

MAGIC

Motivate games, increase competences



2019-1-TR01-KA229-077232

Erasmus+



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MAGIC SUMMARY OF THE PROJECT

Our project has been carried out under the coordination of Tömük Cumhuriyet Primary School in Turkey together with these schools ;Kauno r from Lithuaniai ,Raudondvario lopselis – darzelis "Riesutelis", from Romania, Scoala Gimnaziala "Ion Luca Caragiale" Sibiu, Primary School "Dedo Iljo Malesevski" from Macedonia and ISTITUTO COMPRENSIVO N. 3 "A.VIVENZA-GIOVANNI XXIII" from Italy. Our project goal is to develop both our own professional capacity and the capacity of institutions, students and parents by producing content and materials in cooperation with our partners on game-based education in European dimension; To minimize our students' cognitive, mental and physical problems through the game (inactivity, asociality, introversion, lack of group work, hand-eye coordination, violence tendency, lack of communication, lack of development of thinking skills, etc.) caused by technology addiction, family and economic problems.

With our project, we aim to achieve the following:

- To develop our teachers' professional skills on game-based education
 - to prepare our own resources, course content and guide
 - game and game strategies; to increase the quality of primary education, to gain the ability to use creative and critical thinking on interdisciplinary approach
 - to increase the variety of games that our teachers can use in the educational environment and to prepare a suitable environment for the game
 - to minimize physical, mental and cognitive problems by directing children's energies correctly through game-based education
 - To develop mutual respect and cultural awareness by gaining a broader understanding of practices, policies and education systems in EU countries, to gain common education and training values and also to increase language proficiency in our teachers
- To raise awareness of game-based education across the EU

MAGIC SUMMARY OF THE PROJECT

-Our project mobilities include the following activities;

1- To Prepare a sample lesson plan (Romania); our teachers created activity plans integrated with the game for the basic lesson thanks to this mobility in which partners from each country participated with 3 teachers,

2- to design toy workshop and prepare an exhibition with toys (Lithuania), In the mobility realized with the participation of 2 teachers and 4 students from the partner country schools, workshops were held on toy production, integration of toys into lessons, and the toys produced on the last day were exhibited at the

3- To prepare playgrounds in the garden (Macedonia); In this activity, which took place with the participation of 3 teachers from partner country schools, our teachers worked on garden games and creating a space for these games.

m

4. Preparation of illustrated magazines in which the games are promoted (Italy), The work of our project magazine has started in this activity, which was realized with the participation of 3 teachers from partner country schools. Each school prepared 2 cultural games, 2 garden games, 2 in-class games belonging to their own countries and shared them in the magazine.

5.To Organize outdoor games tournaments (Turkey), In the mobility that took place with the participation of 2 teachers and 4 students from partner schools, traditional children's games of each country were played with the children of all countries accompanied by teachers.

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TURKEY
ITALY
ROMANIA
LITHUANIA
NORTH MACEDONIA



TURKEY

TÖMÜK CUMHURİYET ILKOKULU



Our institution is located in Tömük District of Erdemli District of Mersin Province in the Mediterranean Region. It continues education as a formal education institution at the primary school level (Kindergarten, 1-2-3 and 4th grade) within the framework of the MEB program. Within the scope of compulsory education, all students are provided with access to education and training. 6 hours of education are provided per day. Apart from this, extra-curricular +2 hours of social clubs (such as drama, intelligence games, chess) are organized daily depending on the interests of the child. There is a 'Support Education Room' for students with educational diagnosis.

Our school does not have a closed area for physical activities; however, we have a 2000 m2 large garden where our students can play games and do physical activity comfortably. Our school is also in an advantageous position in terms of climate; You can benefit from the school garden for 12 months of the year.. Our school participates in the children's games festivals organized in our district. Intelligence games courses and children's games courses are offered in our school. We are running an erasmus project about the integration of games into lessons. Our school actively carries out eTwinning projects. Also, our school is an eTwinning school.

<https://tomukcumhuriyet.meb.k12.tr/>

ROMANIA

ȘCOALA GIMNAZIALĂ „ION LUCA CARAGIALE„



Our school is situated in Sibiu in the middle of Romania. We have 701 students and 48 teachers. Aged between 6 – 14, our students attend the primary and secondary school levels. Our school offers two options of study: in Romanian and in German. Therefore out of a total of 29 classes, 17 are primary and 12 secondary classes.

Our school's main purpose is to continuously improve the quality of education by promoting the European values as an open partnership, including a responsible and effective involvement from all our social associates. Our mission results not only from the interested parties, but also from the educational needs of our community.

<http://sc16caragiale.ro/>

NORTH MACEDONIA

PRIMARY SCHOOL „DEDO ILJO MALESHEVSKI,, - BEROVO



„Dedo Iljo Maleshevski,, school is the only primary school in Berovo, a small town in the east of North Macedonia. We educate children from the age of 6 to the age of 15 years old. The largest percent are Macedonian and we only have Roma children and a few Turkish children and no other nationalities. Despite of the location and the described situation in our town we tend to bring multiculturalism and diversity into our rural and quite isolated municipality. The number of the staff in our school is 87 in total, in which number we have the secretary, a pedagogue, a psychologist, treasurer, the principal and 22 persons technical staff which means 58 teachers allocated in the central and the 7 satellite schools

Our mission is to have contemporary, modern, efficient and quality education

It is a Nine Year Compulsory Education divided in three periods:

- FIRST period: •I grade to •III grade
- SECOND period : •IV grade to •VI grade
- THIRD period: •VII grade to •IX grade

LITUANIA RAUDONDVARIS



Kaunas district nursery-kindergarten "Riesutelis" is a state kindergarten, a healthy lifestyle kindergarten, belonging to the network of health-promoting schools, located surrounded by nature, at the confluence of the Raudondvaris castle manor, Nevėžis and the Nemunas. Type of activity - pre-school and pre-school education. Children are educated both in the classroom and in the natural environment, following the principles of field pedagogy. 113 children from 2 to 7 years of age are educated in our kindergarten. 50% of children with language disorders and other special educational needs.

Our kindergarten employs qualified teachers, a speech therapist, an art education teacher and a sports teacher. All teachers have higher education, 3 teachers - master's degrees. 1 teacher obtained the qualification of a higher teacher, 5 teachers were methodologists (both levels in Lithuania). Teachers participate in international training. Students from Lithuanian universities perform pedagogical practice in our kindergarten.

► raudondvarioriesutelis.lt

ITALY IC VIVENZA - GIOVANNI XXIII



I.C. Vivenza-Giovanni XXIII of Avezzano is a comprehensive institute involving students from 3 to 13 years. It consists of one kindergarten, two primary schools and a lower secondary school. In the Institute, almost 200 people work, the principal, routine and special needs teachers, assistants, office employees and the office manager. The vision of our school is to promote students' success and social inclusion. Our school is very active in the territory, establishing a solid relationship with the local government and the associations. In addition to the national curriculum, our Institute applies for extracurricular activities, funded by the European Commission and launched by the Italian Educational Ministry, to promote social inclusion, tackle early leaving, and grant a variety of meaningful experiences. We are also involved in international projects among the eTwinning and Erasmus+ programme.

► <https://www.ic3avezzano.edu.it/>



TURKEY TRADITIONAL GAMES

**I SELL OIL I SELL HONEY
(YAĞ SATARIM BAL SATARIM)**

NAME OF THE EVENT: i sell oil i sell honey (Yağ Satarım Bal Satarım)

OBJECTIVE OF THE EVENT .Students will be able to Play children's games of our culture and compare traditional children's games with today's games in terms of change and continuity.

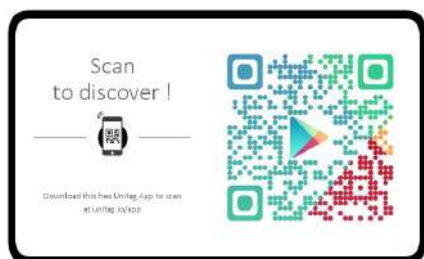
AGE GROUP/CLASS LEVEL:4. Class 7- 11 years

MATERIALS TO BE USED: Handkerchief

LEARNING PROCESS: Students form a circle in the garden. 1 student is selected as a midwife. They start circling around their friends ,singing the game song, and after saying this sentence "Turn around and take a good look", they leave a handkerchief behind one of their friends. The student whose handkerchief is left behind , tries to catch his midwife friend. If he can't catch it, he becomes a midwife.

