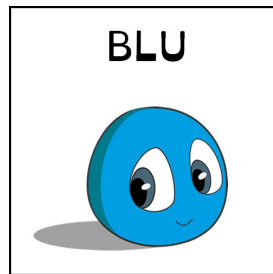
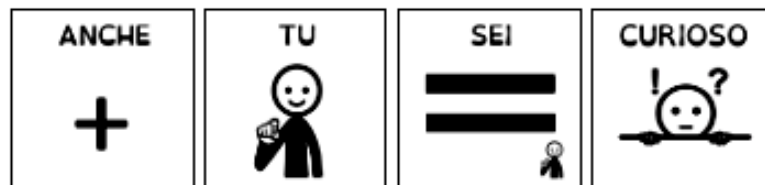
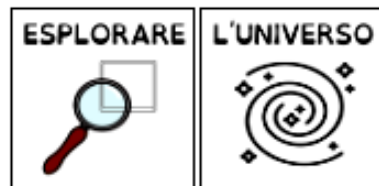
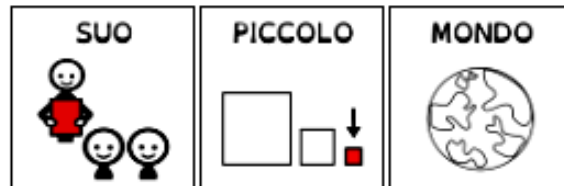
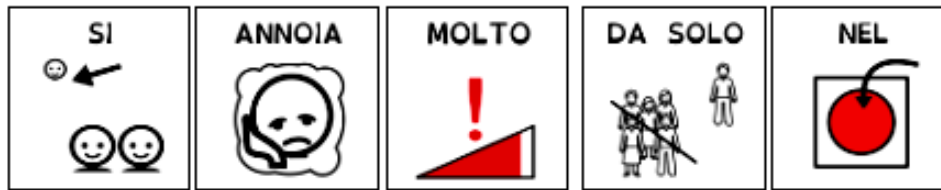


Le avventure di Blu

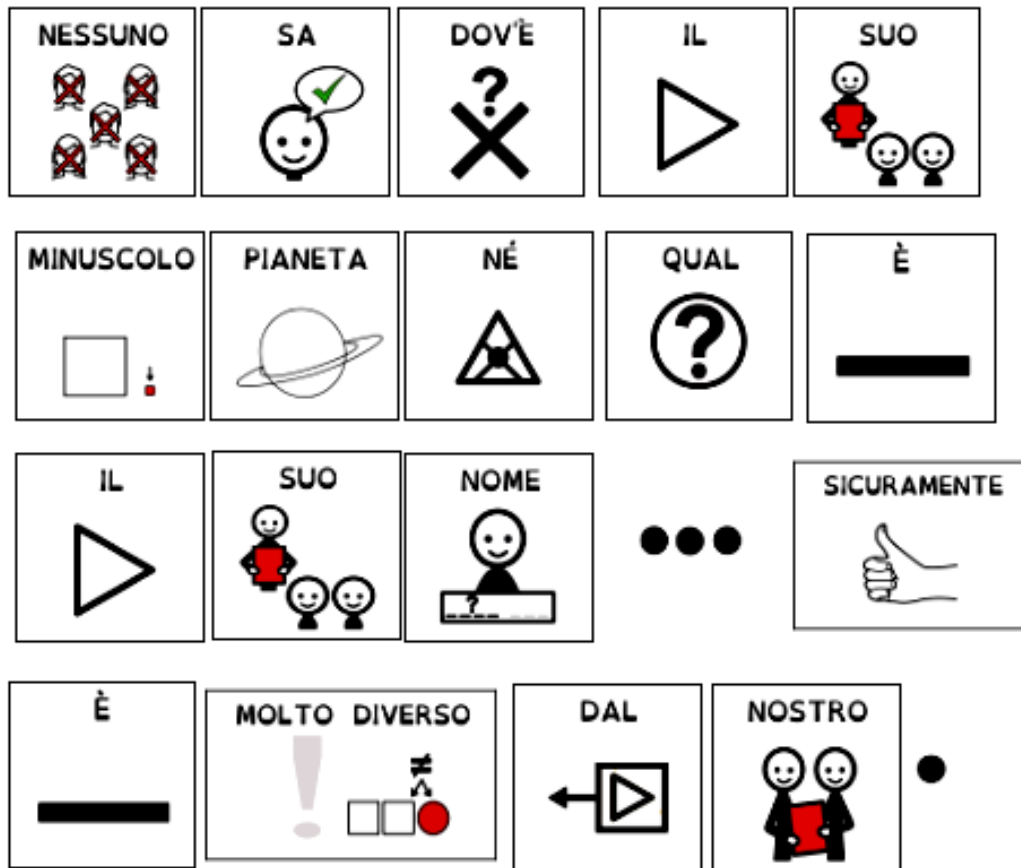


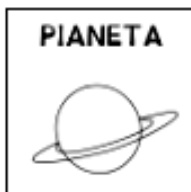
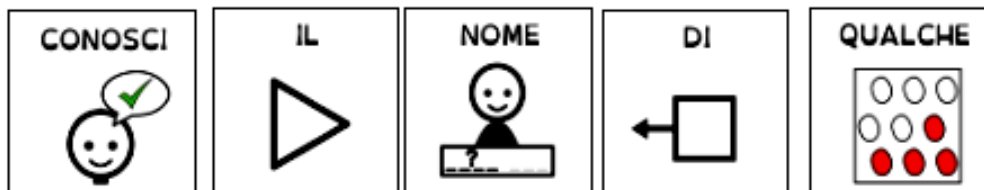
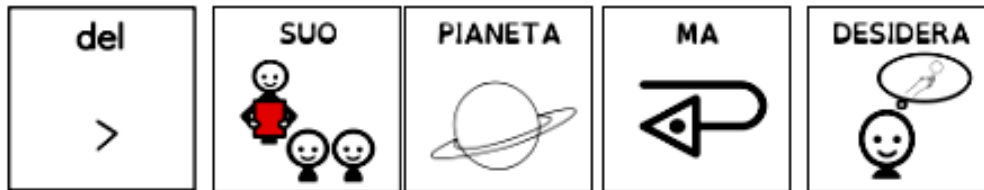




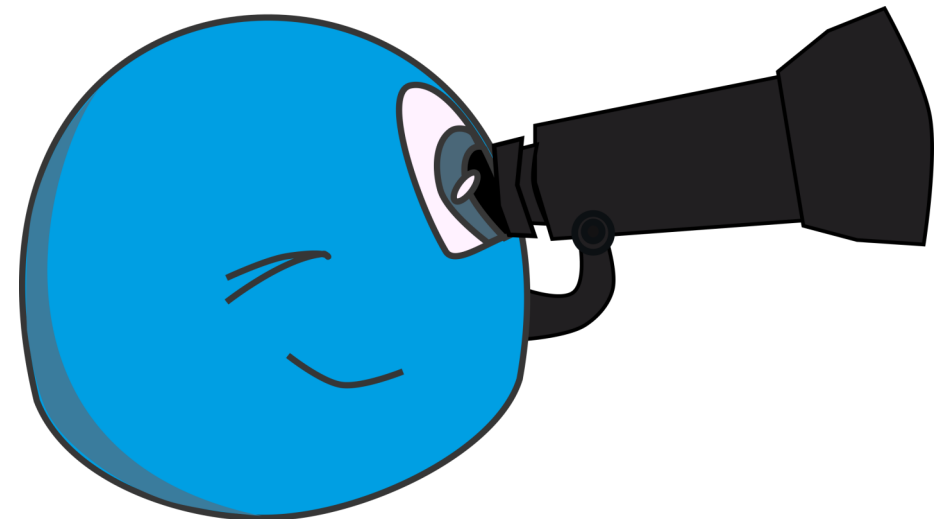
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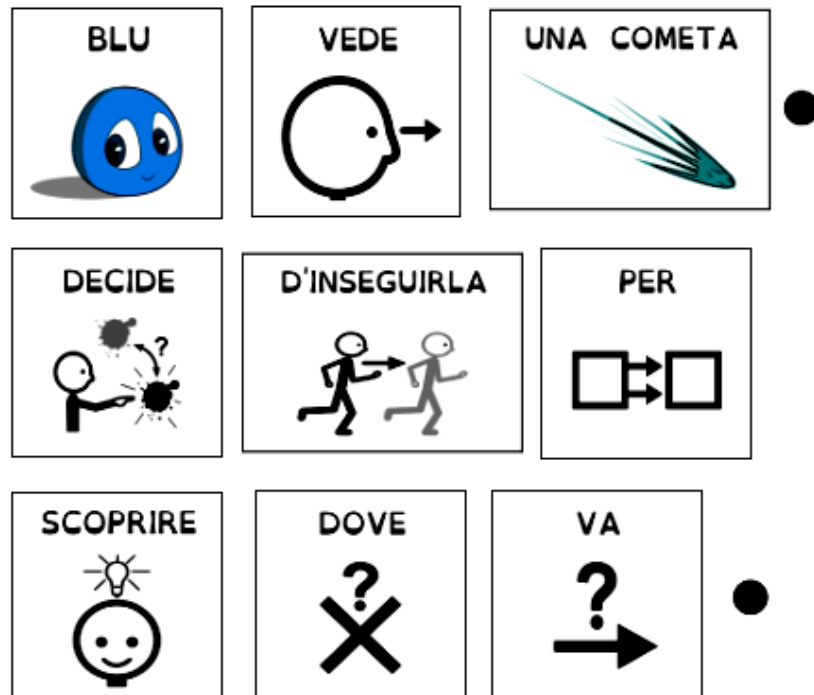


