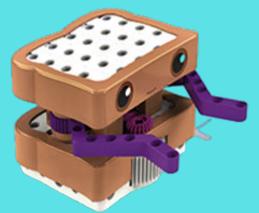


# Learning is interesting and fun





# 5th smart week





## FIFTH SMART WEEK ACTIVITIES

Games with bee bot Games with Sammy Drawing via computer The use of ICT in our class Live books and quiver cards Code week 2020 activities



# Games with bee bot









# Bee bot and autumn



#### Preparing the maquette







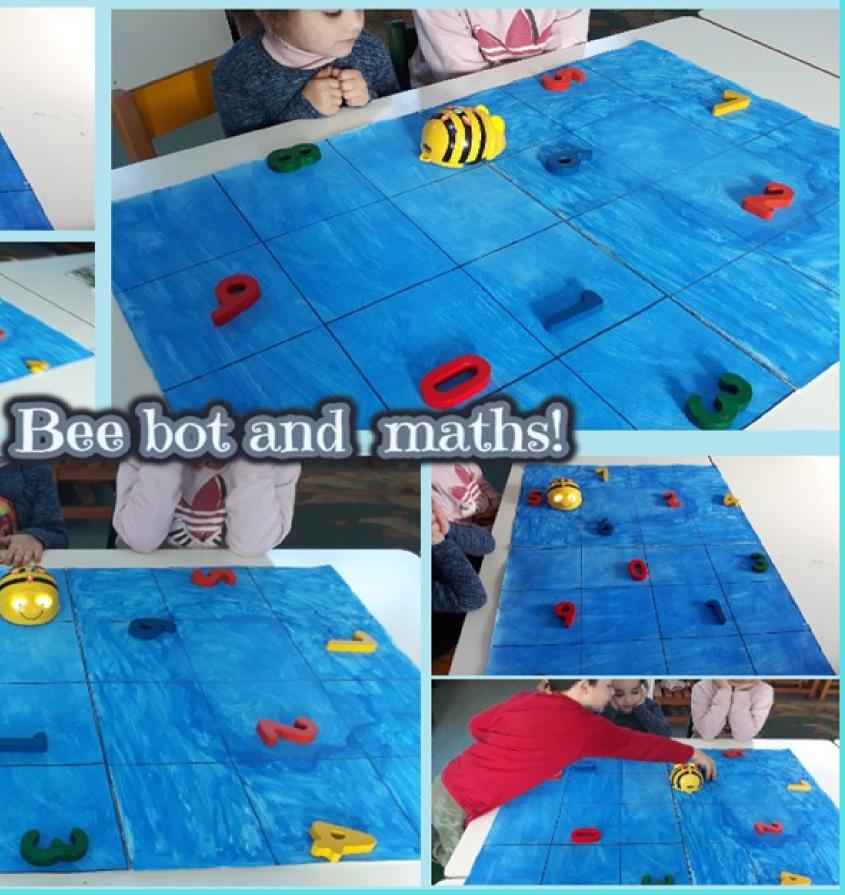