TURKEY TRADITIONAL GAMES

**I SELL OIL I SELL HONEY
(YAĞ SATARIM BAL SATARIM)**



TURKEY TRADITIONAL GAMES

BEZİRGANBAŞI GAME

NAME OF THE EVENT: Bezirganbaşı Game

OBJECTIVE OF THE EVENT: Students will be able to play the children's games of our culture. They will be able to Compare traditional children's games with today's games in terms of change and continuity.

AGE GROUP/CLASS LEVEL: 4 th grade 7- 11 years

MATERIALS TO BE USED: Students

LEARNING PROCESS: It is played in groups with 8-10 children. Two people become doormen and choose a nickname for themselves, other players don't know about it.

They line up with the head of the bezirgân in the front. They say "OPEN DOOR BEZİRGANBAŞI!" to pass.

Doormen ask "WHAT DO YOU GIVE THE RIGHT TO THE DOOR, WHAT DO YOU GIVE?" Bezirganbaşı answers, "LET THE HEART BEHIND ME BE A HERO! The doormen's arms go up, they cross each other and hold their hands like a bridge. The children take turns passing under it. The doormen take the last in their arms and tell the player silently in his ear to choose one of their nicknames. . The child goes behind the doorkeepers that he chooses. The game continues in this way until all the players in the line are selected. Finally, a line is drawn in the middle. The two groups fight each other by holding each other's waist. The group that crosses the line loses the game.

EVALUATION: The two groups fight each other by holding each other's waist. The group that crosses the line loses the game. The winning group is applauded.

FAMILY PARTICIPATION: there is no family participation

TURKEY TRADITIONAL GAMES

BEZIRGANBAŞI GAME



TURKEY CLASS GAMES

WORDWALL SYNONYMSDIGITAL GAME

NAME OF THE EVENT: Wordwall synonymsdigital game

OBJECTIVE OF THE EVENT: Integrating web 2 tools into lessons by teaching students

AGE GROUP/CLASS LEVEL: 3rd Grade 7-11 years

MATERIALS TO BE USED: smart board internet

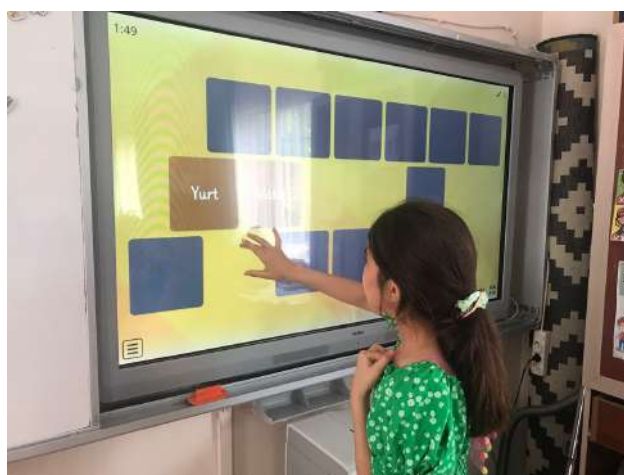
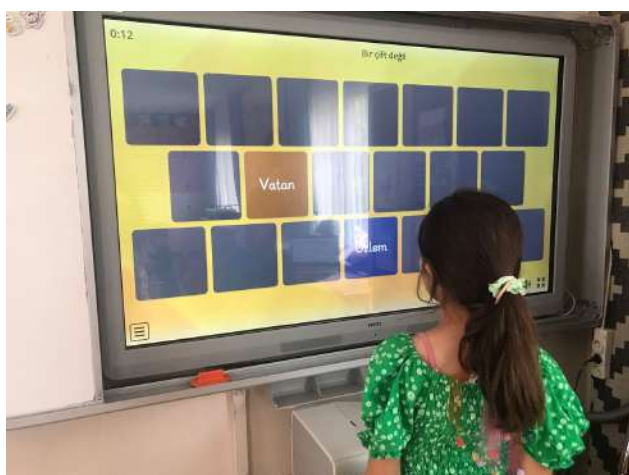
LEARNING PROCESS: A game about any subject of the desired course is prepared on the Wordwall web 2 tool. The game starts by pressing the start button. The synonyms on the game are matched by clicking on the shapes. Matching words disappear from the screen. The game is over when all the words match correctly.

EVALUATION: The game is completed when all the words are matched correctly.

FAMILY PARTICIPATION: Since the game is single player, there is no family participation.

TURKEY CLASS GAMES

WORDWALL SYNONYMS DIGITAL GAME



TURKEY CLASS GAMES

CAMEL AND DWARF (DEVE - CÜCE)

NAME OF THE EVENT : CAMEL AND DWARF (Deve- Cüce)

OBJECTIVE OF THE EVENT: Acting in accordance with the instructions

GROUP/CLASS LEVEL: 2 nd grade 7-11 years

MATERIALS TO BE USED:DESK

LEARNING PROCESS: When they come together, they choose one of them as the leader. When the leader says camel, everyone stands up, when he says dwarf, they sit down. The leader says the camel-dwarf words quickly and confusingly. Players who make mistakes are out of the game.. The last player standing wins the game.

EVALUATION: LAST player wins the game.

TURKEY CLASS GAMES

CAMEL AND DWARF (DEVE - CÜCE)



TURKEY OUTSIDE GAMES

SURVIVOR

NAME OF THE EVENT: Survivor

OBJECTIVE OF THE EVENT: To be able to provide balance coordination. To be able to group the colors fast. To be able to develop making decision skill.

AGE GROUP/CLASS LEVEL: 1. Class 7-11 years

MATERIALS TO BE USED: Chair, hoop, liggo training set

LEARNING PROCESS: The class is divided into 2 groups. One of the groups is designated as the orange group and the other as the green group. Two circles are placed in front of his chair. The children, who are running like a snake between the chairs, put the hoops in front of them and come to the next track step by step. At the end, the objects of the same color are placed together and the game is completed. The student who completes the process returns from the same route. The next group hits his mate's hand. The student whose hand is hit starts the game in the same way. The group that finishes first wins.

EVALUATION: the group that finishes first wins. Other groups applaud the winning group.

FAMILY PARTICIPATION: There is no family participation.

TURKEY

OUTSIDE GAMES

SURVIVOR



TURKEY OUTSIDE GAMES

FOAM STICK GAME

NAME OF THE EVENT: FOAM STICK GAME

OBJECTIVE OF THE EVENT: To Provide balance coordination and measure attention and reflex skills

AGE GROUP/CLASS LEVEL: 3. Class 7-11 years

MATERIALS TO BE USED: long sticks made of foam

LEARNING PROCESS: Students form a circle holding hands, then release their hands. Then each person is given one of the sticks made of foam. With the whistle, everyone drops the stick in their hand and grabs the stick of the person on their right. The person who fails to hold the stick and drops it to the ground is out of the game.

EVALUATION: The game continues until two players remain. The last two people win the game.

TURKEY OUTSIDE GAMES

FOAM STICK GAME



LITHUANIA TRADITIONAL GAMES

SPARROW FLIES OVER THE YARD



WATCH IT



LITHUANIA TRADITIONAL GAMES

SPARROW FLIES OVER THE YARD

OBJECTIVE OF THE EVENT:

The aim is to reveal the image of mothers as constantly taking care of their children. The game has a deep social meaning - playing this game emphasizes the relationship between children and mothers, their social ties.

AGE GROUP/CLASS LEVEL:

Adapted from children aged 4-7

LEARNING PROCESS:

1. Players stand in a circle, turning to one side. Chairs are arranged in a larger circle behind the players' wheel (simulated to be bird's nests). There are 1 less than players.
2. The first leader stands in the middle of the wheel.
3. All players (including the fan in the middle of the circle) go in a circle to one side and sing and imitate.
4. After the shout "Čirrrrr!", All players must sit on a chair-imaginary slot as soon as possible. The player who is left without a chair becomes the next leader who walks in the middle of the circle.

LITHUANIA TRADITIONAL GAMES

TRUE OR FALSE

OBJECTIVE OF THE EVENT

The aim of this game is to develop listening and thinking skills, trying to answer whether the statement is "true" or "false".

