

## About the project

Especially nowadays we have realized that our students have been using technological devices a lot and they don't know how to play game with their friends. As a result of this their logical, kinaesthetic, social and linguistic skills aren't developed. By this project, we want our students and parents to notice this deficiency and take the action. In accordance with this purpose, we determined eight traditional and creative games. Our students are going to play a game each week. By these games, we purpose to develop our students' logical, kinaesthetic, social and linguistic skills and creativity. Then we get our students to watch how the other schools' students play same game so that they can develop their focusing and observational powers. In the end of this project, our students are going to learn skills gaining favor them in their lifelong and they are going to create a game culture by filling their blanks with games instead of technological devices.

### AIMS

By playing a game each week, our students are going to develop their kinaesthetic skills in motional parts, their logical skills in strategic parts, their social skills in communicational parts and linguistic skills in speaking foreign language parts. By watching other schools' videos and looking at photos, our students can develop their observation powers and critical thinking skills also our students gain perfection in using time efficient. As a result of these objectives, our students are going to create a game culture by learning with fun.

### WORK PROCESS

Every school organizes its team consisting of their teachers and students. Every school takes its videos and photos for its game. According to our game programme, every monday one school shares its videos and photos in Twinspace. Other schools watch and research these sharings and take their videos and photos and share in Twinspace until thursday so that all partners can find chance to watch and research sharings of all schools on friday. The Programme of our games is below;

1st Game:ASURE - 13/02/2017 (Yildirim Beyazit Primary school)

2nd Game: Bean Bag Throwing - 20/02/2017

3rd Game: Cizbiz - 27/02/2017 (Yildirim Beyazit Primary school)

4th Game: Grass-Snake - 06/03/2017 (Sliena Basic School)

5th Game: Guess My Dream - 13/03/2017 (Yildirim Beyazit Primary school)

6th Game: Home Sweet Home - 20/03/2017 (Private Baskent Ornek Primary School)

7th Game: Istop - 27/03/2017 (Yildirim Beyazit Primary school)

8th Game: Rolling Stone - 03/04/2017 (Yildirim Beyazit Primary school)

Last week is evaluation of project

### EXPECTED RESULTS

By photos, we are going to prepare a game leaflet and e-twinning board in our school. By videos we are going to prepare a game Dvd. We are going to publish processes of our project in our web-site and results of our project in our local newspaper and we are going to organize a quiz competition with games in our school wide. Aim of all these products is to share our project with everybody who wants and contribute them.

# European Quality Label



Ilona Surgautienė Kauno rajono Slienavos pagrindinė mokykla,  
Lietuva

apdovanota(s) Europos Kokybės ženkliu

Už projektą:

## Games in the Blanks

25.10.2017

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PENDİK YILDIRIM BEYAZIT İLKOKULU



Games in the Blanks

e-TWINNING PROJECT