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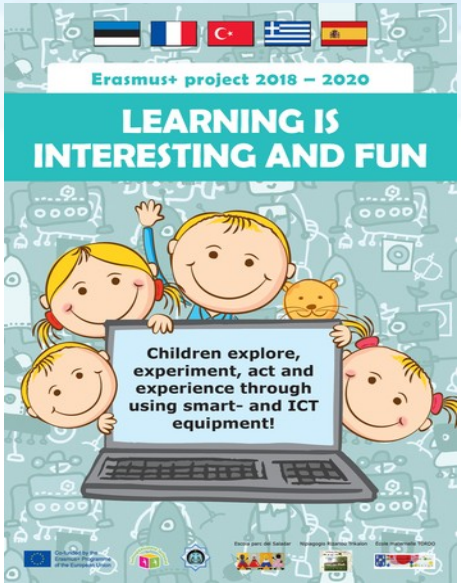
eTwinning

Presentation of project activities

« Learning is interesting and fun!»

Erasmus+ Project KA2

Exchange of good practices



Presentation by Ann Magkiosi

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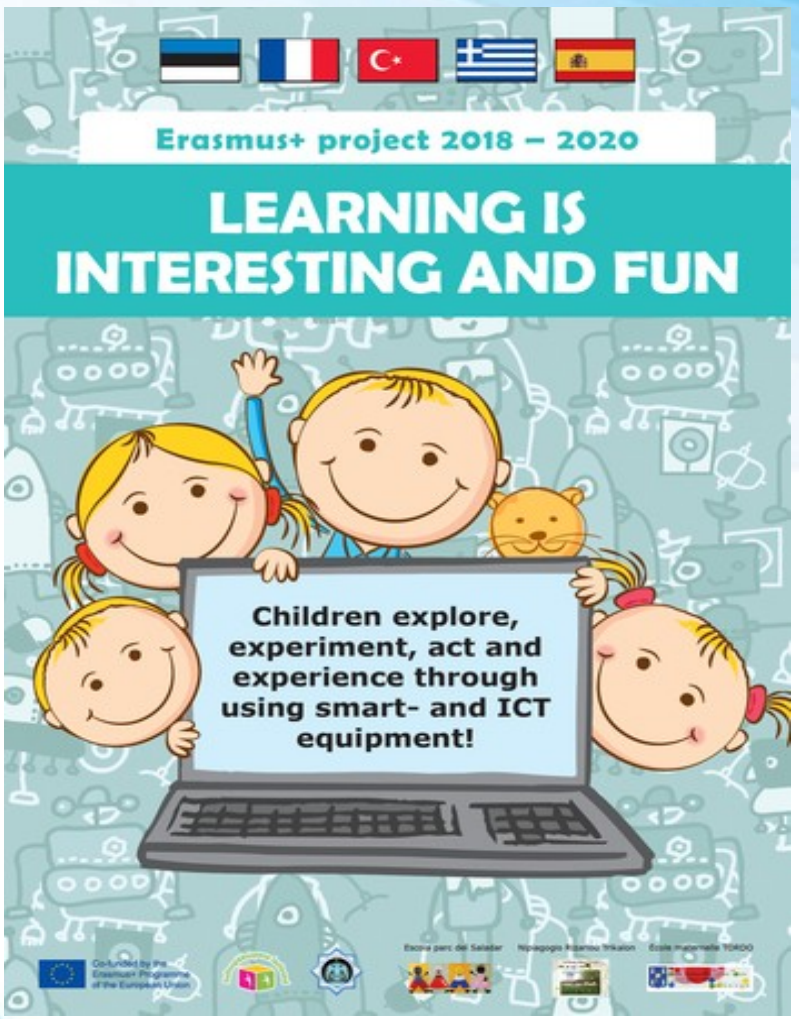
Project logo



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https://blogs.sch.gr/niprizartri

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Project aims

Technology, is an valuable tool for improving the teaching process in pre school education because creates a new learning environment, more attractive and enjoyable for young children and the acquiring of knowledge requires the active participation of young children in the educational process ,turning them from passive recipients into creators of information and knowledge.