AGE GROUP/CLASS LEVEL

Adapted from children aged 4-10

MATERIALS TO BE USED

Ball

LEARNING PROCESS

1. Students sit in a circle.
2. The game presenter (teacher) has the ball. Before throwing the ball, the game presenter makes a statement: for example, "cats like to bark".
3. The catching player must answer is it "true" or "false". (The player can think longest until it is counted to 5. If the statement is not answered, so the player from the left makes his guess.
3. The statements are presented to the players one after another in turn of a circle.
4. The complexity of the statements depends on the age of the students, their knowledge or topics they've learned before.

POSSIBLE EXAMPLES OF STATEMENTS

1. Spring comes after winter. True or false?
2. The penguin has long legs and one long beak. True or false?
3. The fly is much bigger than an elephant. True or false?
4. The sun always shines only at night. True or false?
5. The ice is usually hot. True or false?
6. A crocodile lives on a tree. True or false?
7. The bear lives in the nest. True or false?
8. Cats usually are catching dogs. True or false?
9. The sea water is salty. True or false?

EVALUATION

By playing the game, children develop auditory perception, thinking, enrich vocabulary, learn to correctly describe the things and formulate a statement, consolidate knowledge and develop cognitive competence.

LITHUANIA TRADITIONAL GAMES

TRUE OR FALSE



WATCH IT



LITHUANIA CLASS GAMES

IN THE QUADRILATERAL FIGURE COUNTRY

OBJECTIVE OF THE EVENT

is to recognize, distinguish and name quadrilateral shapes (rectangle, square, rhombus).

Areas of achievement:

- Calculation and measurement.
- Creativity.
- Problem solving.

AGE GROUP/CLASS LEVEL

5-8 years

MATERIALS TO BE USED

various paper and children's shapes (squares, rectangles, diamonds), visual aids, game tools - dice, cards, multimedia. Tools for children's activities in groups - various sticks, cards with shapes, game-mosaic, cardboard shapes, glue, pencils, watercolor, light table, transparent shapes.

LEARNING PROCESS

Course. The teacher introduces a square, a rectangle and a rhombus during the incarnation performance "Who Lives in the Country of Figures". Introduces the features of figures, discusses similarities and differences with students.

The staging performance "Who lives in the land of figures?" The staging performance introduces the concepts of square, rectangle, rhombus.

The teacher organizes an agile game "Jumping Shapes" During the game, the children recognize the figures on the drawn card and the dice, and try to consolidate the concepts of the names of the figures.

Verification. A logical-problematic game, "Riddle the Riddle?" Observes the shapes shown in multimedia slides and discovers which type of figure does not fit between the same shapes.

EVALUATION

Children quickly learn the names of figures.

LITHUANIA CLASS GAMES

IN THE QUADRILATERAL FIGURE COUNTRY



WATCH IT



LITHUANIA CLASS GAMES

PARTS OF THE BODY (ORGANS)

OBJECTIVE OF THE EVENT

To be able to show body parts or organs while singing.

AGE GROUP/CLASS LEVEL:

6-8 years

MATERIALS TO BE USED

a picture or a layout.

LEARNING PROCESS

Course. The teacher introduces the body parts or organs to the children in a picture or layout. Then, when singing a song, the child has to show where it is. The pupils show parts or organs ranging from head to foot.

Verification. The teacher says while singing the parts of the body or organs while mixing and makes sure the students have learned.

EVALUATION

It is easier for children to memorize names as they move.

LITHUANIA CLASS GAMES

IN THE QUADRILATERAL FIGURE COUNTRY



WATCH IT



LITHUANIA OUTSIDE GAMES

ELEMENTS - EARTH, AIR, WATER, FIRE

OBJECTIVE OF THE EVENT

The aim is motivating through play, encouraging students to get to know, the desire to learn, to accumulate knowledge.

AGE GROUP/CLASS LEVEL

Adapted from children aged 4-9

MATERIALS TO BE USED

made sliding ruler with boy and girl illustrations, dice.

LEARNING PROCESS

1. Played by two children or two teams.
2. One of the students rolls out the mask and thus knows how many points he will get for the answered question.
3. The student pulls out a card with a drawn verse.
4. The teacher asks a question related to that verse, e.g. what kind of animal is flying.
5. If the student answers correctly, he "increases" as many points as the dice were rolled.
6. If the student pulls out a picture of a fire verse, his accumulated points "burn".
7. The first to "grow up" wins.

EVALUATION

General competencies and calculation skills

FAMILY PARTICIPATION

Parents are involved in creating questions.

LITHUANIA OUTSIDE GAMES

ELEMENTS - EARTH, AIR, WATER, FIRE



WATCH IT



LITHUANIA OUTSIDE GAMES

MULTICOLOURED LEAVES

OBJECTIVE OF THE EVENT

The aim is to develop students' cognitive skills about tree leaves.

AGE GROUP/CLASS LEVEL

Adapted from children aged 4-7

MATERIALS TO BE USED

multicolored, several types of leaves (both natural and drawn leaves are used)., basket, boxes.

LEARNING PROCESS

1. Children have a basket next to them with multicolored, several types of leaves (both natural and drawn leaves are used).
2. The teacher shows one sheet, names his name with the children and hides behind his back.
3. The task for the children is to find leaves of the same color and shape in their basket and bring them into a common basket. Etc.
4. At the end of the game, children count the remaining leaves in their basket, naming the color of the leaf, the name (green maple leaf, brown chestnut leaf, etc.).

EVALUATION

Children's general competencies are developed

FAMILY PARTICIPATION

Parents can bring leaves from their garden and the children will get to know them.

LITHUANIA OUTSIDE GAMES

MULTICOLOURED LEAVES



WATCH IT

MORE VIDEOS ABOUT THE PROJECT



ROMANIA

TRADITIONAL GAMES

NAME OF THE EVENT: THE OLD BLIND WOMAN



OBJECTIVE OF THE EVENT: stimulating motivation and cooperation, developing attention, learning

and remembering the colleagues' names

AGE GROUP/CLASS LEVEL: 5-10 years

MATERIALS TO BE USED: a scarf

LEARNING PROCESS: There is a well delimited playground out of which children are not allowed to

come out. Whoever goes out of this space automatically becomes The old blind woman. The

children sit in a circle. A child is chosen to be The old blind woman. The old blind woman is

positioned at the center of the circle formed by the rest of the children and he is bound to the eyes

with a scarf. The rest of the children are spreading in the playing area, making a little noise. The old

blind woman can cry: Where are you?. If she succeeds in touching someone and telling the name of

the touched child, that child becomes The old blind woman and the game repeats.

<http://sc16caragiale.ro/>

ROMANIA

TRADITIONAL GAMES

**NAME OF THE EVENT:
DON'T BE UPSET, BROTHER!**



OBJECTIVE OF THE EVENT: to count from 1 to 6;
to recognise the numbers from 1 to 6.

AGE GROUP/CLASS LEVEL: 5+ years old

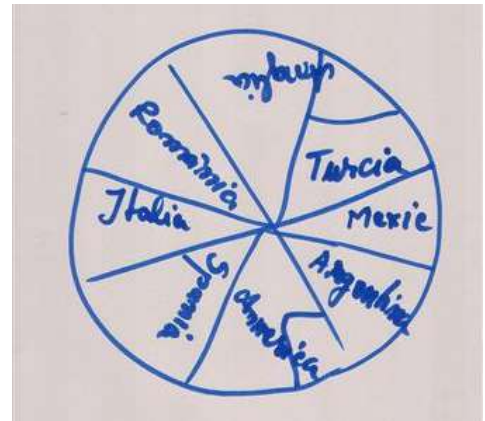
MATERIALS TO BE USED: game table, dice, pawns

LEARNING PROCESS: This game needs 4 players. Each player chooses a colored pawn (or even create their own from paper, toys, different small objects). The players will start the game by spinning the dice. The one that gets the higher number, will start moving his pawn. He will advance on the special game table with the same number of squares as he got on the dice. Each player will do the same and they will take turns. The one player that arrives at the finish line on the game table, with all his 4 pawns, will win the game and the other ones shouldn't be upset.