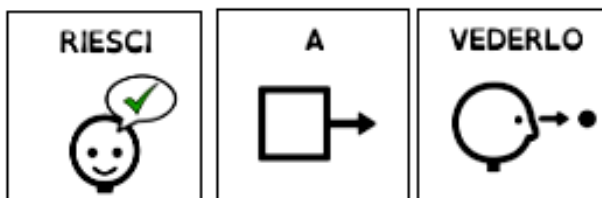
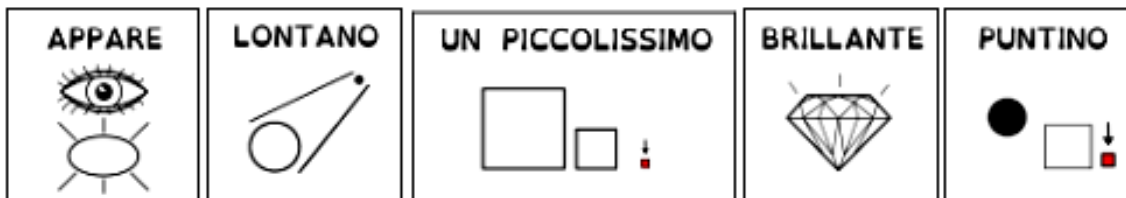
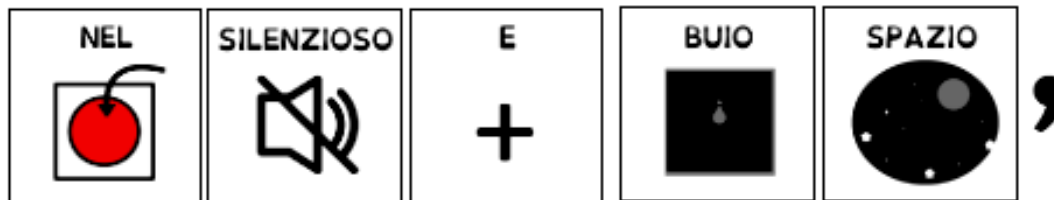




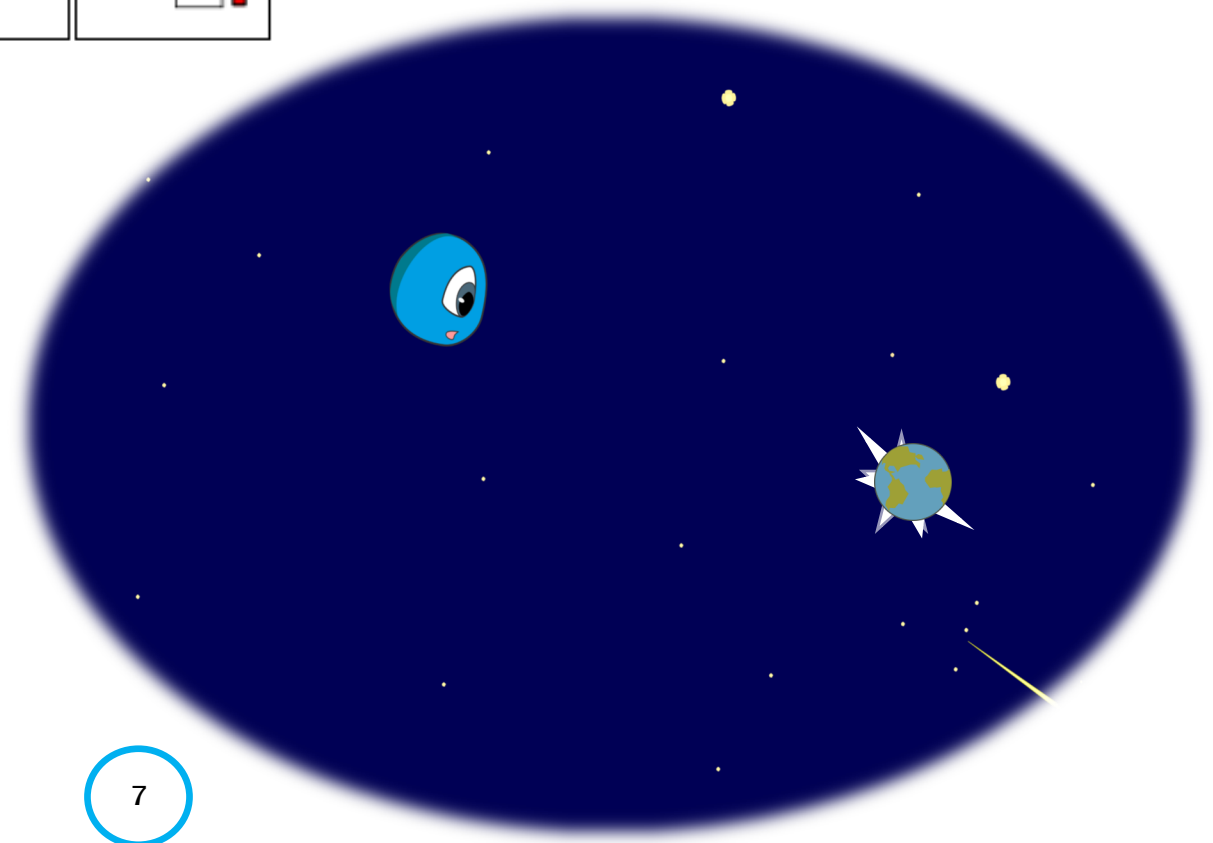
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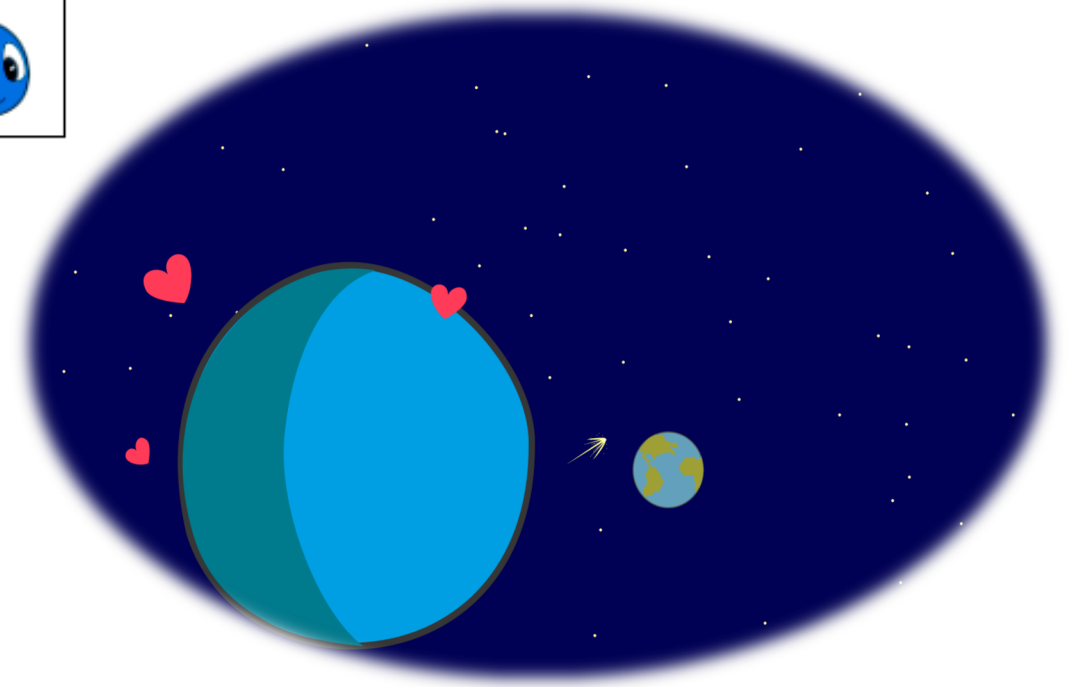
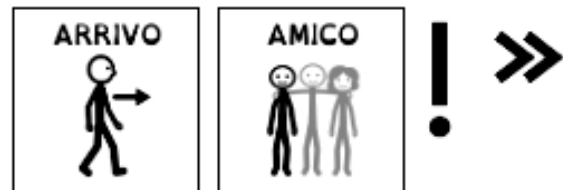
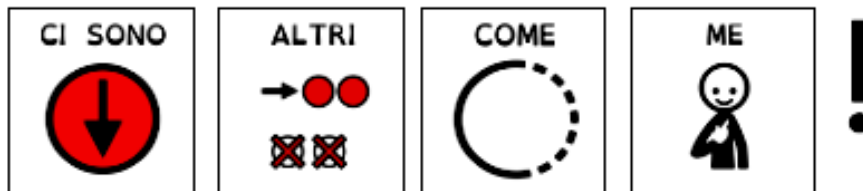
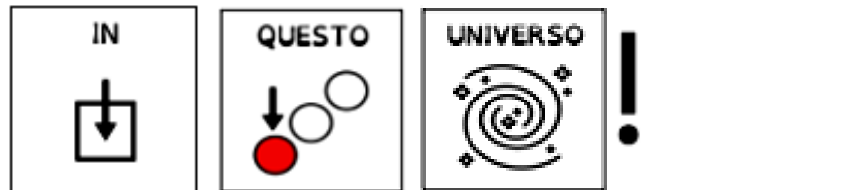
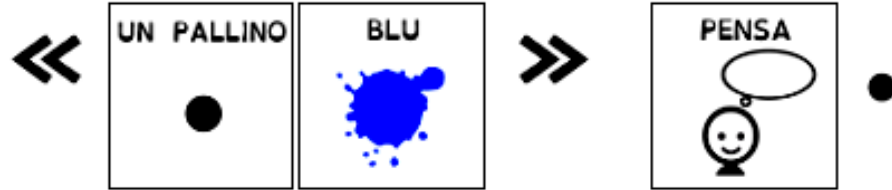