-



# A walk around our town



# Bee bot and shapes

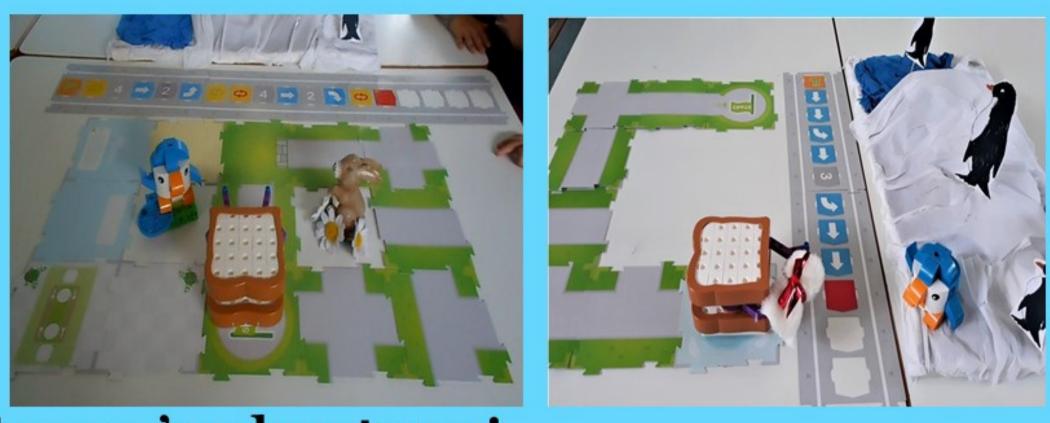




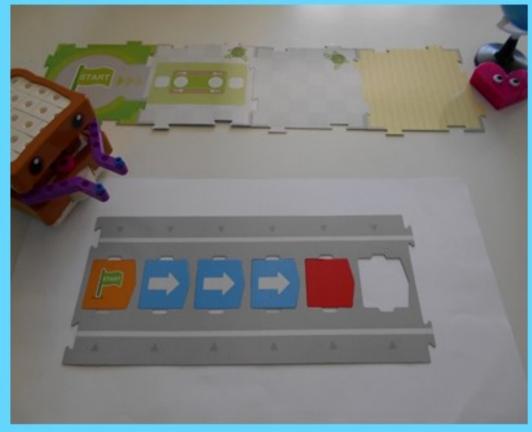
# Games with bee bot







#### Sammy's adventures!





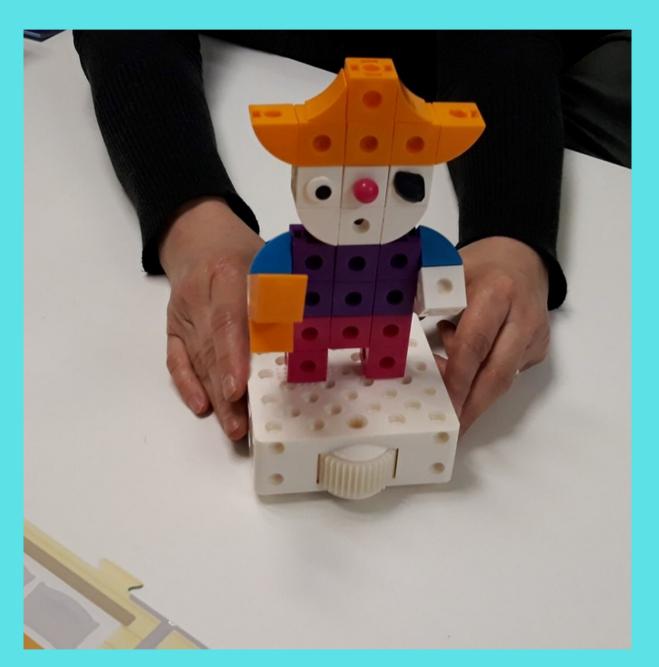




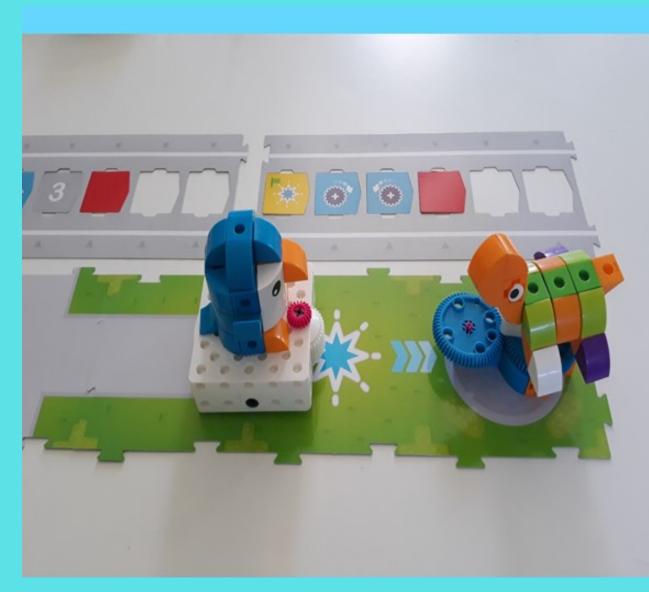


# Games with Sammy











### Games with mouse bot



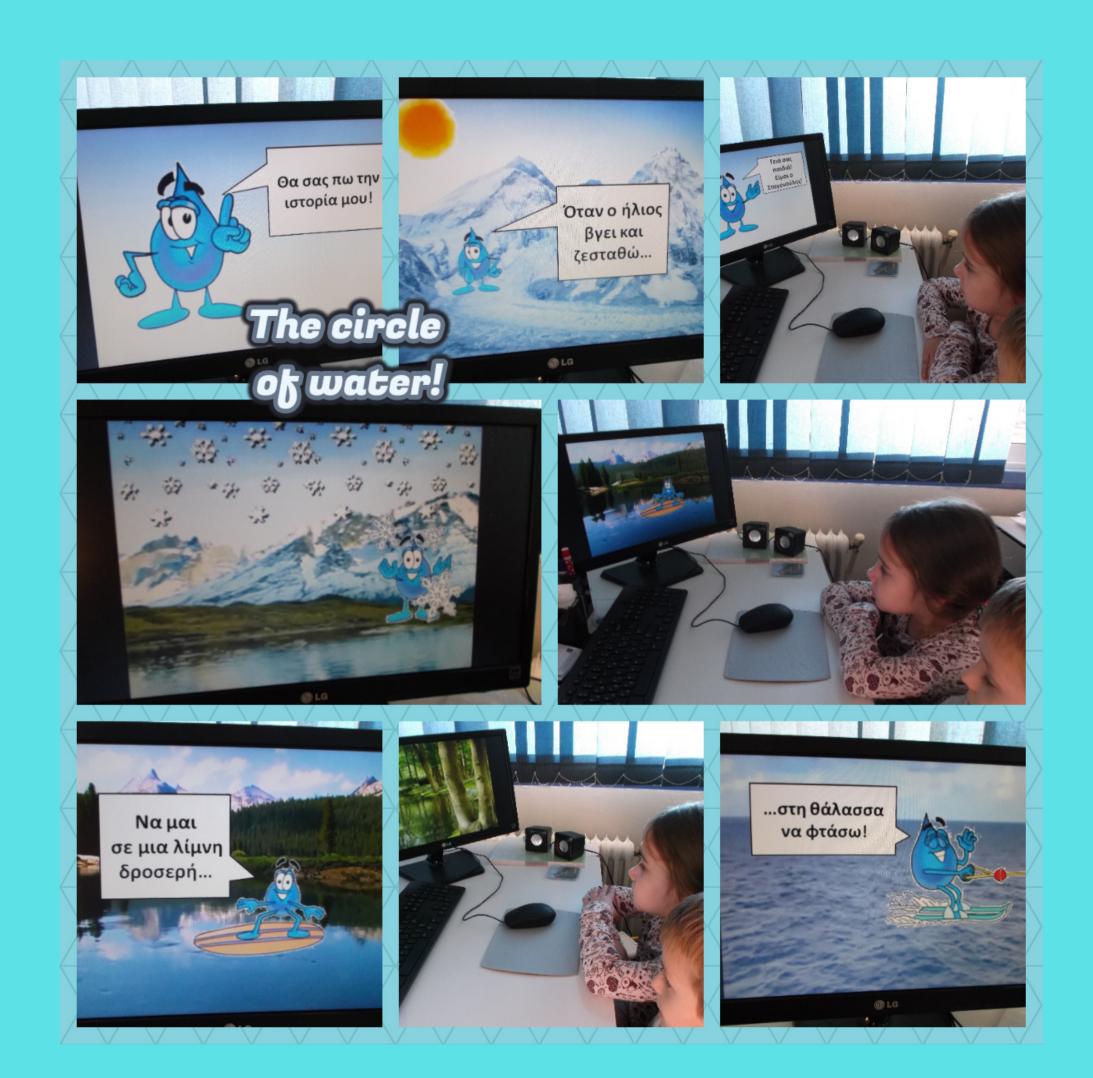