<http://sc16caragiale.ro/>

CLASSROOM GAMES

NAME OF THE EVENT: COUNTRIES



OBJECTIVE OF THE EVENT: to name as many countries as possible;
to pay attention at their colleagues;
to retell what their colleagues said.

AGE GROUP/CLASS LEVEL: 8+ years old

MATERIALS TO BE USED: a ball

LEARNING PROCESS: The children are sitting in a circle. In the middle of the circle sit the leader of the game who has a ball in the hand.

He throws the ball in the air, calling in the same time the name of a country. The child that has its name must run to catch the ball before it touches the ground. If he doesn't succeed, he is eliminated.

The leader of the game has to call all the countries that the participants had selected.

Win the participant who catches the ball the most often.

<http://sc16caragiale.ro/>

CLASSROOM GAMES

NAME OF THE EVENT: THE FUNNY PHONE



OBJECTIVE OF THE EVENT: to elaborate the questions

AGE GROUP/CLASS LEVEL: 5+ years old

MATERIALS TO BE USED: chairs

LEARNING PROCESS: The children tell each other a funny phrase which must be the answer to the question asked by one of the children, who will interrogate the others. This child asks them, in turn, different stories like: "Who is your friend?", "What have you eaten?", "Where do you live?", "Who are you?", "Where did you sleep?", "Whom do you love?" etc. The child who has been asked must answer what the one next to him had told him. The funnier the questions are the more amused the answers become. The game ends after all the children have asked questions.

<http://sc16caragiale.ro/>

OUTSIDE GAMES

**NAME OF THE EVENT:
THE DUCKS AND THE HUNTERS**



OBJECTIVE OF THE EVENT: to train the motor skills; to develop the attention skills; to count to 5; to form groups of 2,3 ,4 or 5 elements (in this case, kids).

AGE GROUP/CLASS LEVEL: 4+ years

MATERIALS TO BE USED: -

LEARNING PROCESS: The children draw some different circles at a certain distance one from another. Then they enter them. The teacher stays in the middle and shouts after a time: "Every little bird Should move in another nest!" and also how many birds can be in a nest. At this signal, the birdies must change their nests. The birdie that remains without a nest will get out of the game for now. The players can't form groups of a bigger number than the teacher says.

<http://sc16caragiale.ro/>

OUTSIDE GAMES

**NAME OF THE EVENT:
THE DUCKS AND THE HUNTERS**



OBJECTIVE OF THE EVENT: to train the motor skills;
to develop the attention skills;
to develop the team spirit

AGE GROUP/CLASS LEVEL: 5+ years

MATERIALS TO BE USED: a ball

LEARNING PROCESS: Children draw a rectangle on the ground. This represents the duck yard. Two of the players are chosen to be the hunters and the other players are the ducks. The hunters will stay at each end of the duck yard and they are not allowed to enter the rectangle. Between the hunters, in the duck yard, the other players will play the ducks role. The hunters will use the ball to throw at each other, trying to touch as many ducks as they can. The ducks that have been touched will be eliminated from the game. The ducks will do their best to avoid the ball. The last two ducks that are still in the game, will be the next hunters.

<http://sc16caragiale.ro/>

NORTH MACEDONIA

TRADITIONAL GAMES



One player closes their eyes for a brief period (often counting to 100) while the other players hide. The seeker then opens their eyes and tries to find the hiders; the first one found is the next seeker, and the last is the winner of the round.

NORTH MACEDONIA

TRADITIONAL GAMES



In this game children are divided into two groups. Two players of one group stand opposite one another and the players of the other group gather between them. The two players throw a ball at each other trying to hit one of the children of the rival group.

If the ball hits a player then they get “burned” and exit the game. However, if a player catches the ball, he wins an “apple.” The goal of this game is to get as many “apples” as possible. Each “apple” gives the player an extra “life” he can use in case he gets “burned.”

CLASSROOM GAMES



OBJECTIVE OF THE EVENT:

- Develop motor coordination
- Familiarize with colors

AGE GROUP/CLASS LEVEL: 1st and 2nd grade students

MATERIALS TO BE USED: little balls in different colors, cones

Learning Process:

Students are divided in two groups and every student from each group should put the balls in same color in one row. The student who solves the task first gets a point. The game finishes when all the students from one of the groups put the ball in their right order and color.

Evaluation:

- Teachers evaluation: the abilities to be evaluated are motor skills and vocabulary knowledge of colors.
- Students evaluation: it is a fun game for students to revise colors.

CLASSROOM GAMES



OBJECTIVE OF THE EVENT:

- Remember the animals/colors/shapes

MEMORY GAME

AGE GROUP/CLASS LEVEL: 2nd and 3rd grade students

MATERIALS TO BE USED: flash cards

Learning Process:

Students are divided in three teams and each group should choose a student who will manage to guess what is on the flash cards. This student goes outside of the classroom and then the teacher gives four flash cards to four students. When they are ready the student enters the classroom and have ten seconds to remember the pictures. For each correct answer the students get a point.

Evaluation:

- Teachers evaluation: the abilities to be evaluated are vocabulary knowledge..
- Students evaluation: it is a fun game for students to revise vocabulary.



NORTH MACEDONIA OUTSIDE GAMES



MIRROR GAME

The teacher draws a line and the students should follow the line backwards using a mirror. It is an orientation based game where the students should step only on the line until they reach the end. Students are usually divided into teams and they compete between each other.

NORTH MACEDONIA OUTSIDE GAMES



Hopscotch

8 - 12 year olds

TIME: 30 minutes

SKILL: Locomotion EQUIPMENT: Hoops, chalk, tape, bean bags

Warm-up: Hoop hop (5 minutes) • Spread a number of hoops around the activity space. • Explain to children that you will call out a movement (walk, jog, gallop, skip). • Children are to move that way around the activity space without touching the hoops. • When I call out "hoop hop" you must hop into and out of as many hoops as you can until I blow the whistle to stop. • Repeat several times, changing the movement each time. • Once you have played a few rounds, take away half of the hoops. • Variation: Challenge the children to hop in and out of a certain number of hoops: I want you to try and hop in and out of 5 hoops before I blow the whistle.

Demonstration: Various ways to hop (5 minutes) • Demonstrate the following hops and have the children hop along with you: » Hop 5 times on right foot then land on both feet » Hop 5 times on left foot then land on both feet » Hop 5 times on right foot then balance on the right foot for 5 seconds » Hop 5 times on left foot then balance on the left foot for 5 seconds » Hop 5 times on right foot then land and balance on left foot » Hop 5 times on left foot then land and balance on right foot » Hop 5 times on right foot then switch and hop 5 times on left foot » Hop 5 times on left foot then switch and hop 5 times on right foot » Jump on two feet, hop on one foot, then repeat • Challenge the children to create their own patterns if time permits
Practice: Red light, green light (5 - 8 minutes) • Leader asks children to spread out along one end of the activity space. • Explain the game "Red light, green light". • When I call out "green light", hop on your right foot towards the other end of the activity space. • When I call out "red light", freeze in a stork stand. • When I call out "yellow light", walk slowly towards the other end of the activity space.

NORTH MACEDONIA

OUTSIDE GAMES

Game: Hopscotch (8 - 10 minutes) • Leader draws a hopscotch grid with chalk on pavement or uses tape on a floor. • Hopscotch should have 10 sections numbered 1 to 10. • Each player has a different coloured bean bag. • First player tosses bean bag onto square 1, then hops over square 1 to square 2 and continues hopping to square 10. • When player gets to square 10 they turn around and hop back again. • When they get to the square before the square with their bean bag, they pause to pick up their bean bag and continue to hop back to the start. • Then the next player goes. • Once everyone has gone once, first player tosses bean bag onto square 2 and hops through hopscotch again. • Game continues until everyone has tossed their bean bag into square 10.

TIPS FOR INSTRUCTION • Hopping is done on one foot • Children must hop over square that has their bean bag • Leader can ask children to alternate feet • Leader can ask children to start on one foot and land on other foot as in the Demonstration • To maximize participation, have no more than 3 players per hopscotch grid

Wrap-up (2 minutes) Call the children back into a circle or designated lines and review what they learned today. What did you find most challenging about the hopscotch game? Where could you play this game?