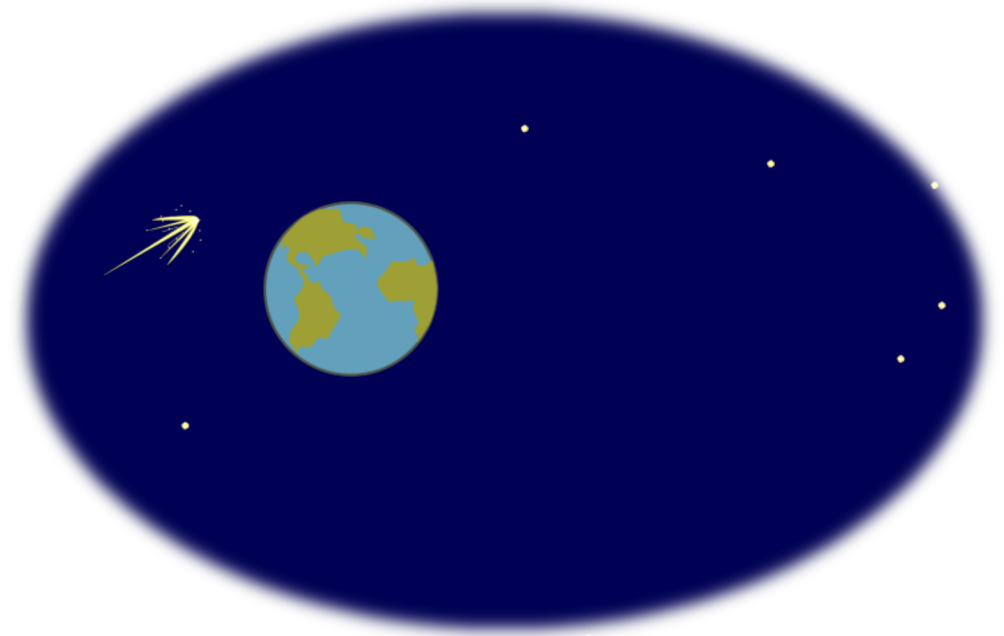
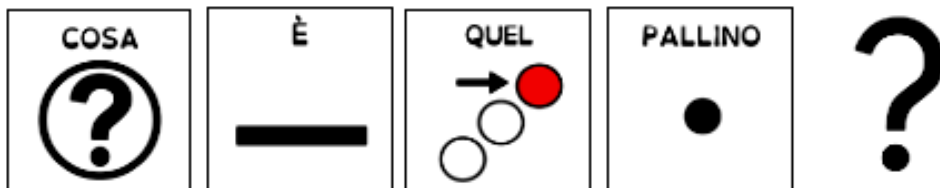
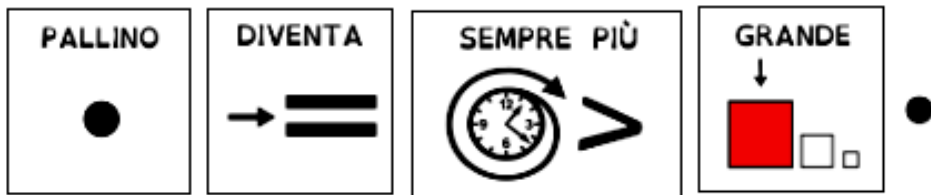
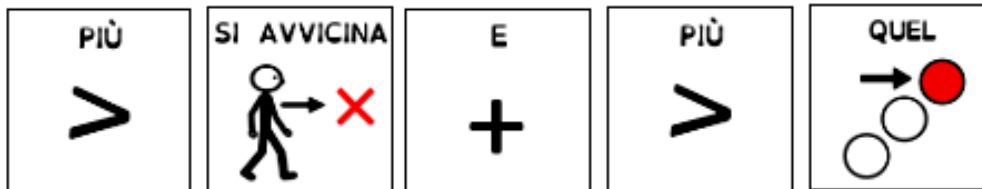
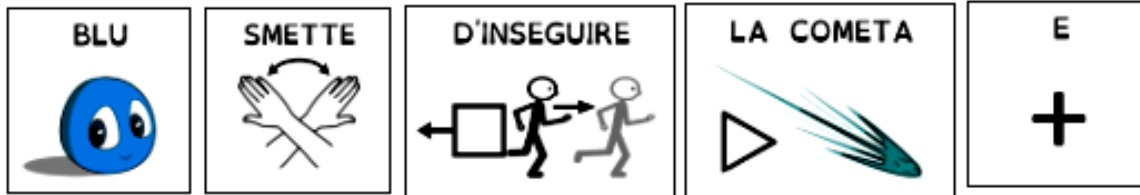