# Games with mouse bot







# The use of computer in our class



### Costructions





















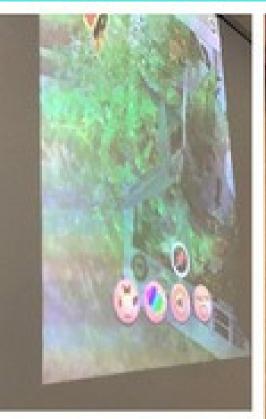
### Drawings via computer





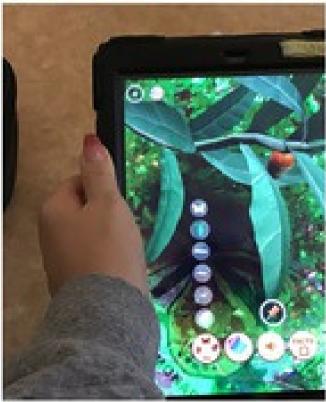
# 4D and quiver cards











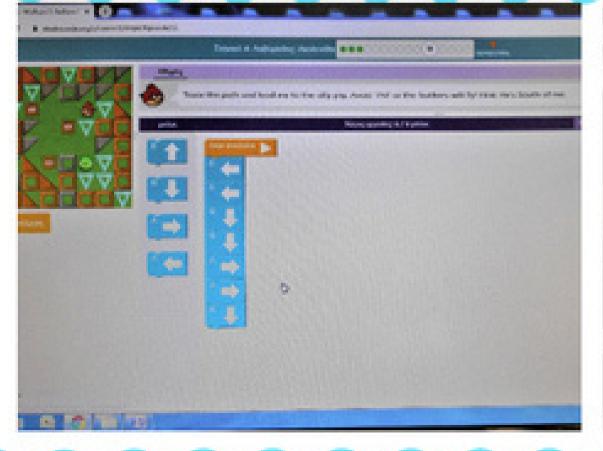
### Live books



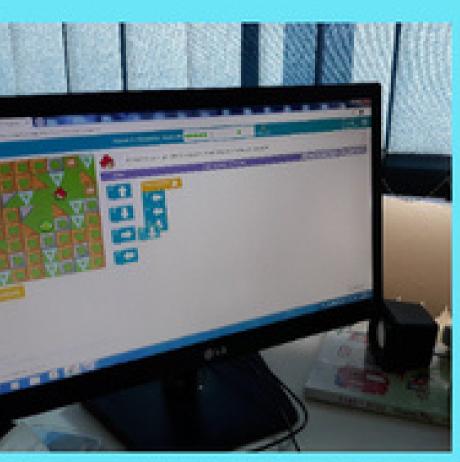


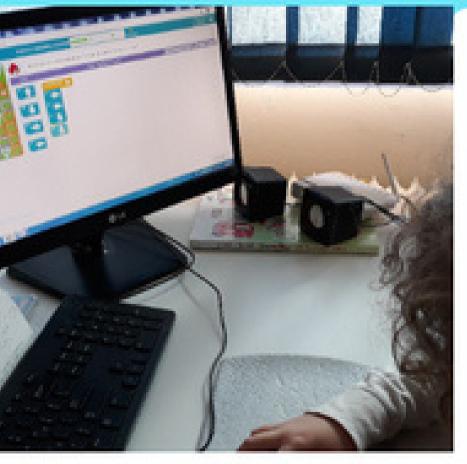
# Time for coding!