ITALY TRADITIONAL GAMES

FOUR CORNERS

OBJECTIVE OF THE EVENT:

- Develop attention and reaction skills
- Develop motor coordination

AGE GROUP/CLASS LEVEL: Kindergarten

MATERIALS TO BE USED: Rings and pins

LEARNING PROCESS: it is played outdoors or in a large enough room and it takes five children.

One player, usually chosen at random, stands in the middle, while the others position themselves in the four cantons or corners of the playing space, which usually has the shape of a square.

The object of the game is to exchange places, occupying the free canton without making yourself anticipate those in the middle.

If the players are many, variants are possible such as: increasing the number of cantons or those in between.

EVALUATION:

- Teachers' evaluation: teachers prepare a rubric to check all the abilities to be developed, attention, motor coordination, respect of the rules.
- Students' evaluation: how much do you appreciate this game? (raise the hand, since it's a game for young students.
- Parents' evaluation: they can be interested in the education purpose of such simple and traditional game, so we can prepare a survey for them to check their interest in this kind of activities.

FAMILY PARTICIPATION: if played outdoor, parents can watch or actively participate in a parallel game. It can be organized in the family-school days.

ITALY TRADITIONAL GAMES

FOUR CORNERS



ITALY TRADITIONAL GAMES

HOPSCOTCH



OBJECTIVE OF THE EVENT:

- Develop motor coordination
- Familiarize with numbers

AGE GROUP/CLASS LEVEL: 1st graders

MATERIALS TO BE USED: chalk, a flat stone

LEARNING PROCESS: The player tosses the object into the first square making sure the object lands within the square. Then, the player hops through the squares skipping the square with the object in it. Depending on whether the square is single or side-by-side, the player hops on a single leg or can use both their legs respectively. The player continues this until they reach square 10 or 'home' square.

Then the player turns around and retraces their journey hopping through squares until they reach the square with the object in it. The player stops before the square with the object and retrieves the object without stepping into the square. Upon successfully retrieving the object, the player continues the game by throwing the object into the second square and repeating the game.

In the case of multiple players, every player gets a chance to throw the object and loses their chance only if they break any of the rules.

EVALUATION:

- Teachers' evaluation: the abilities to be evaluated are mainly motor and coordination skills, so teachers can prepare a grid with the indicators: jump, turn around, balance...
- Students' evaluation: this game is just fun and the students can play and play and ask again to play
- Parents' evaluation: parents can be involved in a survey to ask about traditional games in their early age.

FAMILY PARTICIPATION: Teachers take photos and document the activity, then share a digital tool to involve the parents, involve them in the learning process and collect their opinions.

ITALY TRADITIONAL GAMES

HOPSCOTCH



ITALY CLASSROOM GAMES

MEMORY AND MATCHING GAMES

OBJECTIVE OF THE EVENT:

- Develop attention, and concentration
- Memorize and counting

AGE GROUP/CLASS LEVEL: Kindergarten

MATERIALS TO BE USED: Cards, dice

LEARNING PROCESS: teachers prepare cards with different things to be memorized, parts of the body, colours, shapes, and clothes, and invite the students to match them or to complete a sequence. In preprimary, we can also use symbols to be added to complete the sequences, in order to develop counting skills. Furthermore, this game can be used to memorize English basic words.

EVALUATION:

- Teachers' evaluation: can the students pay attention and carefully do the task? Can they understand the words, the verbs, in a foreign language?
- Students' evaluation: how much do you appreciate this game? (raise the hand or put a cross on a paper)
- Parents' evaluation: Write down three words to express what you think about this game



ITALY CLASSROOM GAMES

MEMORY AND MATCHING GAMES



ITALY CLASSROOM GAMES

KIM'S GAME

OBJECTIVE OF THE EVENT:

- Teambuilding
- Develop children's memory

AGE GROUP/CLASS LEVEL: 2nd grade

MATERIALS TO BE USED:

everykind of objects, such as school supplies or toys

LEARNING PROCESS: Put 10 things on the desktop. Ask the students to look carefully at them for about thirty seconds. Then cover them with a cloth and ask them to call out what they remember.

Another way of playing the game is to cover the things, take one thing away and ask the children to spot what is missing. You can put more things on the tray as they get better.

You might be interested to know that the name of the game comes from Rudyard Kipling's story "Kim" where the character Kim plays this game as part of his training as a spy!

EVALUATION:

- Teachers' evaluation: can the students remember the objects? Did their memory improve?
- Students' evaluation: how much do you appreciate this game? (raise the hand or put a cross on a paper)
- Parents' evaluation: Write down three words to express what you think about this game

ITALY CLASSROOM GAMES

KIM'S GAME



ITALY OUTSIDE GAMES

ORIENTEERING

OBJECTIVE OF THE EVENT:

- Develop the ability to orient in the space
- Team Building and inclusion

AGE GROUP/CLASS LEVEL: 6th graders

MATERIALS TO BE USED: a map, a compass, a punching device

LEARNING PROCESS: Orienteering is a sport where competitors use a map and a compass to find a series of checkpoints. There is no marked path, so participants must choose their own routes from one checkpoint to the next. Beginning at the start triangle, participants navigate around the entire course as quickly as possible. The number of controls on a course can vary greatly. Sometimes there are as few as 3 or 4 points, other times as many as 25 or more!

EVALUATION:

- Teachers' evaluation: can the students find the path? If played in teams, do they collaborate? Do they respect the rules?
- Students' evaluation: how much do you appreciate this game? (raise the hand or put a cross on a paper)
- Parents' evaluation: What skills do you think your son will develop through this activity?

FAMILY PARTICIPATION: Given that this game is played outdoors, parents can actively participate or assist the competition.



ITALY OUTSIDE GAMES

ORIENTEERING



ITALY OUTSIDE GAMES

TREASURE HUNT

OBJECTIVE OF THE EVENT:

- Develop the ability to orient in the space
- Team Building and inclusion

AGE GROUP/CLASS LEVEL: 2-5th graders

MATERIALS TO BE USED: a map, a compass, a punching device

LEARNING PROCESS: The students are divided into groups of 3-4 children. Teachers prepare questions on a topic they want the students to be focused on. The questions, fractioned in different segments, are inserted in different coloured envelopes and hidden in the schoolyard. The students have to look for the matched envelopes (i.e. red group-red envelopes), compose the questions, accomplish the task (i.e. collect an object to write or to comb...) and go back to the starting point.

EVALUATION:

- Teachers' evaluation: According to the purpose of the treasure hunt, teachers can evaluate the speed the groups took to finish the game or the accuracy they had in accomplishing the tasks.
- Students' evaluation: how much do you appreciate this game? Did you have any difficulties? If yes, what?
- Parents' evaluation: What skills do you think your son will develop through this activity?

FAMILY PARTICIPATION: Given that this game is played outdoors, parents can actively participate or assist the competition.



ITALY OUTSIDE GAMES

TREASURE HUNT



LESSON PLAN INTRODUCTION

TURKEY- MATHS

Function: Mathematical operations

Aim: resolve the difficulties regarding the number operations with oryantring game

Cross-curricular

M.4.1.2.2. Estimates the sum of two natural numbers and compares the prediction with the result of the transaction.

M.4.1.3.4. Solves problems that require addition and subtraction with natural numbers.

M.4.1.4.6. Solves problems that require multiplication with natural numbers.

M.4.1.5.6. Solves problems that require at least one division with natural numbers.