During the project, children implemented their new skills ,developed the spirit of cooperation and responsibility, produce themselves materials and participated in all activities, feeling the joy of creativity.
With this program we aim to increase the digital skills of teachers and children and to integrate ICT and robotics in teaching /learning activities.

We believe that is very important to give children of pre school education, all the required skills and abilities and prepare them become the European citizens of tomorrow society.

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By taking part in this project we set as objectives :

- Integrate of technology and smart devices to everyday learning process that let children to learn through playing, using more attractive activities for their age.
- Development of children's critical thinking and social skills
- Development of children's abilities and skills related to observation, exploration with teaching methods that promote the autonomous learning
- Development the spirit of cooperation and responsibility, through games with other children.
- Children came in contact with culture of other countries and understood the diversity, thereby strengthening their European identity.
- Children and teachers enriched their knowledge about using technology and improved their learning, technical and digital skills.
- Teachers created new learning educational environments more attractive for children by the use of new equipment (tablets, robots, Lego robotics in their school!

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Expected results

- Teachers and children who taking part in this project developed their digital knowledge in order to improve the quality of knowledge.
- Pupils developed the spirit of cooperation and responsibility through cooperation with other children and they exercised with the use of new technology and robotics, learning about the culture of others European nations and came in first contact with other languages.
- Other results is the creation of project web site with learning material and good practices, the creation of e games, puzzles and e books
- Schools enriched their action with their participation in this European project.
- An exhibition held for project results' dissemination to the educational community and the local community.
- All the products will be posted on various social networking media.

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Pedagogical method of teaching and learning

1.The collaborative method that encourages students to engage and collaborate with one another, promotes the development of their abilities, contributes to their development process and offers opportunities for initiative, creativity and self-efficacy, seeking maximize the experiential approach of our subject.

2. We have also chosen the DEWEY (Learning by doing) child-centered approach, which prioritizes the active involvement of children and favors the development of initiatives on the part of children, and teaching is participatory and aims not only at the transmission of knowledge but also at the whole child development, which is also our overriding goal.

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The result of this combination was amazing and this is evidenced by the number and quality of the products produced, with the child's effortless involvement in all project activities. We have used the combination of expression, thirst for learning and creativity of this age as a means of stimulating and sustaining children's interest, with excellent results. During the project we worked in groups and individually with each child, depending on the planned activities and needs of the project. They painted for the project's needs and some of these projects became online puzzles, learned English words enjoying every moment of this work.

Through integrating of technology in learning/teaching process we helped children to develop general skills, gain specific knowledge about technology, develop their critical knowledge ,develop their creativity and develop their self-expression and self confidence .

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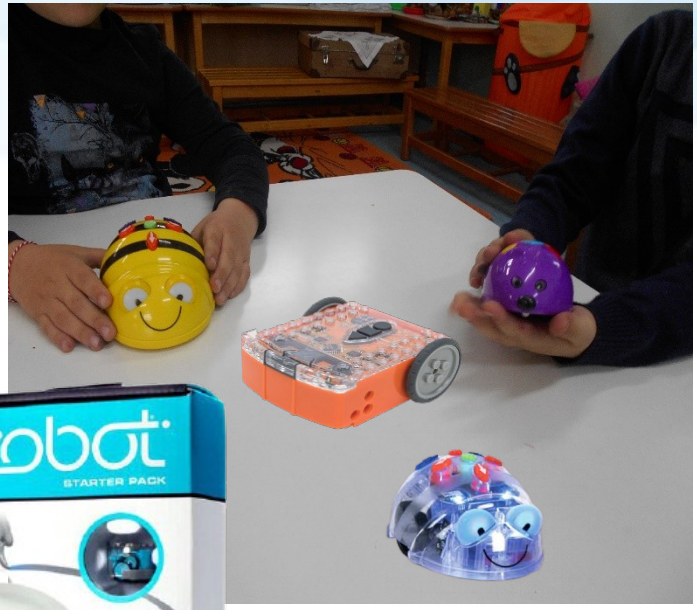
Our robots!
Bee bot ,Blue and mouse bot

The robots that put the children of the kindergarten in the world of robotics and the algorithmic way of thinking!