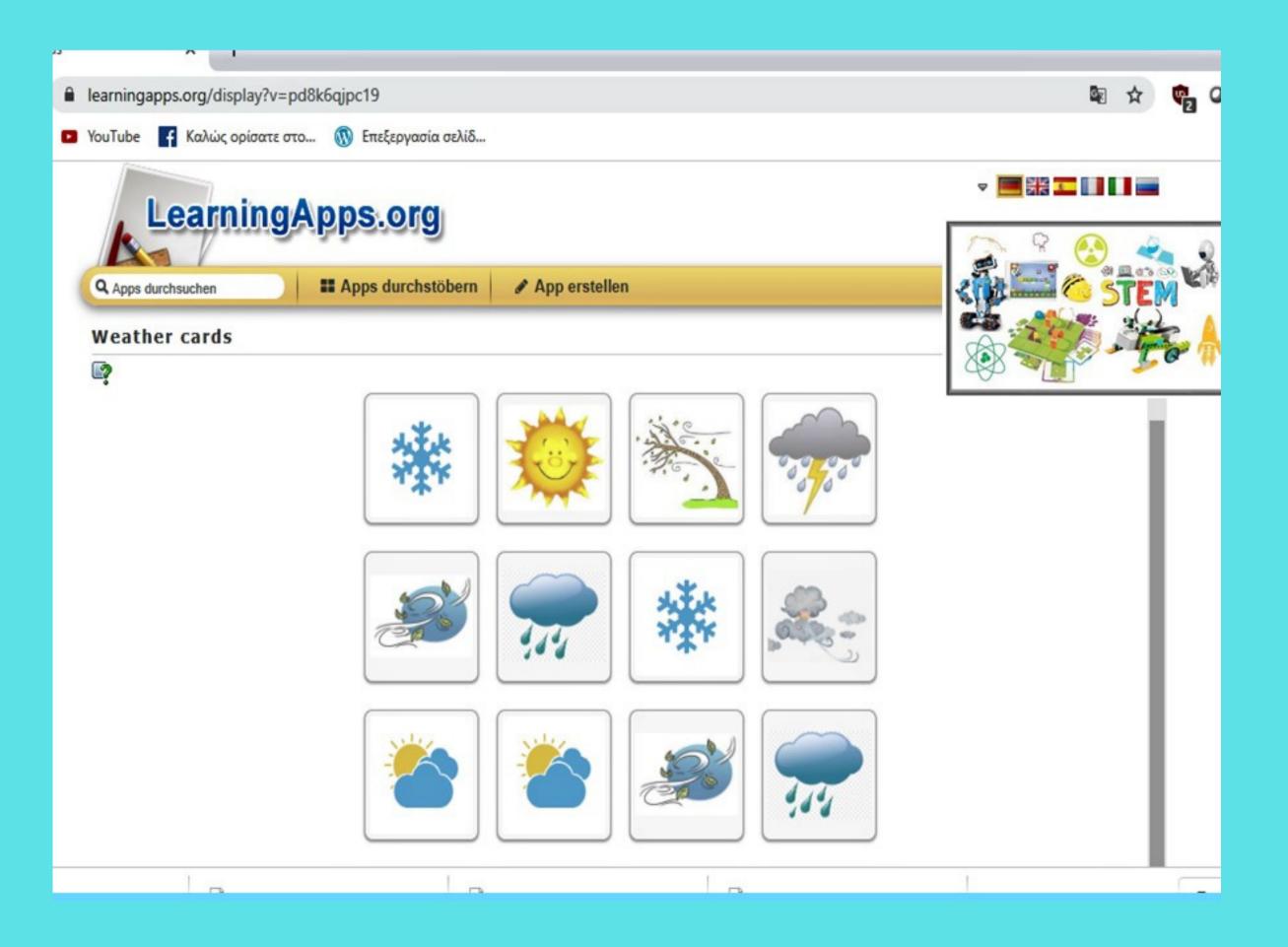








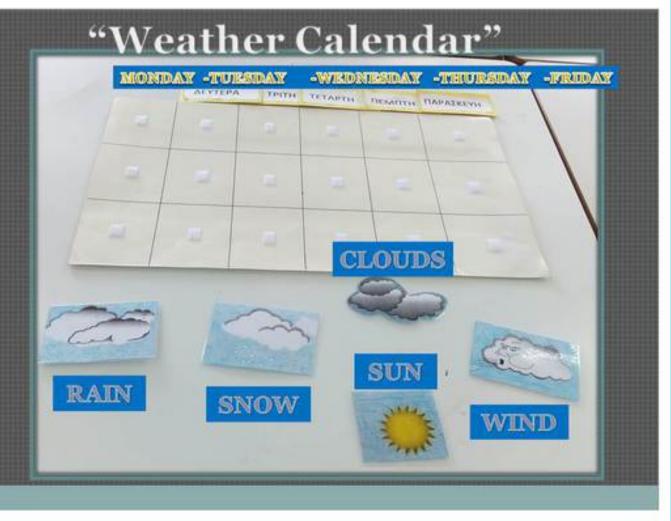
# Creation of educational games







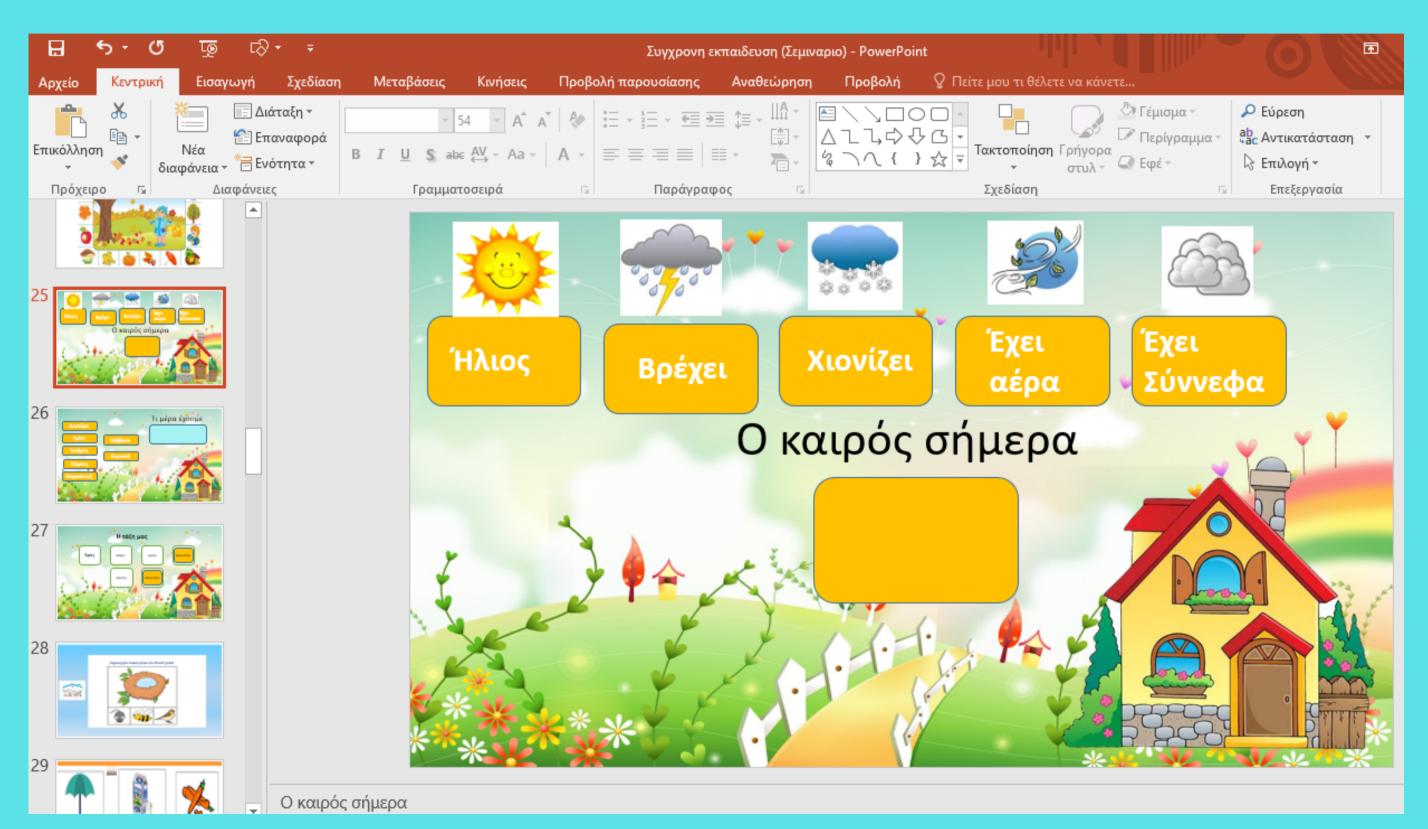




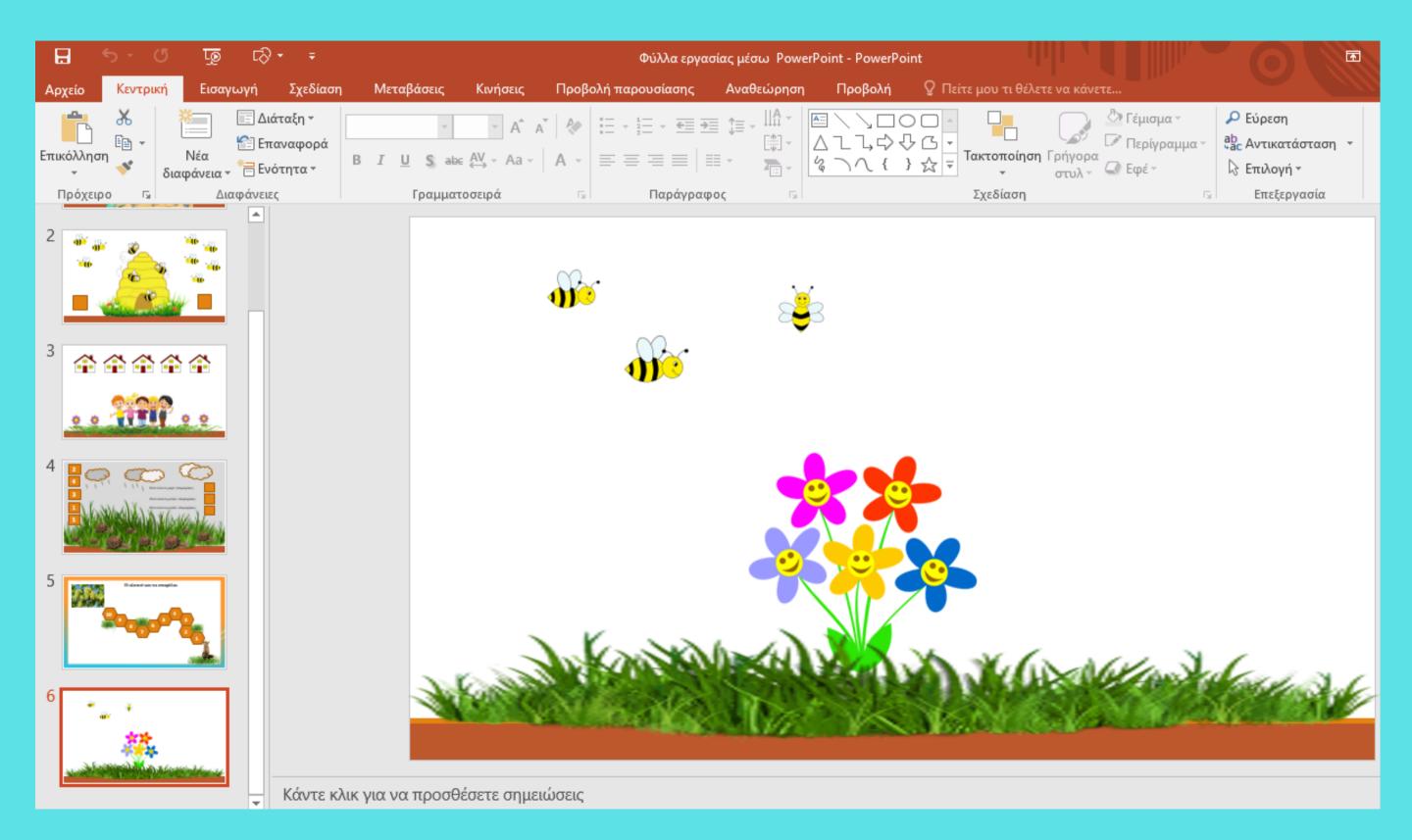
