



## ETWINNING

is the widest European teachers community.

MISSION: to improve the training offer of the European school system through the internationalization and innovation of teaching and learning models in order to create a feeling of shared European citizenship in new generations

## ACTIVITIES

- Logo design and selection
- Surveys of Children, Parents and Teachers
- Introducing members' schools and cities
- Games/activities about Safer Internet Day
- Online games
- Coding games
- Teachers and Children's meeting
- Games to teach school subjects



**ETWINNING PROJECT**



**January 2024**



**May 2024**

# Learning by playing...

## WHY?

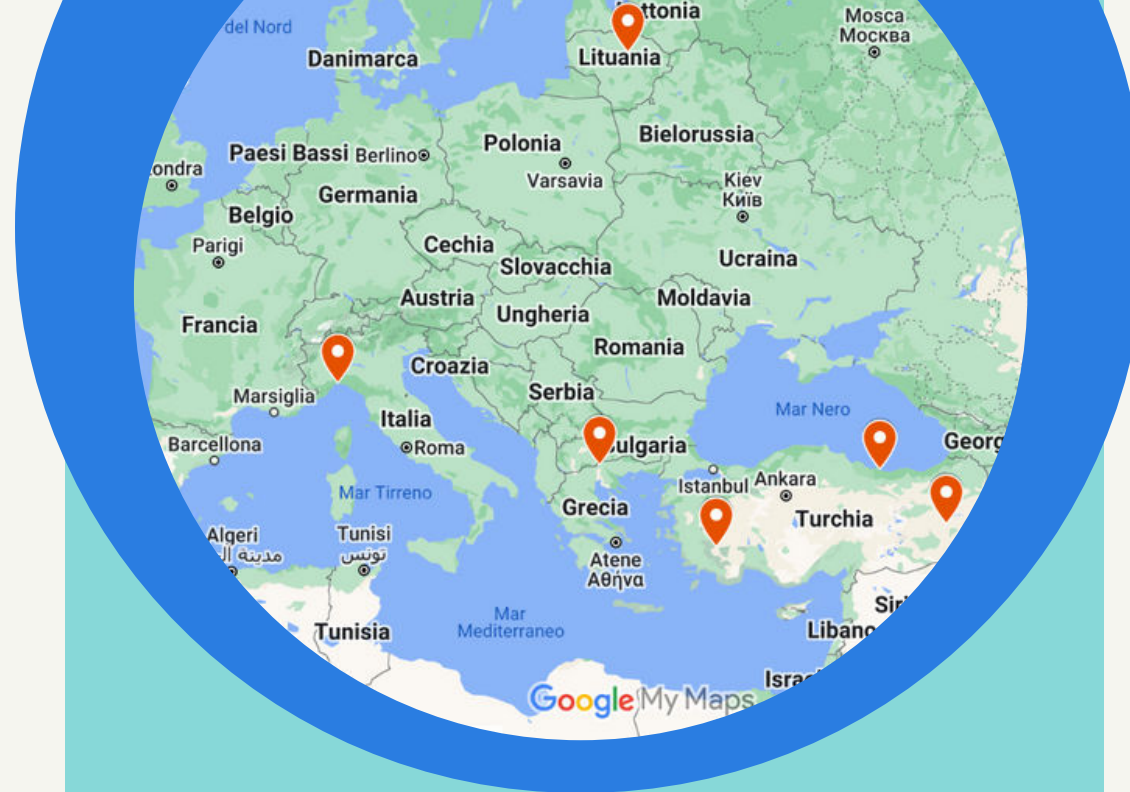
**Play and children go hand in hand...**

*There will always be a game next to the child and a child next to the game...*

*Playing is the child's way of life and development...*

**Playing is not working for the child, but a way of discovering a whole new and often mysterious world...**

It is a natural school where spontaneity and motivation abound, where everyone is a good learner....



## MEMBERS

- RAMUTĖ ADOMAVIČĖ  
Kindergarten "Smalsutis" - LITHUANIA
- MIRAY NESLİ ÇEVİK  
Tabanlı Primary School - Kindergarten - TURKEY
- EVREN MAKAR  
Yuksel-Rustem Öztürk Anaokulu - TURKEY
- GIOVANNA GORZIGLIA  
ICSPPA Genova - ITALY
- BÜŞRA EKİN ÖZKE  
Bereketli Kindergarten - TURKEY
- KOUFOU EVANGELIA  
Amarantwn Kindergarten - GREECE
- SVETLANA GEDVILIENĖ  
Klndergarten "Vyturėlis" - LITHUANIA
- RUKIYE TEMUR  
Yüksel- Rüstem Öztürk Anaokulu - TURKEY
- BETUL CIRAK  
Hüseyin Ersu Kindergarten - İstanbul - TURKEY
- ASIYE SARICA  
Türk anadolu vakfı imam hatip ortaokulu Konya - TURKEY
- YASEMIN TOKER  
Hürriyet Anaokulu/ Batman-TURKEY
- PINAR TEMİZ  
Nene hatun kindergarden Samsun - TURKEY
- IVETA BARKAUSKIENE  
Panevėžio lopšelis-darželis „Žilvinas" - LITHUANIA
- RASA PODVISOCKIENE  
Šiaulių r. Ginkūnų Sofijos ir Vladimiro Zubovų progimnazija  
Šiaulių R. - LITHUANIA
- GULSEREN SIMSEK  
Kırıkkake Ugur Bocegi Anaokulu Yasihan - TURKEY

## AIMS:

*to teach children academic subjects through games in a fun and effective way.*

## OBJECTIVES:

To engage children in games that stimulate learning in mathematics, biology, reading and writing and other academic subjects.

Through a variety of games, children will be encouraged to be active but also to develop independence and creativity.

To support the teacher with ideas on how to use games to organise activities that are active and fully educational for children.

**The project will focus on play, which will contribute to the children's education**