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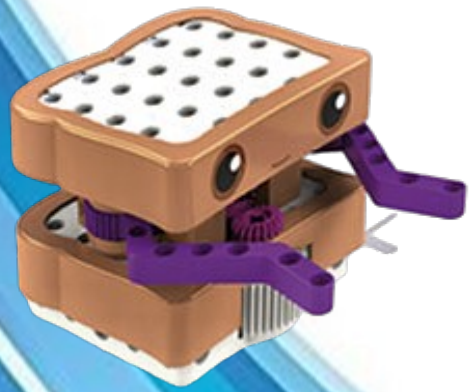
Kids First Coding and Robotics

Kids First Coding & Robotics welcomes us to the world of programming and does learning fun!

It is the ideal educational game for children from preschool to understand the basic logic of programming through scripts and story cards!



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Ozobot

The Ozo bot is very easy to program to move on paper, to follow lines, to know their colors, to light a colored light, to turn, to rotate, to perceive obstacles and to react accordingly, etc.

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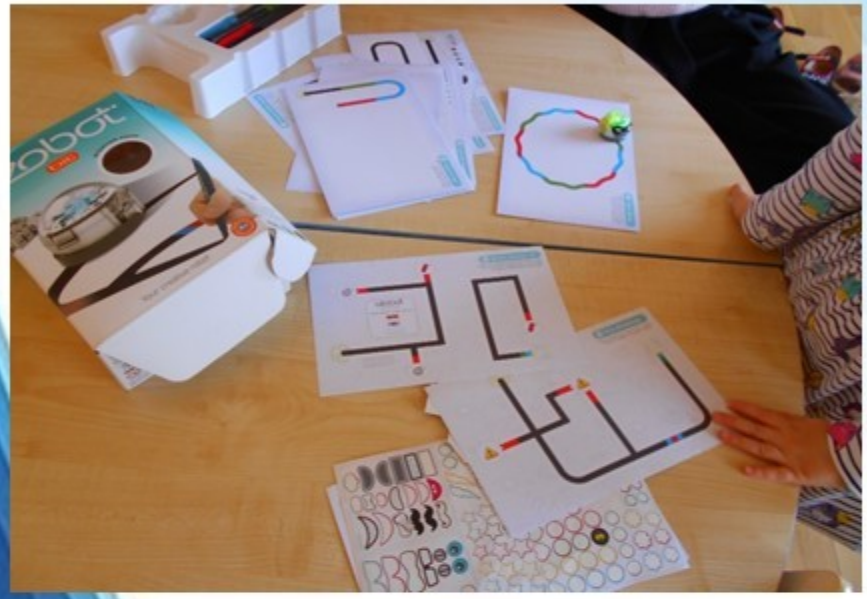