### Creation of weather calendar

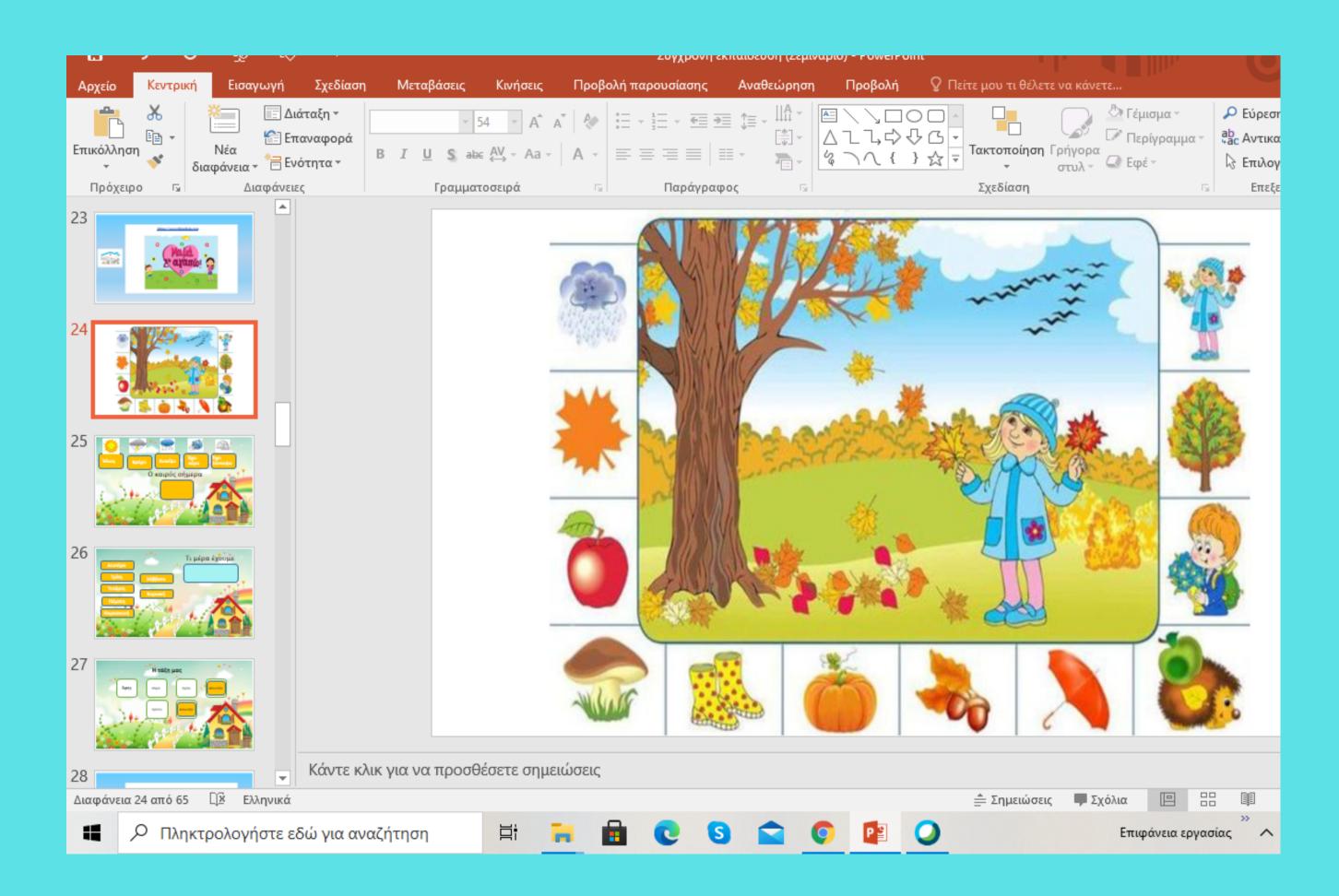


### Creation of autumn digital calendar

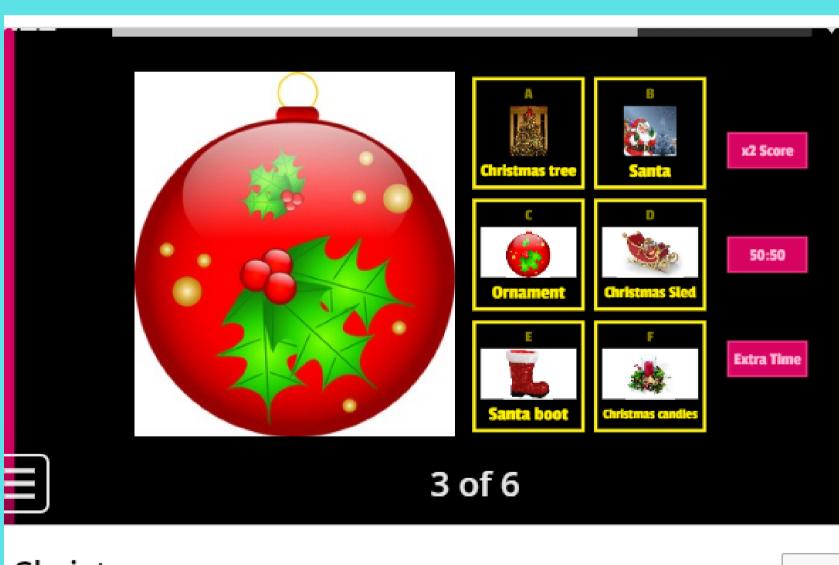


## Creation of educational games



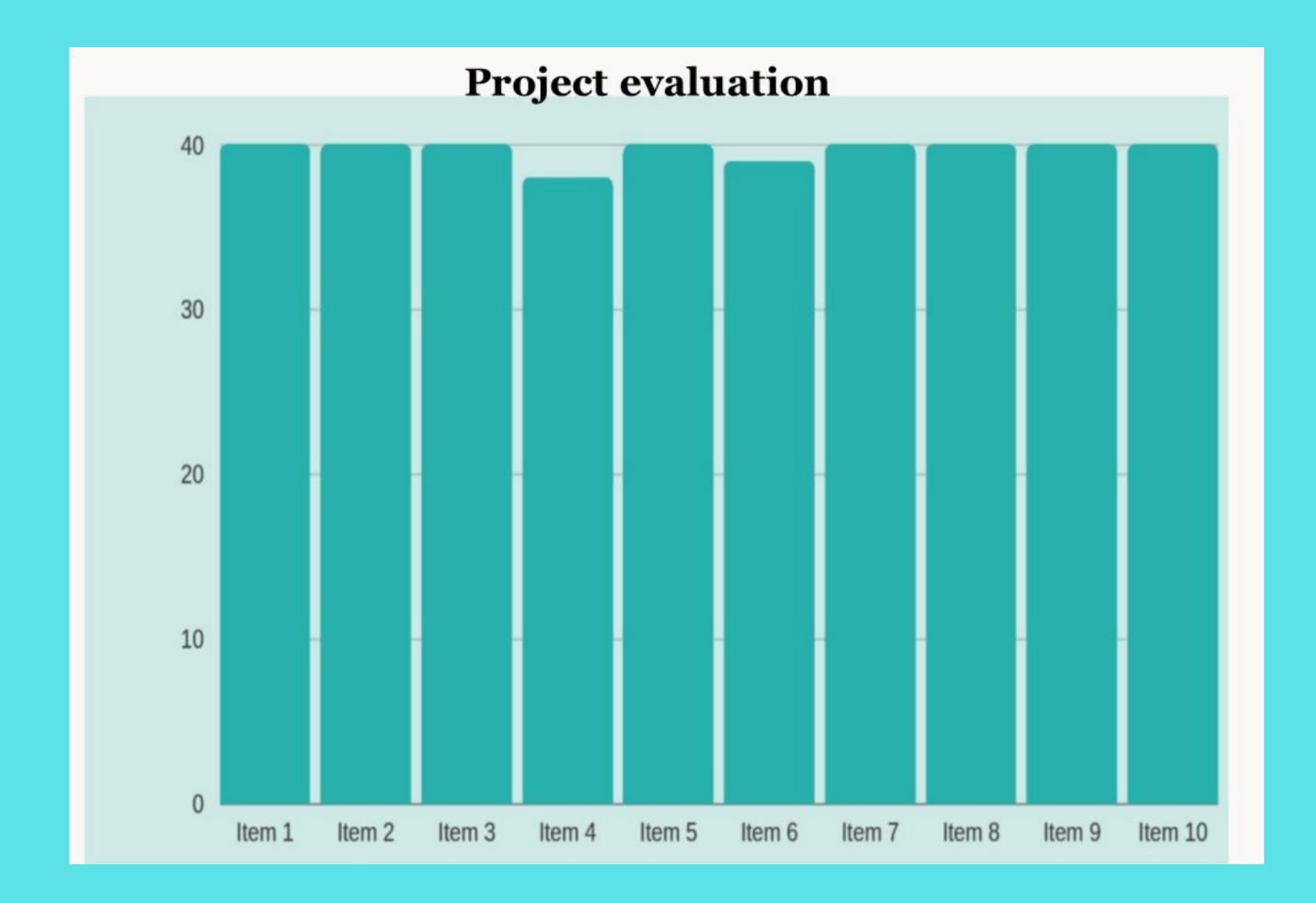






Christmas game