Age: 10-11 years old

Materials: Pontoon, activity map, paper

Place: Classroom or garden

Time: 40 minutes

Explanations : Sample map attached,

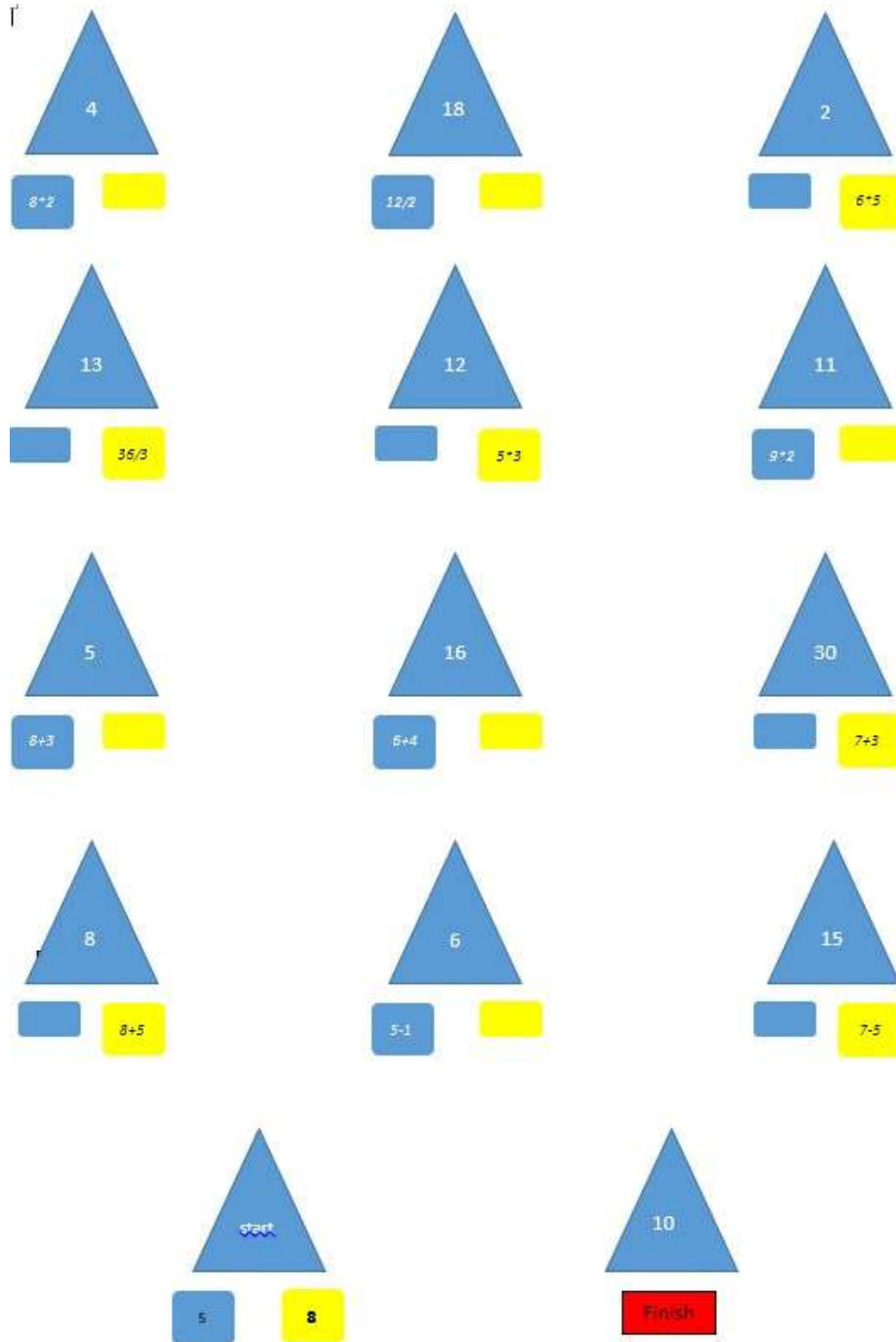
According to the working paper prepared, the pontoons are prepared in the classroom or in the garden. 2 students come to the starting line. There are blue and yellow cards in the field. The students on the starting line start the game by choosing color. They go to the number on their papers. Students who come to the finish line by

completing the operations in each pontoon will finish the game. Each student is allowed to play the game.

Sample;

LESSON PLAN INTRODUCTION

TURKEY- MATHS



LESSON PLAN INTRODUCTION

TURKEY- MATHS

Function: 3D Shapes

Aim: identify geometric shapes and determine their properties

Cross curricular

M.4.2.1.1. Names the edges and corners of a triangle, square, and rectangle.

M.4.2.1.2. Specifies the edge properties of the square and rectangle.

Age: 10-11 years old

Materials: Worksheets

Place: Classroom or garden

Time: 20 minutes

Explanations

In line with the teacher's instructions, the students unite to become the shape their teachers say. The aim is to be involved in a form, not to be exposed. When the teacher says triangle, the students unite into three people and hold on their shoulders and take the shape of triangle. When the teacher says squared, the students become 4 people and stand in the shape of squares. When the teacher says circle, the students become 5 people and stand in a circle. In line with the instruction of the teacher, the students take the form, and the student who is left out of play becomes out of play. The game continues until three people remain.

LESSON PLAN INTRODUCTION

ITALY- SCIENCE

Function: The State Of Materials (solid-liquid-gas)

This is a game to check learning outcomes and competences

Aim: Soft skills: team building - respect of the rules - collaboration - coordination

Aims: read and understand questions

summarize and write answers

knowledge of the state of the materials

associate the correct words to the pictures

recognize the materials in different states

Cross curricular

Main subject: Science

- English (CLIL)
- Math
- PE

Age: According to the national curriculum, this game is for 7-year-old students.

Materials: QUESTION CARDS, Pens, Papers. GADGETS?

Place: Schoolyard, or in case of bad weather, the school (all the spaces).

Time: 1 hour

Explanations

TREASURE HUNT

- group of 4-5 students
- each group
- gets a paper with 10 lines
- to each line corresponds a clue to show the place where the students can find the question cards
- they have to write an answer in each line
- the questions have been hidden in the school.yard
- each correct answer gets 10 points

The final score has given by the point divided for the time in seconds.

- it would be nice that the group has to face a challenge to get question cards, something like, exchange all the shoes of your group or kiss a teacher to have the question card or build a castle with play cards

another version could be with questions or clues in English, or solve operations to get a card.

LESSON PLAN INTRODUCTION

ITALY- SCIENCE

Function: Solutions This is a game to check learning outcomes and competences

Aim: Soft skills:

- team building
- respect of the rules -
- collaboration
- coordination

Learning outcomes - At the end of this process the students will be able to

- read and follow a map
- read and understand the instruction of a game
- analyze and answer questions about solutions
- synthesize an answer in a requested number of lines or words
- classify a different kind of materials
- classify a different kinds of solutions

Cross-curricular:

PE

English /CLIL)

Age: According to the Italian national curriculum, the age of the students is 9-10

Materials: Map, compass, question cards, pens. GADGETS?

Place: Urban park

Time: 2 hours

Explanations:

The students are splitted in 4-5 teams, depending on the number and on the special need children.

Each group gets a map and a compass. They have to follow the map to find the question cards. Once found, they have to read and answer the questions.

Each correct answers gets a score (10 points?)

The final score has given by the point divided for the time in seconds.

LESSON PLAN INTRODUCTION

LITHUANIA-OUR OWN LANGUAGE

Function: Alphabet

Aim: To learn letters by following the teacher's instructions

Cross-curricular:

- Math
- Foreign language
- Art

Age: 5-7 year

Materials: 20 sticks longer, 8 sticks shorter

Place: Class or garden

Time: 20-30 min.

Explanations :

The teacher asks all students to put a stick on the table and says "I". Displays a picture with a date beginning with this letter. Next, ask to take two sticks and place a second stick on top of the stick. This is the letter "T" and shows a picture with a date starting with this letter. Two sticks are taken again and the underside is connected. The letter "V" indicates an image with a date beginning with this letter. Two more sticks are taken and the letter "L" is created and so on. (I, T, V, L, A, H, K, N, Y, M, E, Z).

LESSON PLAN INTRODUCTION

LITHUANIA - OUR OWN LANGUAGE

Function: Greetings

Aim: Children know how to say hello and say goodbye. Feels the urge to be polite.

Cross-curricular:

- Physical education
- Math
- Communication

Age: 5-7 year

Materials: -Yellow and blue headscarves. May have red scarves (good day).

- Pencils
- Paper

Place: Class or garden

Time: 30 min.

Explanations:

The children are divided into three (or four) teams.

The first one puts on the yellow scarves, the second one the blue one, the third one picks up a pencil and a piece of paper. If the children are divided into four groups, the red headscarf marks "good day".

The rules are explained to the children.

With the headscarves, the children run around the designated territory and hide.

The team, which has pencils and sheets of paper, counts up to 20 and starts looking for kids with yellow and blue scarves.

After finding the "yellow" - say good morning, write down the name on a piece of paper and look for others amicably.

The goal of the searchers is to find five (could be less or more) "east" and five "west" and to finish first with ten friends.