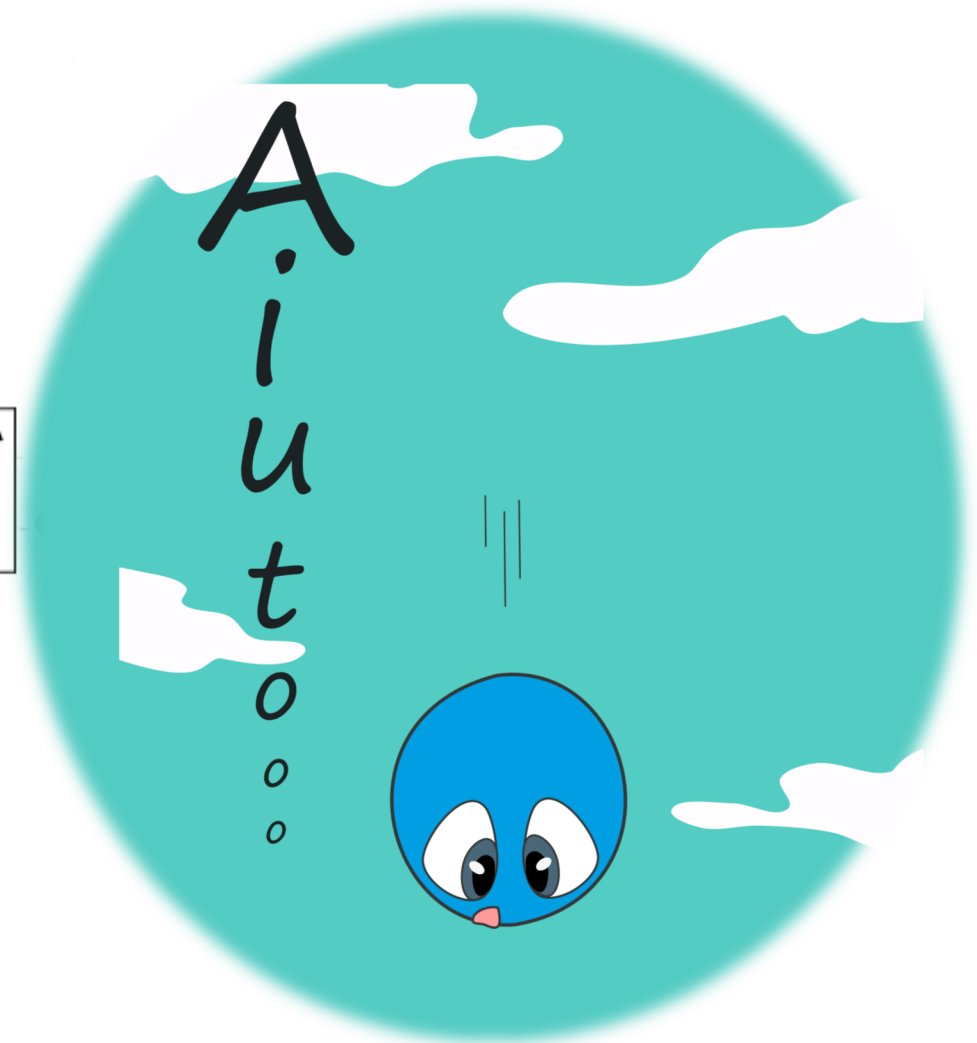
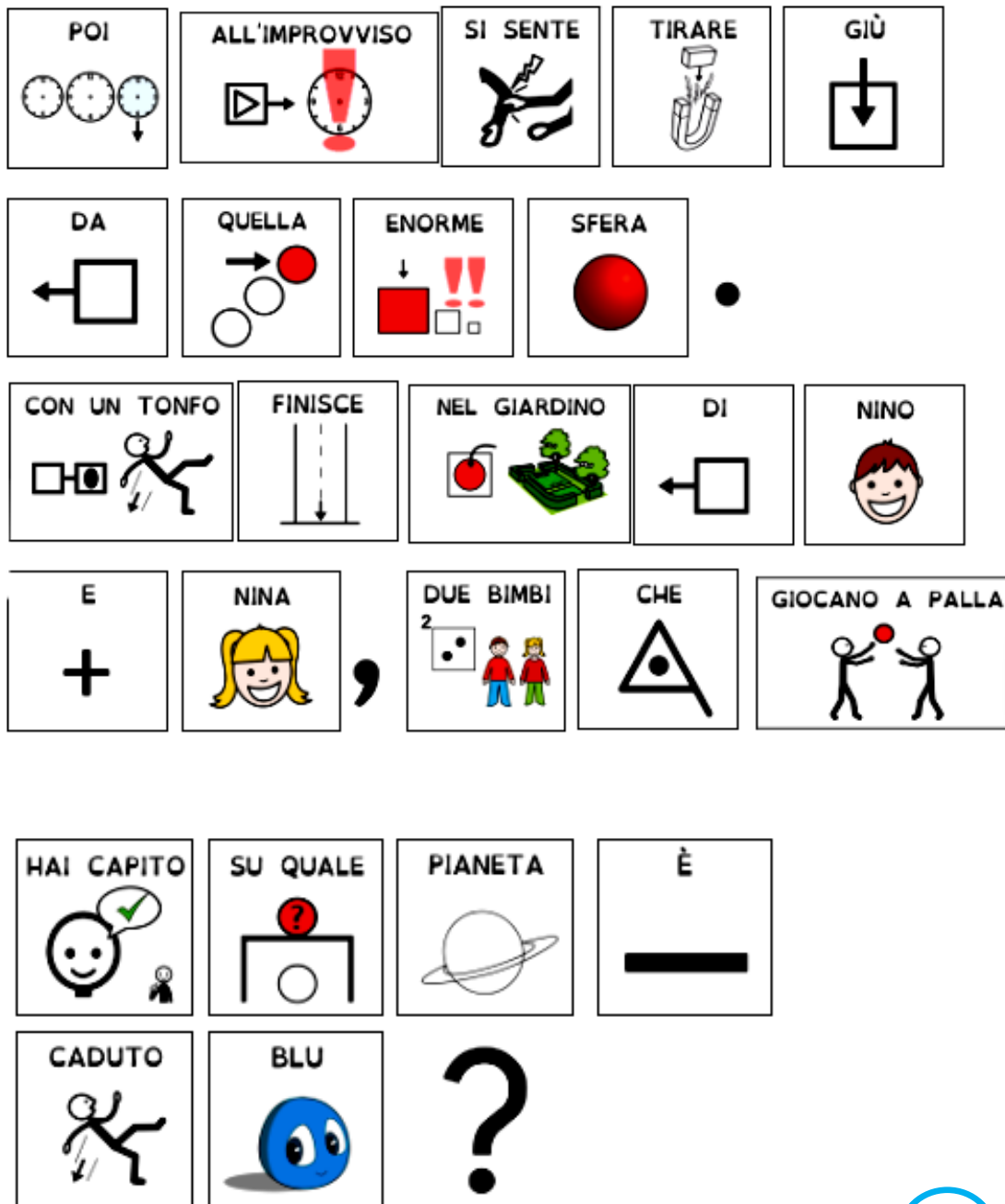




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NINO 	LANCIA 	LA PALLA 	LONTANO 	E +
NINA 	CORRE 	A 	PRENDERLA 	•
CERCA 	LA PALLA 	DIETRO 	IL CESPUGLIO 	E +
APPENA 	LA TROVA 	LA RILANCIA 	E +	...



...

LA PALLA



INCREDIBILMENTE



INIZIA



A GRIDARE



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NINA



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SPAVENTATI



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GRIDA



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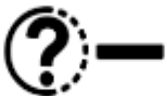