#### 2



### Teachers and parents impressions

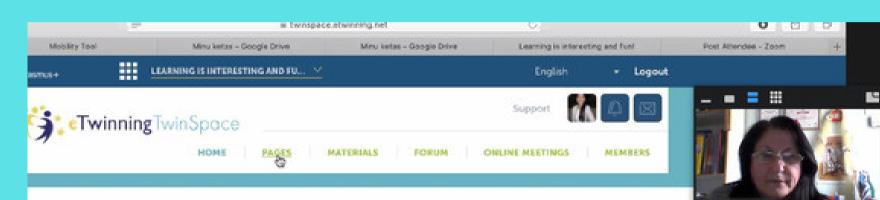
This project was very interesting and very useful, we earned new useful knowledge. Some of the activities we realized during the COVID period when the teachers and children were at homes.

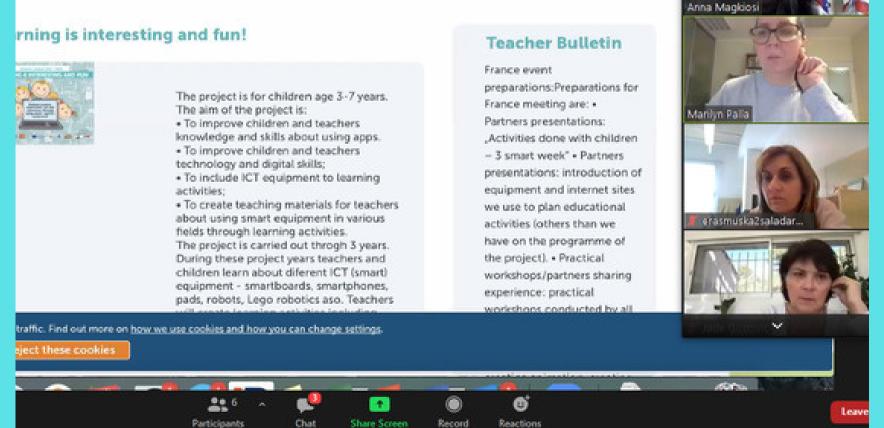
It was interesting to organise some STEAM activities at home, children made experiments with their parents, created some paintings with natural materials.

