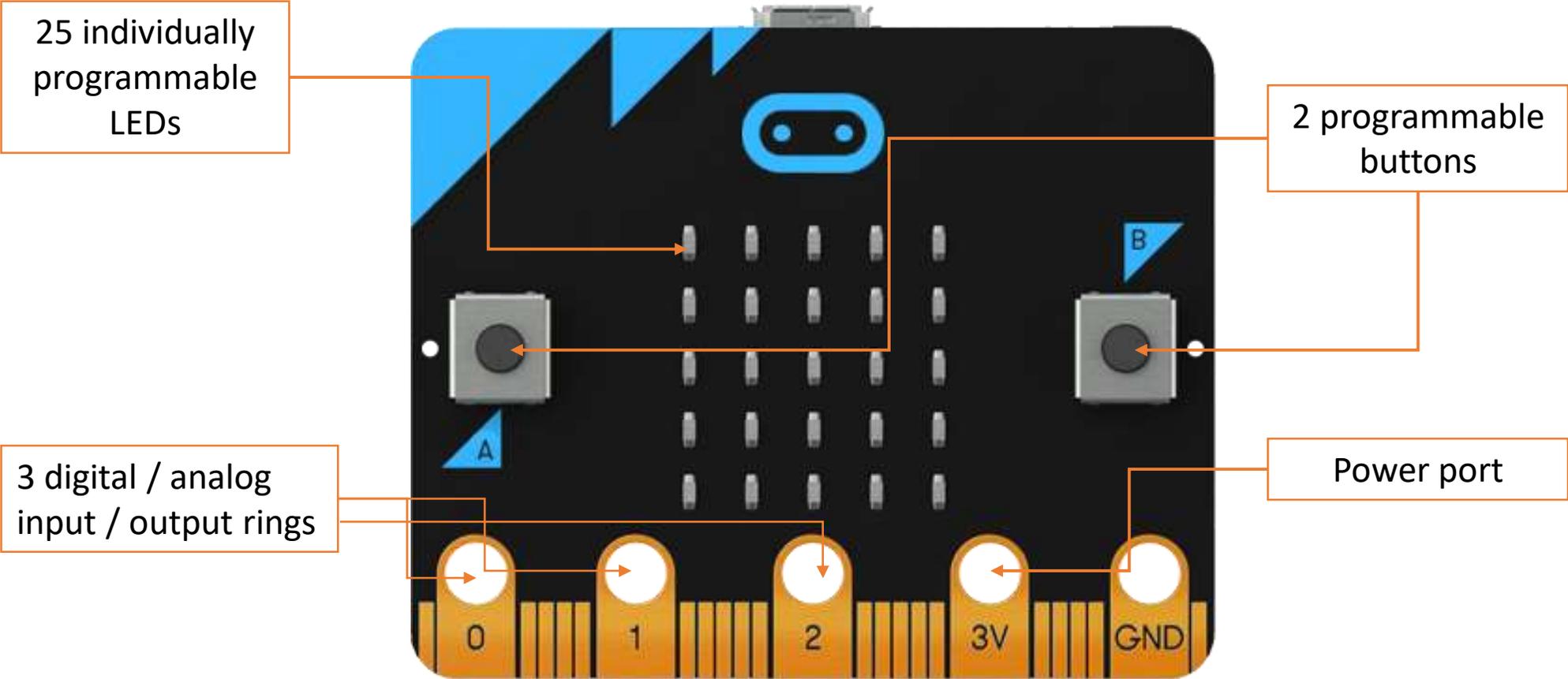
**Student's
book**

**Teacher's
guide**

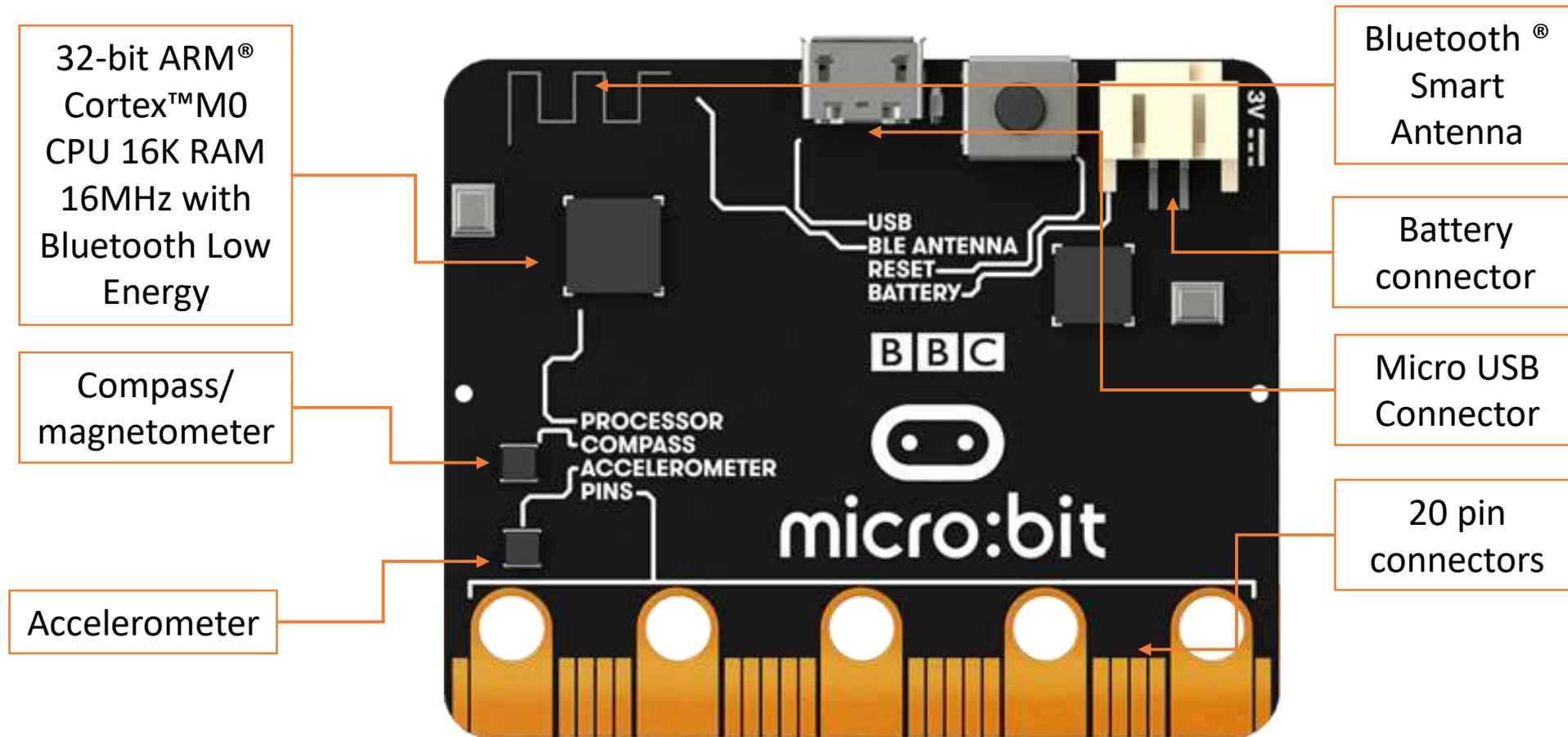
**Programming
platform**

**Program's
App**

Get to know your micro:bit



Get to know your micro:bit



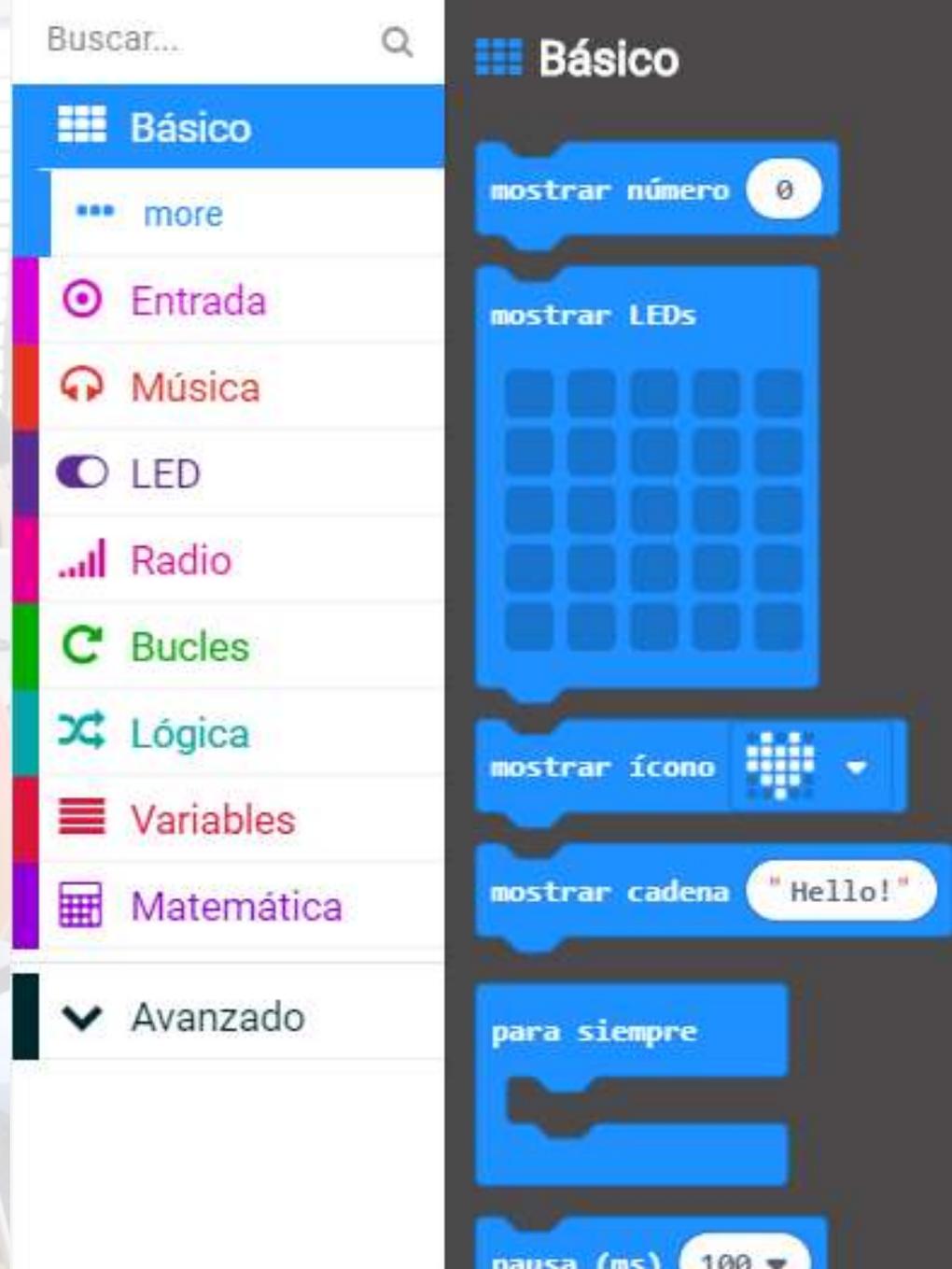
What is the online platform of Inventura?

The online platform of Inventura gives total support to students and teachers. At the platform students can register activities, content, use additional links, videos and more, as support material. The teacher can evaluate students, in addition to receiving reports on the progress of their activities.



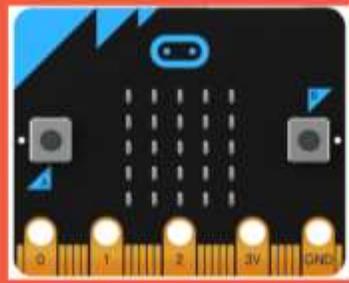
What is the programming platform?

Microsoft MakeCode is a free and open source platform for the creation of immersive computing science learning experiences that support a progression path to real-world programming.



Is the Inventura curricular or extracurricular?

The Inventura is curricular, and counts on weekly activities, so that it can be easily inserted in the scholar calendar grid. The program can enter the space of the laboratory and computer class, and depending on the school can enter the space of flexible classes, such as physical education.



Education 4.0 Program Explorer