SI LAMENTA



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COM'È

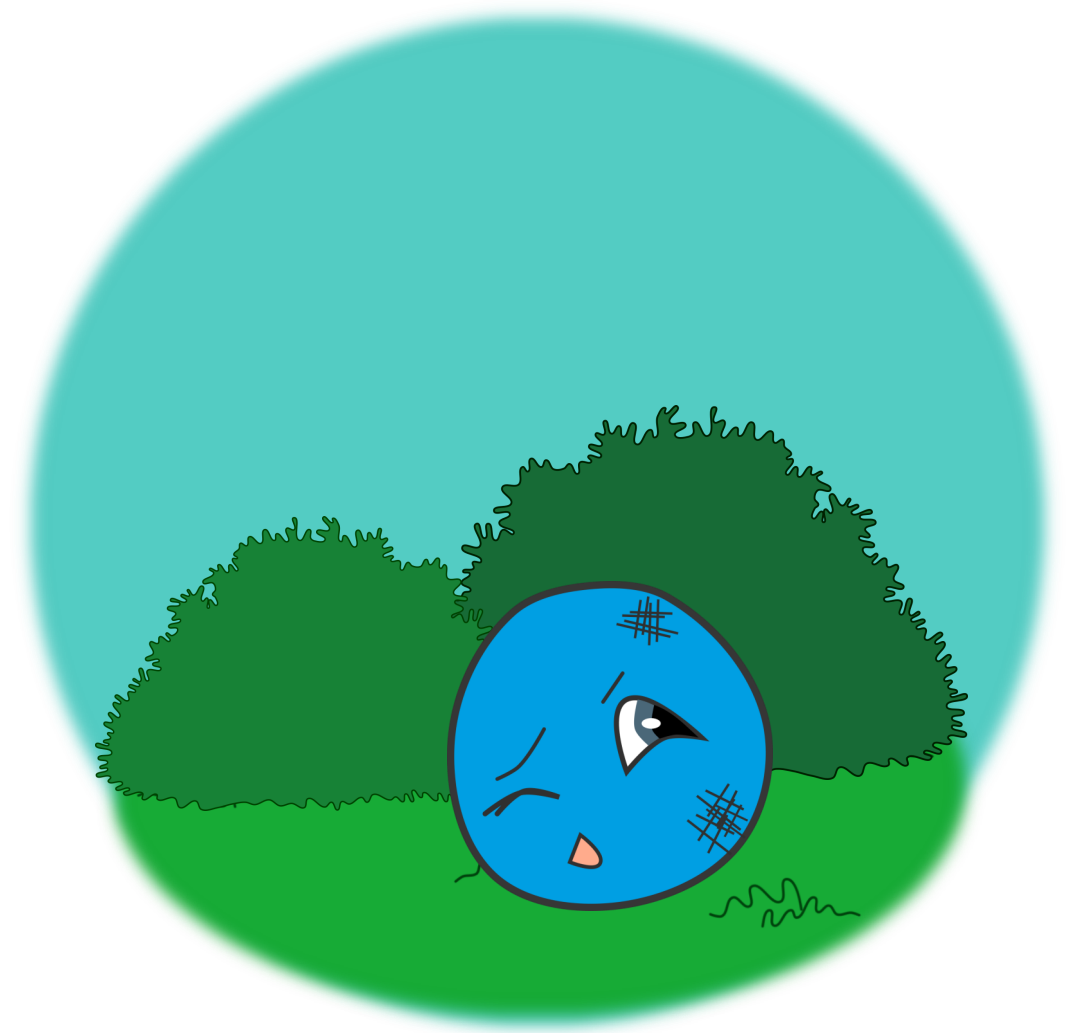
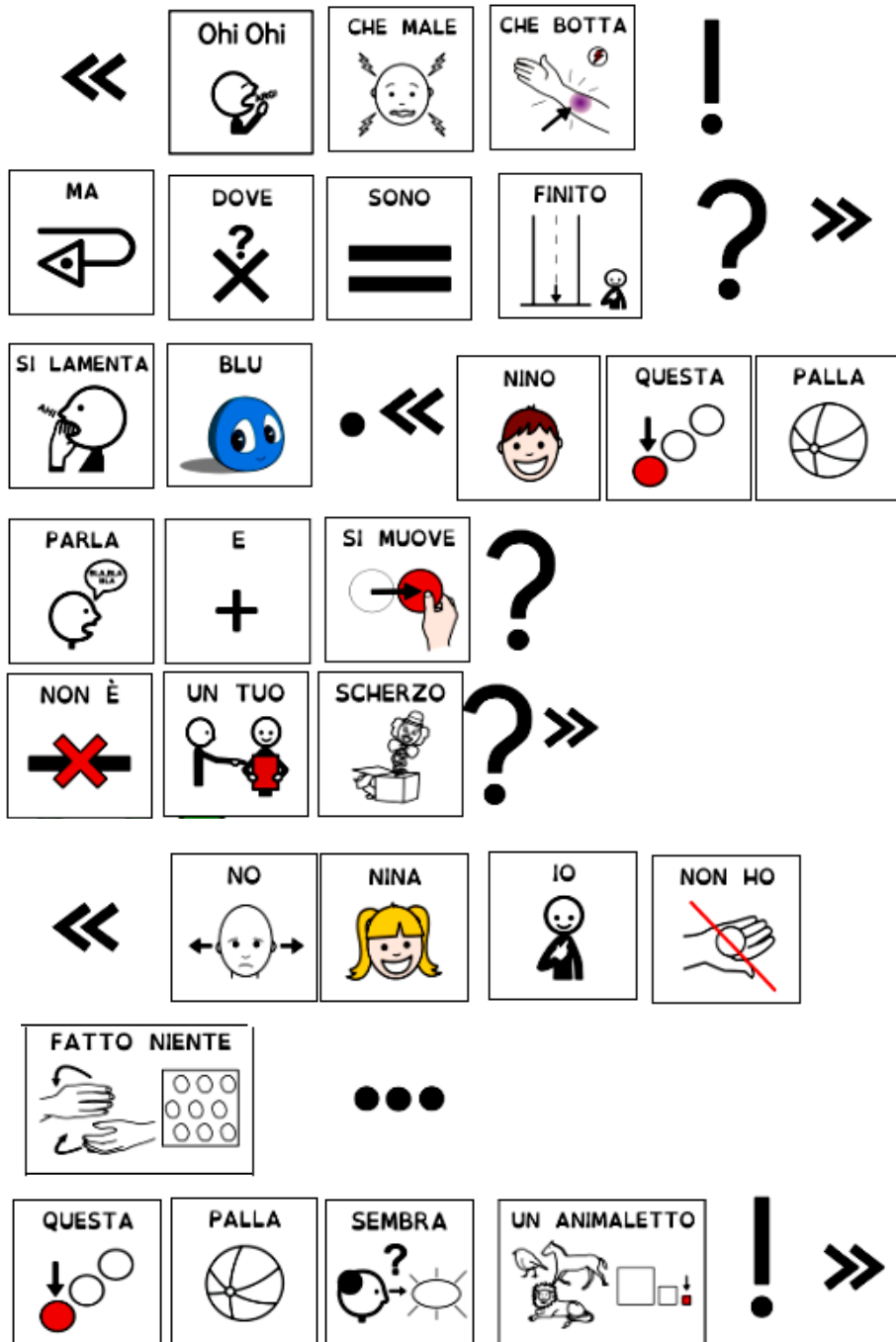