Robotics and programming have advantages when introduced into teaching right from pre-school. It is an activity of great importance, given its transversality, in relation to all areas of development, mainly in terms of expression and communication, in the field of mathematics and spatial structuring of the child. This project was especially important during the COVID period, due to the need for distance learning and the large use of technological resources suitable for training and learning. In my opinion the project is very nice helpful and motivates both children and teachers to spend their time creatively. As for the COVID period i believe that every project does not have a considerable impact since the proper attention is not being paid especially by the students while the teachers are willing to educate in this difficult situation!

Very interesting and innovative project ! I found it very interesting during COVID and helped me to develop my knowledge.

### Teachers meeting via zoom







## **Dissemination activities**

💐 🗊 🖬 📶 👍 62% 🗎 🔛 🔤 🔛 🚥

57

#### 

53

#### ₩ 🙃 🖬 📶 🖉 62% 🗎 1 🖾 🐸 🔛 \cdots

Στα

του

്പ

πλαίσια

Παρουσίαση και διάχυση των αποτελεσμάτων του Ευρωπαϊκού προγ/τος Erasmus+ KA 2 με τίτλο «Learning is interest and fun» 2018-2020

Erasmus+ project 2018 - 2020

**LEARNING IS INTERESTING AND FUN** 

> Children explore, experiment, act and

experience through ng smart- and ICT

blogs.sch.gr

Η ιστοσελίδα για τα εκπαιδευτικά υλικά που δημιουργούνται κατά τη διάρκεια του προγράμματος θα είναι ελεύθερα διαθέσιμη σε όλους τους εκπαιδευτικούς.







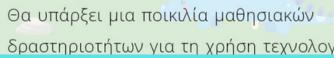


blogs.sch.gr



 $\square$ 

Θα υπάρξει μια ποικιλία μαθησιακών δραστηριοτήτων για τη χρήση τεχνολογίας,



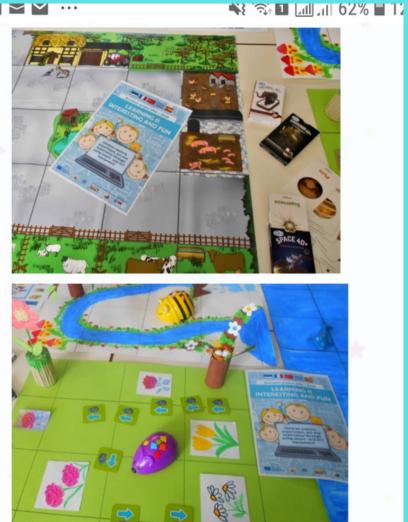
¥ 🙃 🖬 📶 d2% 🗎 1

=

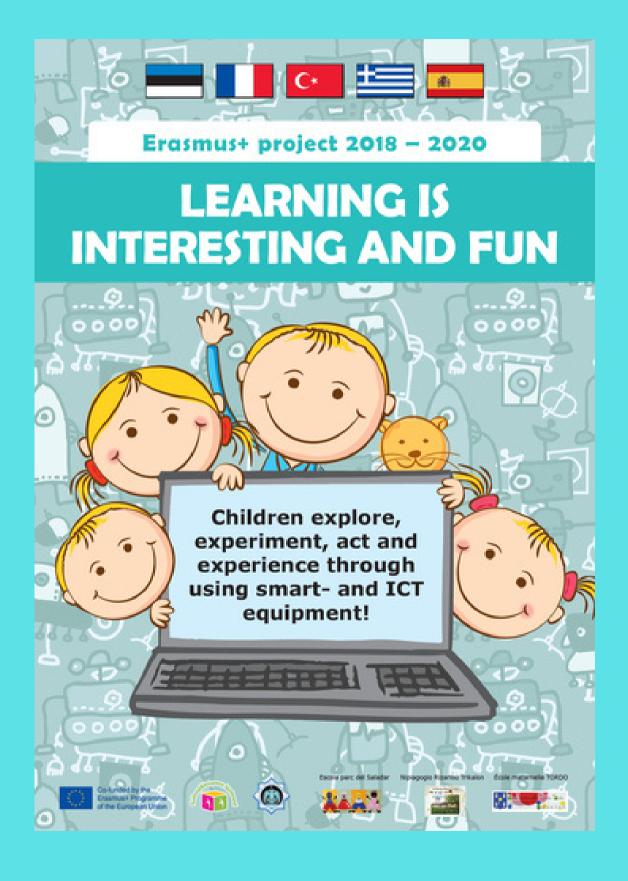
σύμπραξη συμμετέχουν εκπαιδευτικοί από Ελλάδα, Γαλλία, Τουρκία, Εσθονία και Ισπανία και τον συντονισμό του έργου έχει η Εσθονία







Η παρουσίαση του έργου έγινε από την Προϊσταμένη του Νηπιαγωγείου κ. Μαγκιώση Άννα η οποία είναι και η συντονίστρια αυτού του προγ/τος όπως και των υπολοίπων Erasmus σχεδίων του σχολείου και η οποία κατά τη διάρκεια της ομιλίας της τόνισε ότι η συμμετοχή σε αυτό το έργο αναμένεται να



# End of 5th smart week

### December 2020