LESSON PLAN INTRODUCTION

ROMANIA - PLAYING PUNCTUATION GAMES

Lesson: Play with Punctuation!

§Red Light, Green Light Activity/Game

§Gotcha! A Punctuation Read-Aloud Game

Form/age: 2nd graders/8-9 years old

Time/length: 2 hours

Lesson aim: to check learning outcomes and competences.

Lesson objectives/learning outcomes:

-by the end of the lesson, students will be able to:

§ identify and properly use common punctuation marks;

- differentiate between common punctuation marks;
- demonstrate an understanding of punctuation through correct usage;
- identify when each punctuation mark (full point/full stop/period, exclamation mark, question mark, comma and quotation mark) is needed.

Curriculum Standards:

§ Use dialogue and descriptions of actions, thoughts and feelings to develop experiences and events or show the response of characters to situations;

§ Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing;

§ Follow agreed-upon rules for discussions (e.g. gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics under discussion).

Key terms:

- punctuation
- full point/full stop/period
- question mark
- exclamation mark
- comma
- quotation mark

Materials and preparation:

- construction paper
- markers
- white paper
- reading books
- highlighting tape
- punctuation match-up worksheets

LESSON PLAN INTRODUCTION

ROMANIA - PLAYING PUNCTUATION GAMES

Place:

- flat open space: school yard/school garden/park
- classroom

Explicit Instruction/Teacher modeling

- § Explain to the class that punctuation is the usage of marks to make the meanings of sentences clearer.
- § Have students name some punctuation marks that they already know.
- § Write down a few non-punctuated sentences on the board. For example: I went to the park yesterday I had a great time What did you do yesterday
- Ask the students to suggest ways to punctuate the sentences.

Guided Practice

- § Once the students are warmed up for the lesson, take them outside to play Punctuation Red Light, Green Light Game. Follow the activity instructions as closely as you can.

Independent working time

- § Hand out a copy of a grade-appropriate reading book to each student.
- § Follow the instructions to Gotcha! A Punctuation Read-Aloud Game.
- § However, instead of working with each student one-on-one, have students form small groups. Conduct the activity once with each group. Each time you visit a group, have the other groups read the book on their own.
- § Working on Punctuation Worksheets.

Assessment

- § Write some incorrectly-punctuated sentences on the board.
- Ask the students to proofread your sentences. Each time a student makes a suggestion, ask him to explain the reason why the change needs to be made.
- § Assess students' understanding of the lesson content based on their answers.

Review and closing

- § Review the correct ways to use common punctuation marks. Marks you should definitely cover are the full stop/period, comma, question mark and exclamation point/mark.

LESSON PLAN INTRODUCTION

ROMANIA - PLAYING PUNCTUATION GAMES

A.Red Light, Green Light Activity/Game - Instructions:

What You Need:

- 4 pieces of construction paper, each one with one giant punctuation mark on it: a period, a comma, a question mark, and an exclamation point/mark (you and your students can draw these or cut them out and put them onto the construction paper);
- flat, open field space;
- some energetic second graders.

What You Do:

1. First, briefly review key second grade reading and writing skills in punctuation: periods, commas, question marks, and exclamation points.
2. Line the children up across one side of your big, open space (this activity works best outside in a backyard/school garden or a park. Then you will go to the other end of the space. Make sure to leave enough space between you and those energetic first graders to give them plenty of room to run around. When you shout "Green light, readers!" they can start running forward. But when you shout, "Yellow light, readers!" they need to look at you right away to see what sign you will hold up. Hold up a sign, and they must immediately obey it or go back to the beginning. The winner is the first one to make it across the finish line by following all the punctuation mark traffic commands.

Comma means: slow down and WALK.

Exclamation point/mark means: Hop and wave your hands!

Question mark means: Stop, tilt your head and put your hands on your hips.

Full stop/Period means: STOP right now!

Above all, have fun! They'll get great practice identifying key punctuation marks and their meaning. This is an extremely important part of learning to read and write. Moreover, this activity is a great way to demonstrate how punctuation isn't just a flat, two dimensional part of learning to read and write.

LESSON PLAN INTRODUCTION

ROMANIA - PLAYING PUNCTUATION GAMES

A.Gotcha! A Punctuation Read-Aloud Game - Instructions:

See if you can help your students get the most solid grasp possible of periods, question marks, commas and exclamation points - the four most common punctuation marks in all our sentences.

What You Need:

- transparent "highlighting tape";
- pad of paper and pencil;
- readaloud book that you and your students like and have read once before.

What You Do:

1. First, get familiar with highlighting tape. This is a great resource for anyone, not just teachers; available in yellow, green and sometimes other colors like orange and pink, the tape fits over letters and words in a text, and allows you to see through to them. When you're done, the tape pulls off like an ordinary post-it.
2. Take out a book that you and your students enjoy, and invite each one to be a "punctuation spy." Together, go sentence by sentence to highlight how it ends. If you've got an eager reader, go ahead and highlight commas, too. Finally, if you've been able to find different colors of tape, it's wonderful to color code them.
3. Before you read the book, review the rules with your pupils:
 - when you read aloud, you drop your voice to note a full stop/period at the end of a sentence; raise it for a question; emphasize for an exclamation, and pause for a comma.
4. Now it's time for some fun! Have your second grader watch the page carefully as you read, and don't hesitate to move your finger on the page as you go if it helps. You read aloud...but make some deliberate mistakes! For a sentence that ends in a period, try making it sound like a question...and let your second grader pounce. In fact, try putting a scorecard in his hand. Everytime he corrects you, give him a point. Score of seven wins the round!
5. This game should bring lots of laughter, and some good learning, too. To finish it off, though, go back and read the whole book through correctly, so that the last memory of its punctuation is accurate. You can still involve your punctuation detective: as you reach each one, you can have him peel off the highlighter tape. He'll have a fat handful at the end of the book - a satisfying reminder of how much he really does know!

LESSON PLAN

INTRODUCTION

NORTH MACEDONIA - LEARNING NUMBERS

Dice Game – Draw A Monster

This game is great to practice basic numbers and body parts at the same time. To play, write the parts of a body on the board. For example, eyes, ears, mouth, nose, head, arms, legs, etc. Then for each body part, role the dice (or ask a student to role the dice) and write that number next to the body part word. Next, tell students that they must draw a monster with the same number of body parts as is written on the board. Give students 10 minutes or so to draw their monster and then students can show their monster to the class.

Another way to play this game is to give each student a dice. That way each student will have a very different monster. Then, when showing the monster to the class, the students can describe their monster using sentences and numbers (e.g. It has five eyes. It has three mouths., etc.).

LESSON PLAN

INTRODUCTION

NORTH MACEDONIA - LEARNING NUMBERS IN ENGLISH

This fun ESL card game can be used to review numbers. For this game, prepare a set of number cards for each student (for this example we will use a set of 10 cards numbered 1-10). Give one set of cards to each student and put them into groups of 3/4.

Next, ask students to put all their cards face down in the middle of the group and mix them up. Once the cards are mixed, ask students to take 10 random cards and tell them not to show the cards to the other students. Now the liar game can begin.

Students will take turns and **MUST** put down the cards in numerical order. As they put down the card they must say that number out loud. For example, the first student should place the number one card face down in the middle and say "one". Then, the next student must place the number 2 card in the middle and say "two". If a student doesn't have the next number card, he/she must lie! So, in this example the next number is 3. If the student doesn't have the number 3 card, then he/she must put down a different card while saying "three".

If, at any point during the game, a student thinks that another student is lying about the card they placed down, then they can accuse them and shout "Liar!". If they are correct and the student was lying then the student who lied must pick up all the cards in the middle. If a student accuses another student of being a liar, but they did not lie, then the student who shouted "Liar!" must pick up all the cards in the middle.

ROMANIA

ȘCOALA GIMNAZIALĂ „ION LUCA CARAGIALE”

1ST SHORT-TERM LEARNING ACTIVITY MEETING IN SIBIU, ROMANIA

01ST - 07TH DECEMBER 2019

Meeting Minutes Report

The current Meeting Minutes Report notes that Ion Luca Caragiale Secondary School, Sibiu county - Romania, officially represented by headmaster Simion Constantin Romulus, Erasmus+ project coordinator, had hosted the 1st Short-Term Learning Activity Meeting of the MaGIC - Motivate Games, Increase Competences Erasmus+ Project for 2019-2021 (reference number 2019-1-TR01-KA229-077232_5), during 01st - 7th December 2019, having as guests the partner teachers from Turkey, Italy, Lithuania and North Macedonia.