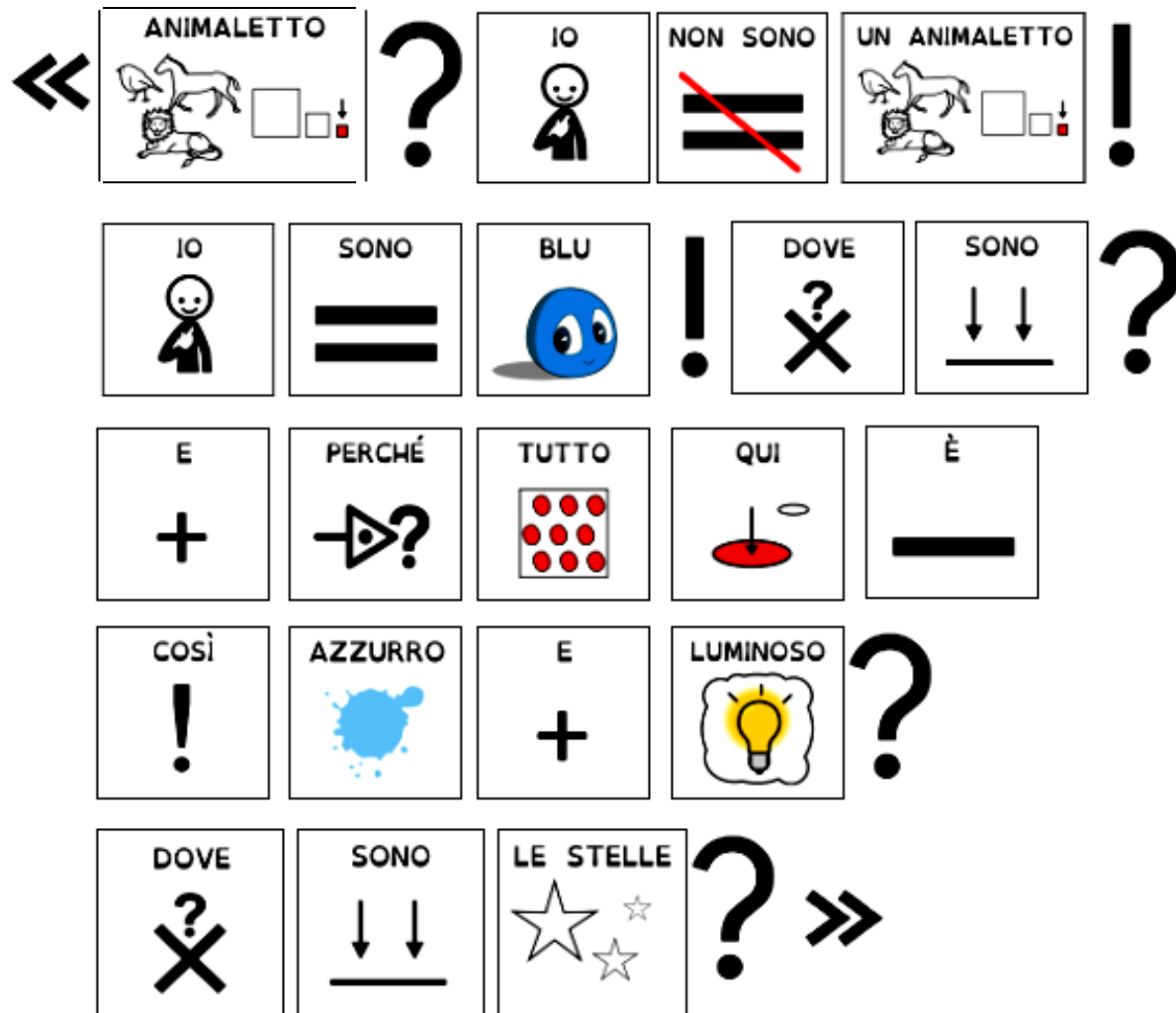
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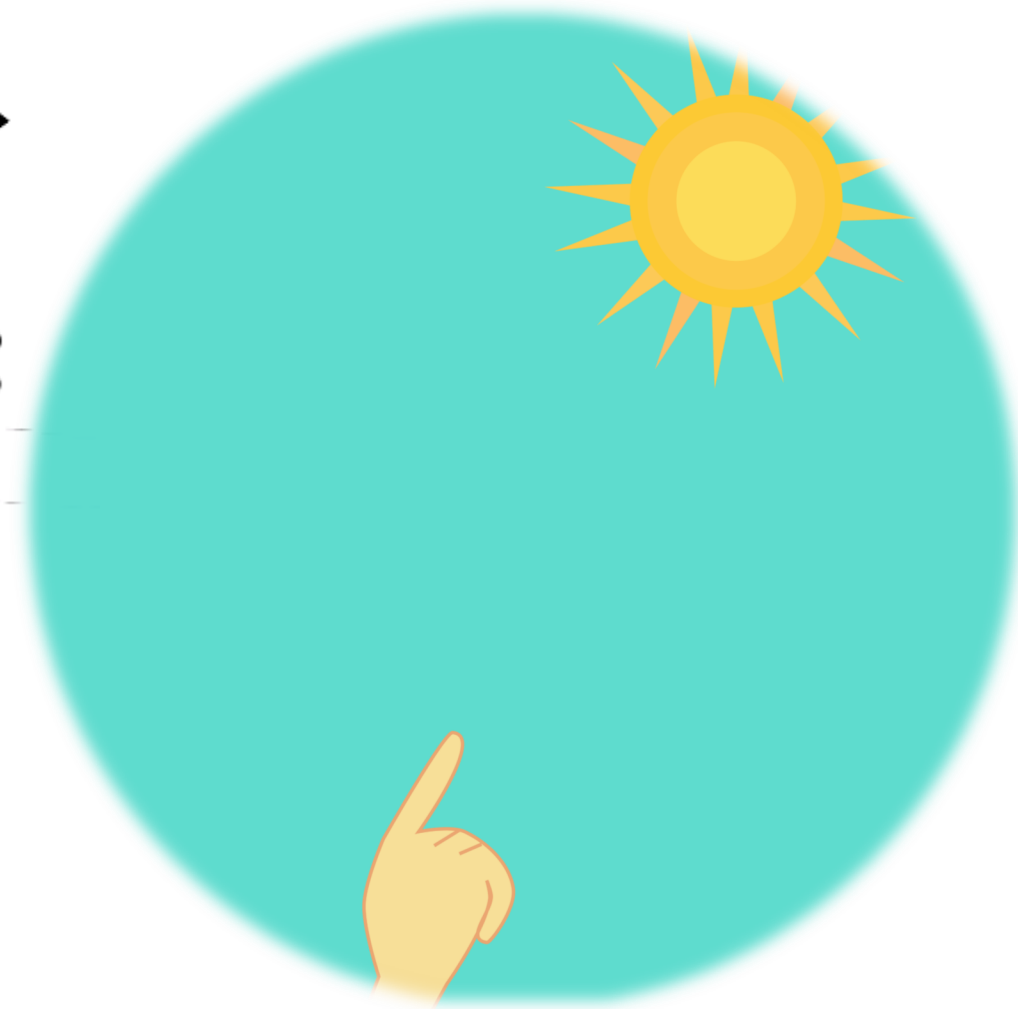
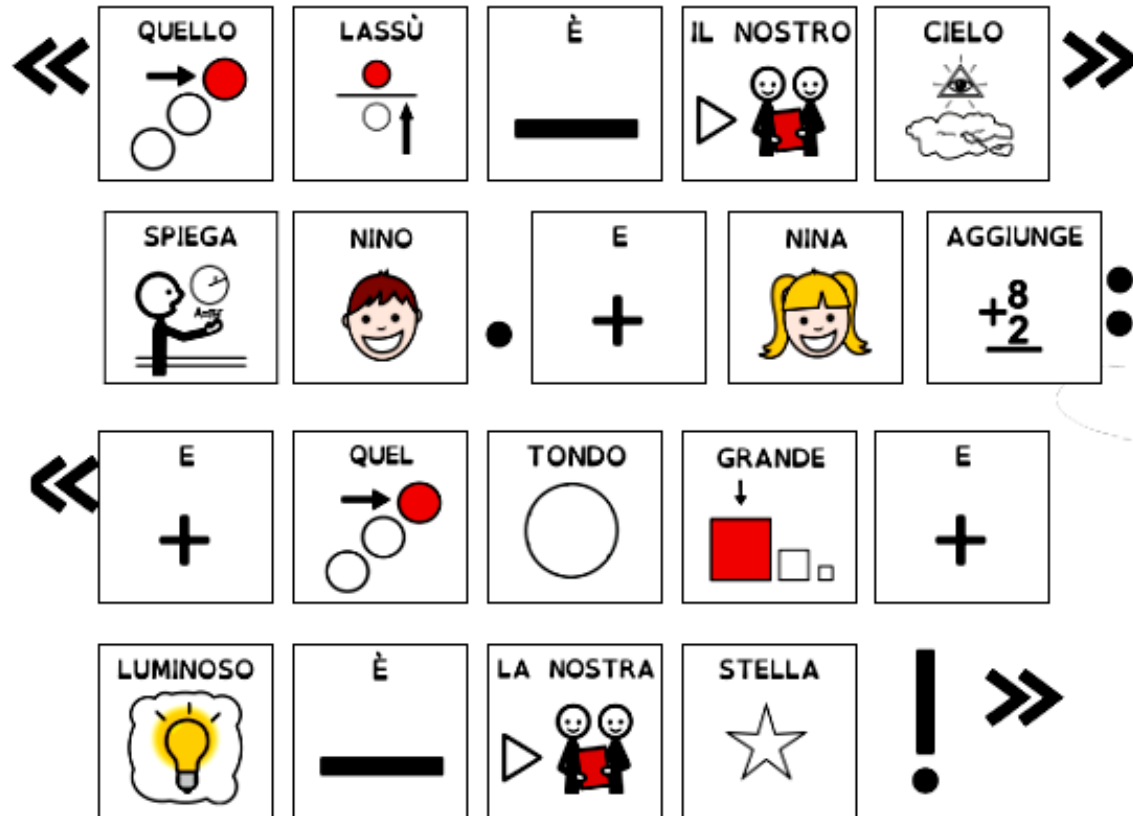