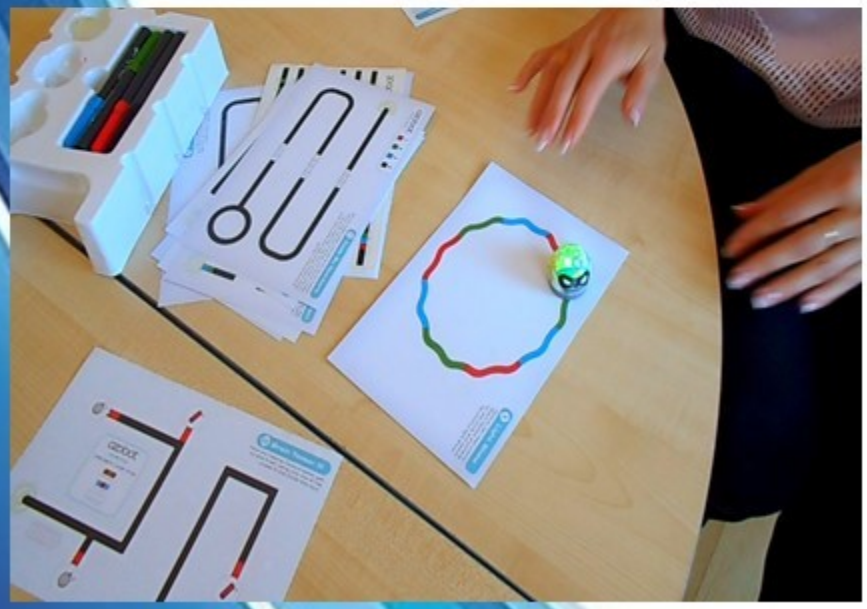

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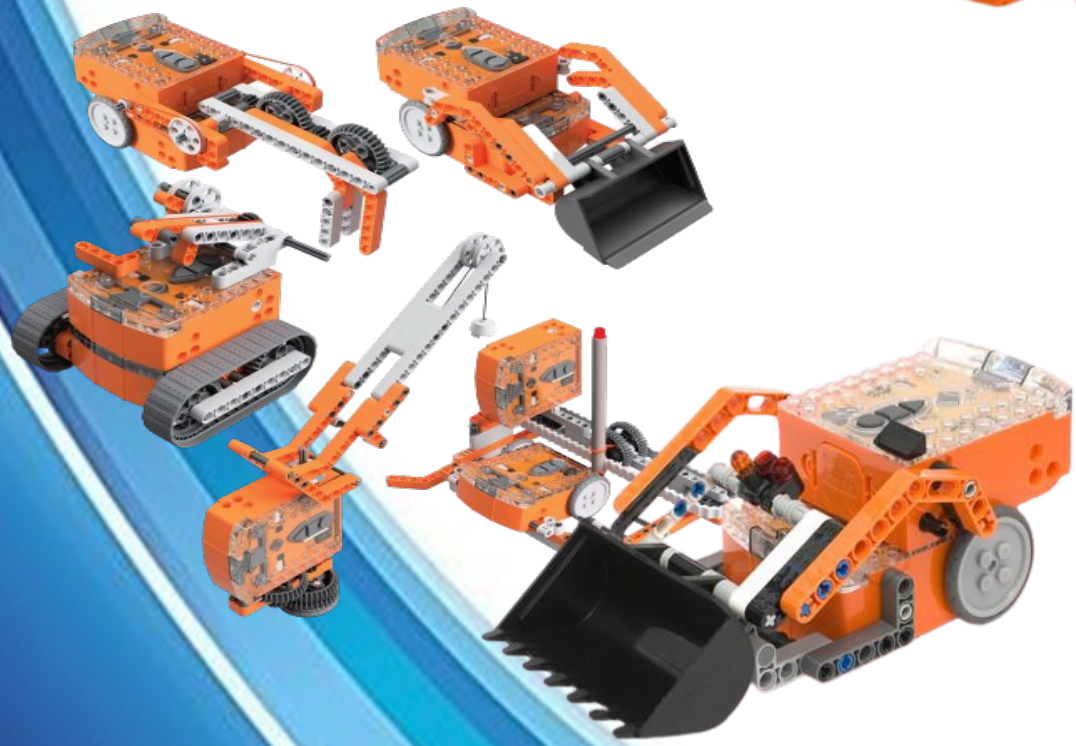
Edison robot

Ideal for STEM activities

Robotic system with infrared sensors that can easily expanded using Lego bricks, suitable over 5 years to 95!