The program of the 1st Short-Term Learning Activity Meeting in Sibiu had been complex, interesting, educative-instructive, interactive and dynamic, all the activities within MaGIC - Motivate Games, Increase Competences Erasmus+ Project having been accomplished in complete success:

Welcome meeting at school - Let's get together and meet each other!;

“Ion Luca Caragiale” Middle School Sibiu (power-point presentation);

Code School Workshops at Code Master Sibiu (programming languages & games: Scratch, App Inventor, Edison);

Round Table - Introducing and talking about the project topic and calendar/timing;

Sibiu City Tour - Let's discover the beautiful historical city! The guests had been delighted to discover the beautiful old city of Sibiu and its impressive cultural heritage;

Workshops (primary school & education level): formal learning and non-formal education through games - with teachers and children from our school (attention, self-awareness and personal development training materials, activities and games);

Teachers Workshop

Presentation of partner countries/the educational system in each country

(open discussions, power-point/prezi presentation or any other ways of presentation):

school organizational structure: school timetable, evaluation and grading system, extracurricular organization, foreign language learning; afterschool program and summer school (if there are such programs);

the main role of the teacher;

teacher-student relationship (friendly/permissive, strict etc.);

the system of sanctions and rewards for students;

role and involvement of students' parents, their response to school requirements;

transdisciplinary study system;

interest in developing the gifted students' talents, abilities and skills;

teachers continuous training system; lifelong learning program;

school facilities and IT devices;

successful activities, workshops, partnerships, exchanges - relevant examples.

ROMANIA

ȘCOALA GIMNAZIALĂ „ION LUCA CARAGIALE”

1ST SHORT-TERM LEARNING ACTIVITY MEETING IN SIBIU, ROMANIA

01ST - 07TH DECEMBER 2019

§ Talking about our lessons/classes in primary education level, determining the common topics;

§ Round table - talking about the suitable games for the common topics and integrating them to the lessons. Presentations on game-based education - examples from each partner country. I;

§ Workshop/Playtime: Christmas Craft - DIY Glitter Globes (Do It Yourself method);

§ Round table - talking about the suitable games for the common topics and integrating them to the lessons. Presentations on game-based education - examples from each partner country. II;

§ Visiting the open air ASTRA Museum of Folkloric Traditional Civilization and workshops/game based activity&learning at the Old Romanian School;

§ Let's discover Sibiu county and wonderful Transylvania!

Trip to Sighișoara medieval town (the outstanding citadel of Saxon Transylvania), Sovata resort (located in the stunning forested region of Transylvania, Sovata features the heliothermal Ursu (Bear) Lake, unique in Europe) and Praid saline/salt mine;

§ Discover/visiting a kindergarten in Sibiu (visit to No. 33 Kindergarten);

§ Creating the sample lesson plan;

§ Attending the “MAGIC” Show at Gong Theatre Sibiu (leisure time&activities);

§ Coordinators and teachers' meeting (writing, approving and uploading, filling in the questionnaires to assess the meeting).

To conclude:

§ Taking part actively within project activities proved to be very useful, educative and formative both for Romanian teachers and the foreign ones involved in the MaGIC Erasmus+ project.

§ If we were to draw up a SWOT analysis of the project, we definitely have to mention only Strengths and Opportunities, not Weaknesses and Threats.

ROMANIA

ȘCOALA GIMNAZIALĂ „ION LUCA CARAGIALE”

1ST SHORT-TERM LEARNING ACTIVITY MEETING IN SIBIU, ROMANIA

01ST - 07TH DECEMBER 2019

The 1st Short-Term Learning Activity Meeting within MaGIC - Motivate Games, Increase Competences Erasmus+ project proved to be of total success, and we are looking forward to beginning our next Erasmus journeys: the upcoming Short-Term Learning Activity Meetings within MaGIC - Motivate Games, Increase Competences Erasmus+ Project, as follows:

The 2nd Short-Term Learning Activity Meeting/Short Term Exchanges of groups of pupils - Lithuania, 08.03.2020-14.03.2020;

The 3rd Short-Term Learning Activity Meeting/Short Term Joint Staff Training Events - Italy, 04.10.2020-10.10.2020;

The 4th Short-Term Learning Activity Meeting/Short Term Joint Staff Training Events - North Macedonia, 21.03.2021-28.03.2021;

The 5th Short-Term Learning Activity Meeting/Short Term Exchanges of groups of pupils - Turkey, 16.05.2021-22.05.2021.



LITUANIA RAUDONDVARIS

2ND MOBILITY

FROM 2020-03-08 TO 2020-03-14



VIDEOS CAN BE
FOUND HERE



NORTH MACEDONIA

PRIMARY SCHOOL „DEDO ILJO MALESHEVSKI,, - BEROVO

3RD MOBILITY

FROM 2021-11-19 TO 2021-11-20



PRIMARY SCHOOL „DEDO ILJO
MALESHEVSKI,, - BEROVO

3RD MOBILITY

FROM 2021-11-14 TO 2021-11-20

The period between 14th to 20th November 2021 Primary School Dedo Iljo Maleshevski -Berovo was honored to host teachers from four different countries part of the Erasmus plus project „Motivate Games Increase Competencies. The main role to the teachers of the host school was to present traditional, classroom and outside games.

Beside the games the guests were presented traditional food and local places visited by the tourists.

During their stay, Skopje the capital city of N. Macedonia was visited and waterfalls in Strumica. They also visited The Educational Center for Nature Conservation. The last day there was a certificate ceremony and a farewell party.

ITALY IC VIVENZA - GIOVANNI XXIII

4TH MOBILITY
FROM 2022-03-27 TO 2022-04-02



TURKEY
TÖMÜK CUMHURİYET
ILKOKULU
5TH MOBILITY
FROM 2022-05-22 TO 2022-5-28



SCAN ME

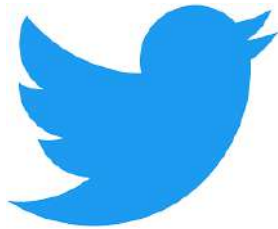
TURKEY

TÖMÜK CUMHURİYET ILKOKULU

DISSEMINATION



SCAN ME



SCAN ME



LITHUANIA RAUDONDVARIS DISSEMINATION

TEACHERS

Involvement in this Erasmus + project was a wonderful international experience, revealing cultural differences in the educational process.
Encouraged more interest and deepening into the main activities of children - the game.
The project uses the most versatile language - the game.
It was fun to see the twinkling eyes of colleagues and children, parents.
We were able to excite every child with the game.
Knowledge of English and use of ICT have improved.
We shared the experience gained during the project with colleagues.
We were able to learn about children's culture through games.
We helped develop children's competencies through play.

CHILDREN

It's a lot of fun learning games from other countries.
We learned a lot of words in other languages.
It was fun to play with kids from other countries.
They gave us presents.
As we were traveling in Turkey for a long time on a plane, we talked about what games we were playing in Lithuania. We taught these games Turkish children. We learned a lot about new games.
We didn't even want to go home. It was a lot of fun.

PARENTS

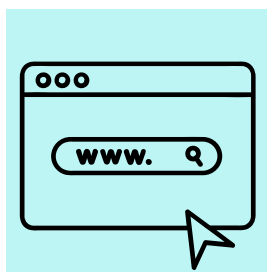
Children have a lot of fun participating in international projects.
They are constantly talking about the experiences gained in kindergarten in Turkey.
International projects bring the community together.
The kindergarten has become more famous, the prestige of the kindergarten is rising.
I think it was the first time the kids in kindergarten went out with the teachers.



ROMANIA

ȘCOALA GIMNAZIALĂ „ION LUCA CARAGIALE”

DISSEMINATION



NORTH MACEDONIA

**PRIMARY SCHOOL „DEDO ILJO
MALESHEVSKI,, - BEROVO
DISSEMINATION**



ITALY IC VIVENZA - GIOVANNI XXIII

DISSEMINATION