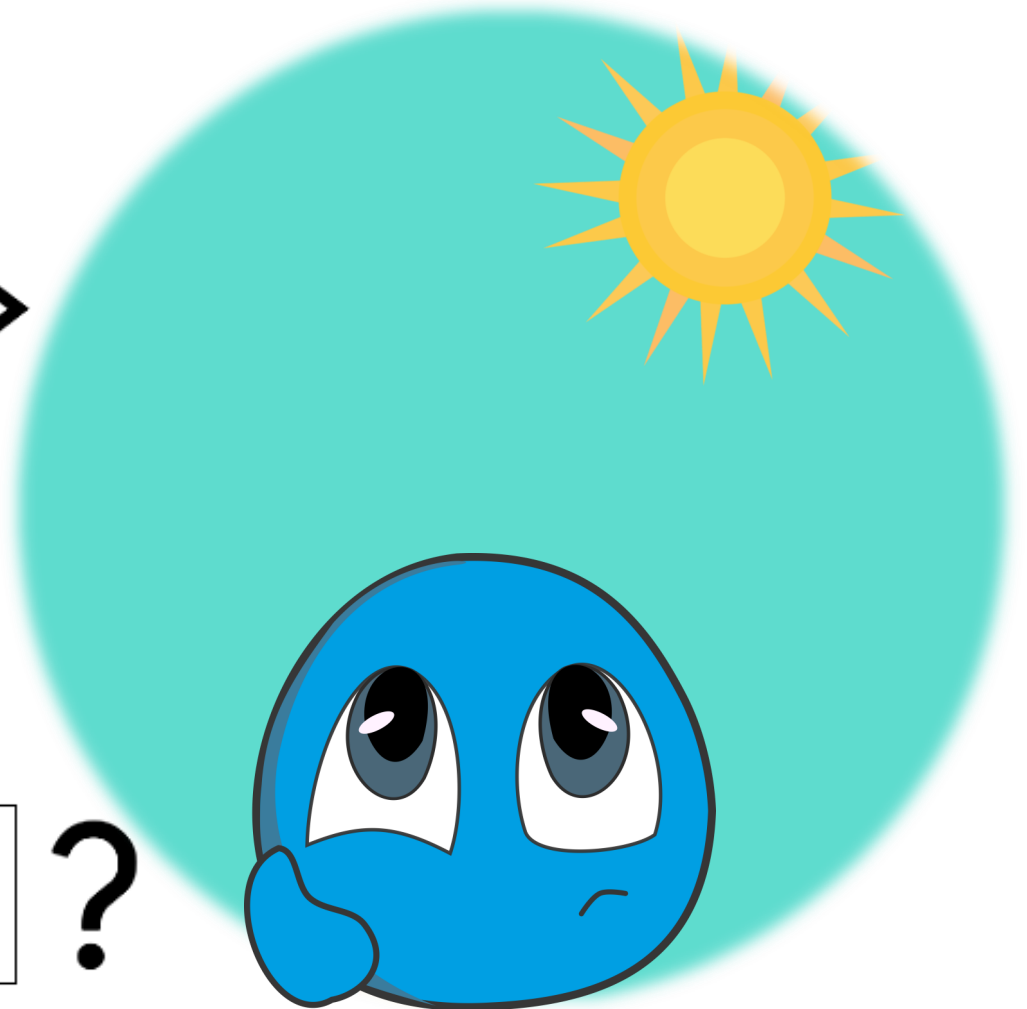
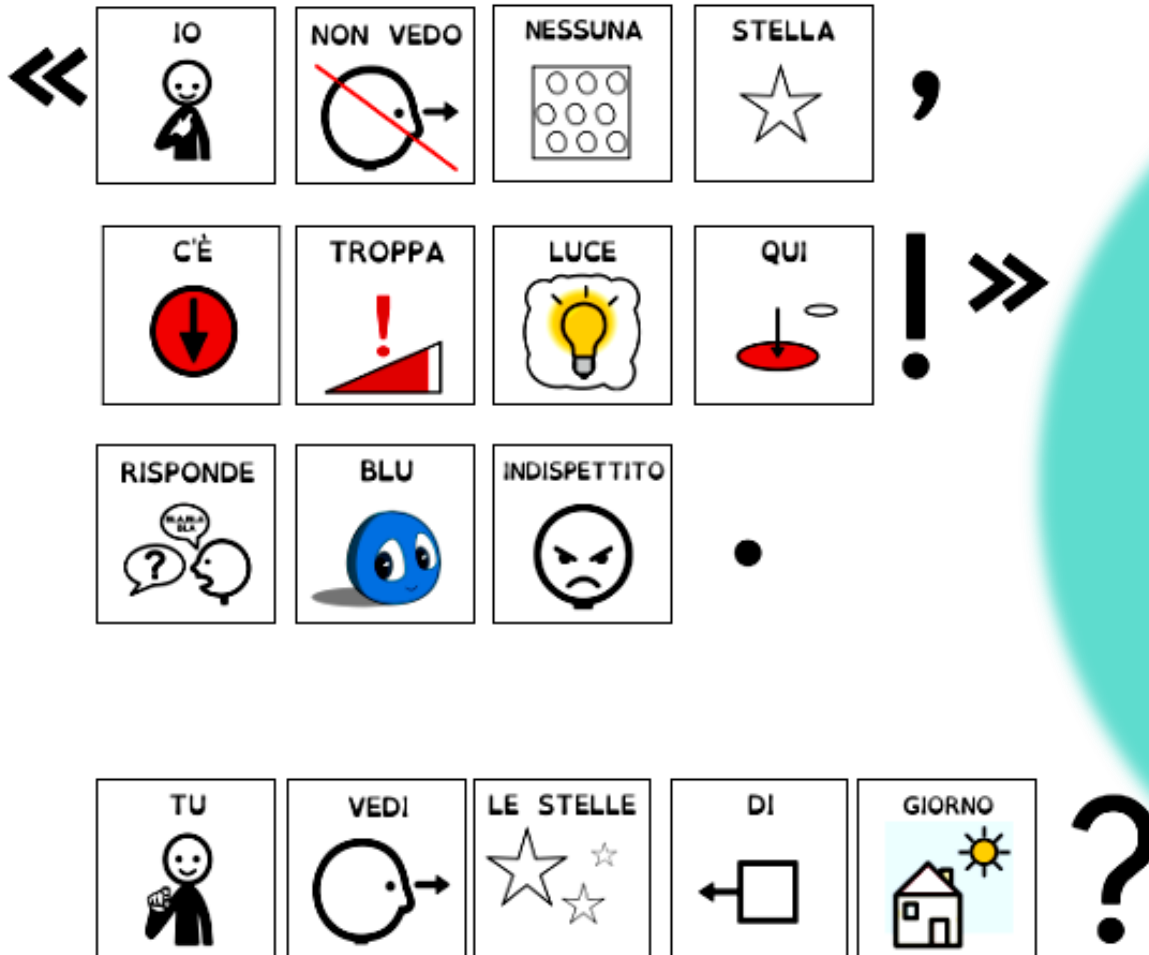
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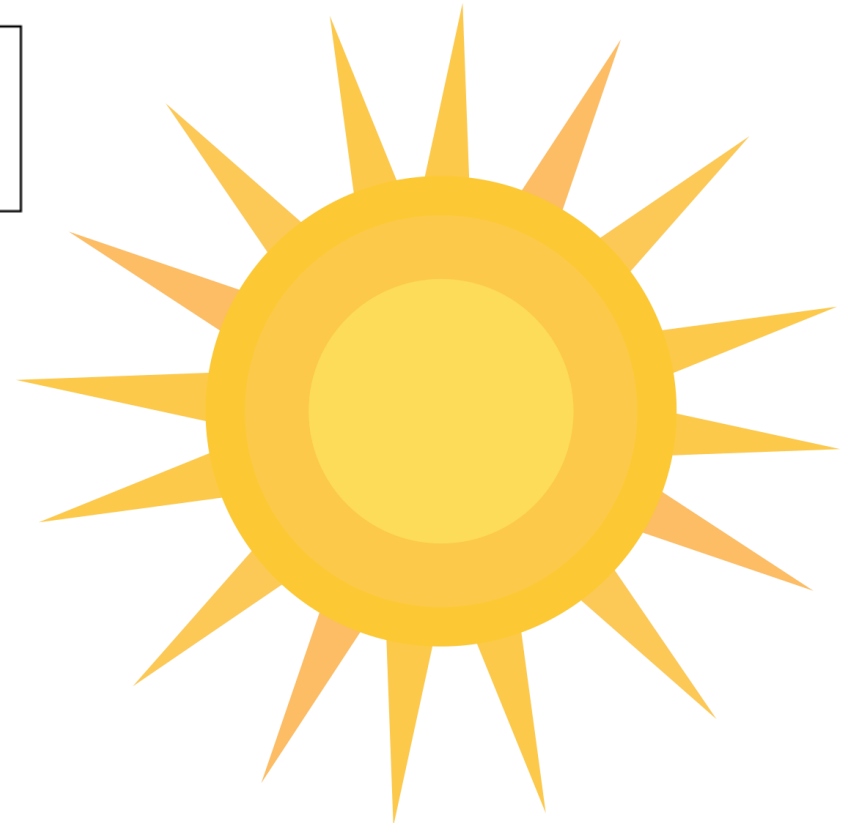
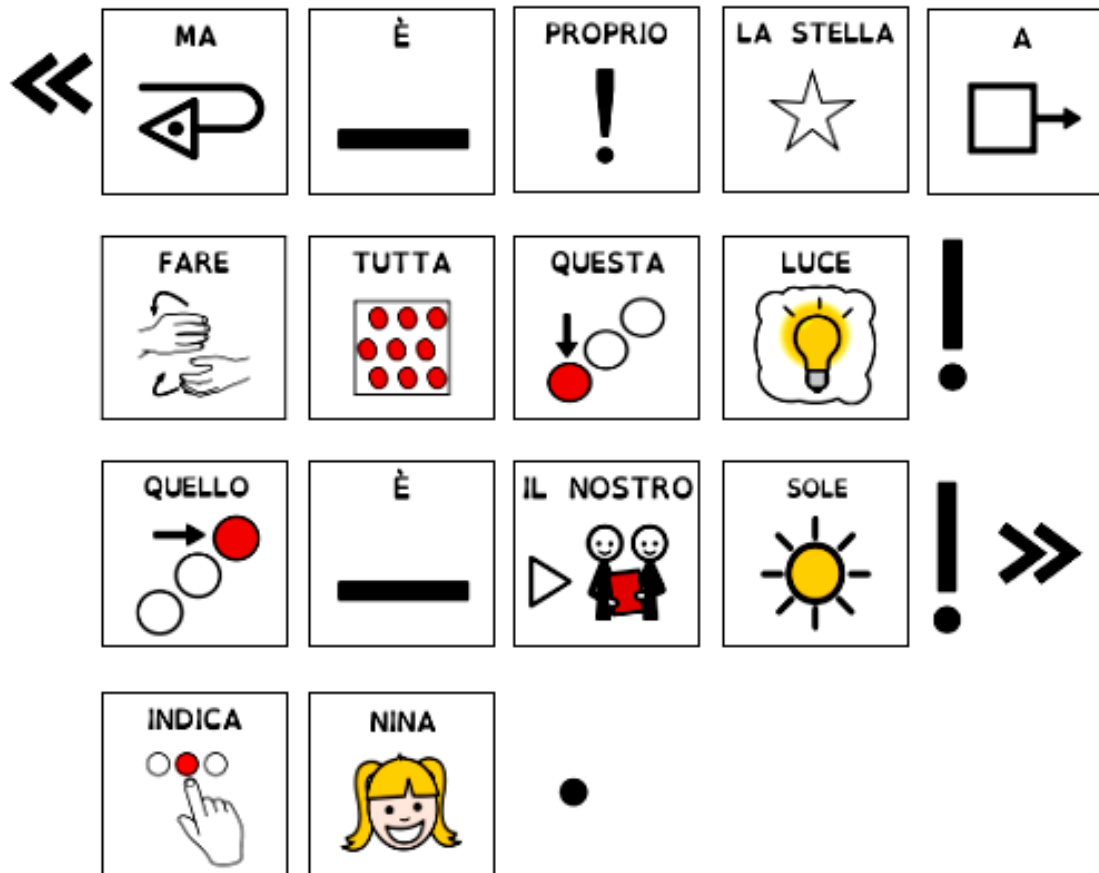


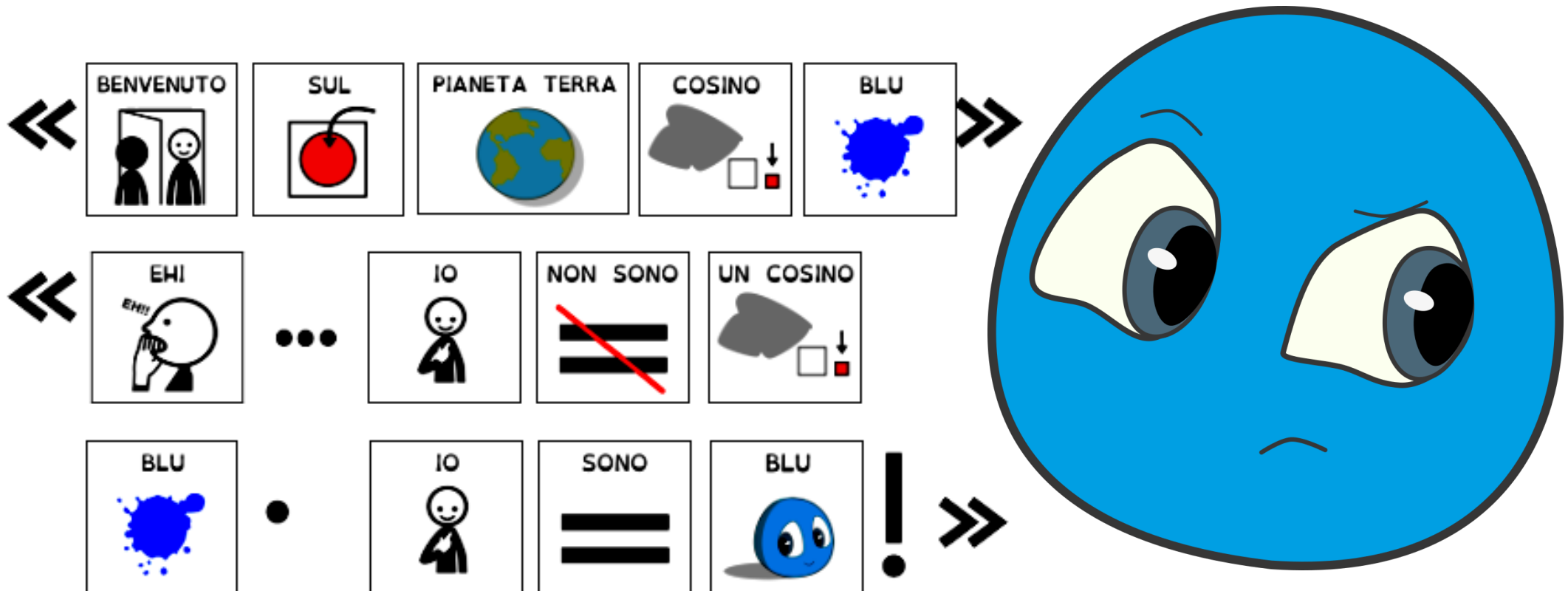


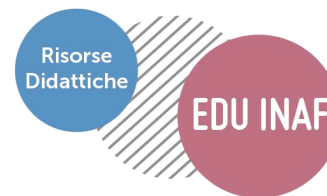












Il progetto «Le avventure di Blu» nasce nel 2018 all'INAF - Osservatorio Astronomico di Cagliari da una idea originale di Silvia Casu e Alessia Luca.

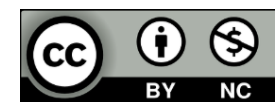
Da allora il personaggio di Blu (© INAF-OAC) è stato usato per diversi progetti didattici con le scuole dell'infanzia e le scuole primarie.

Ora è diventato il protagonista del videogioco «Blu esplora il sistema solare», sviluppato sulla piattaforma Scratch da Silvia Leurini e dell'App multimediale interattiva «Le avventure di Blu», sviluppata da Alessia Luca, Instructional Designer, durante il suo tirocinio formativo all'INAF-OAC.

Progettazione e testi a cura di Silvia Casu e Alessia Luca

Illustrazioni di Marta Pinna.

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Astronomico
di Cagliari**