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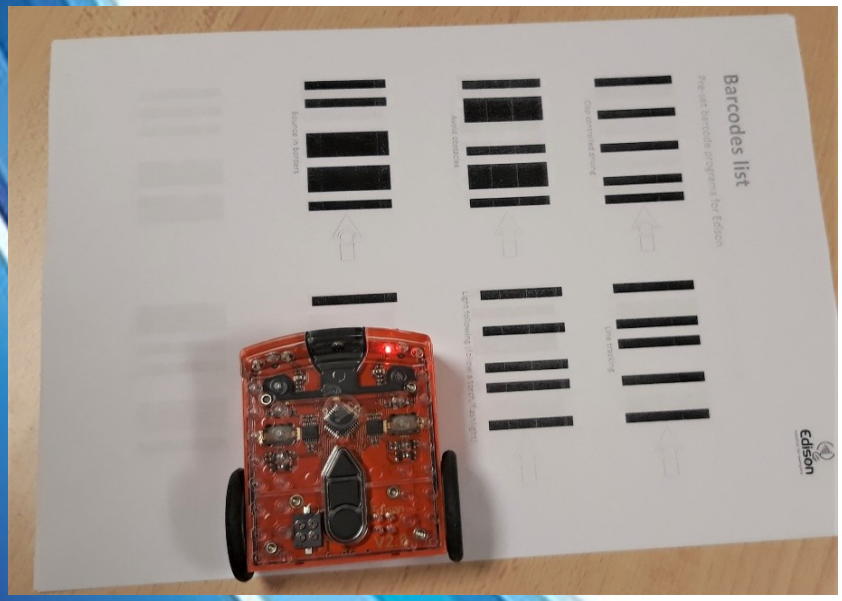
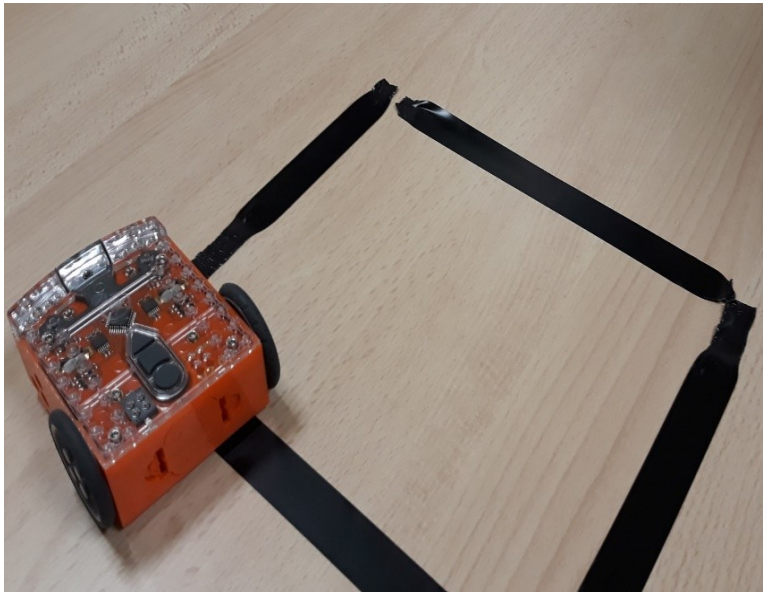
Educational sort training in France (Nice, Nov 2019)





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3D εκτυπώσεις

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Sort training events and exchange of experience

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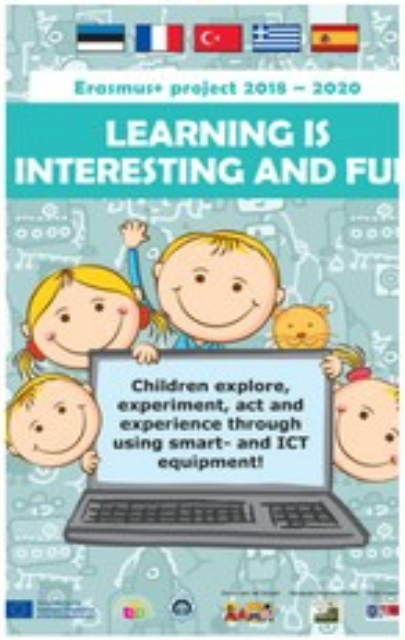
First training event (Estonia , Tallinn 2019)

Last day in Tallin!



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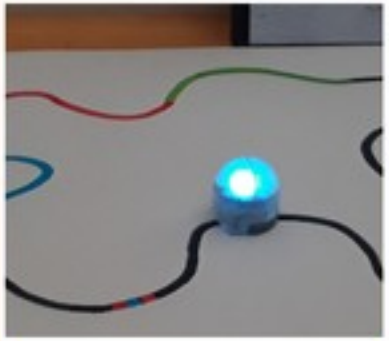
2st day!
Trainning
ourselves!



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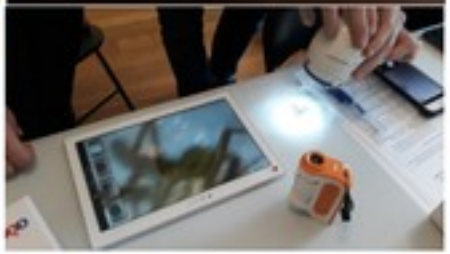

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Estonian kitchen!

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Second training event (Alayna,Turkey 2019)

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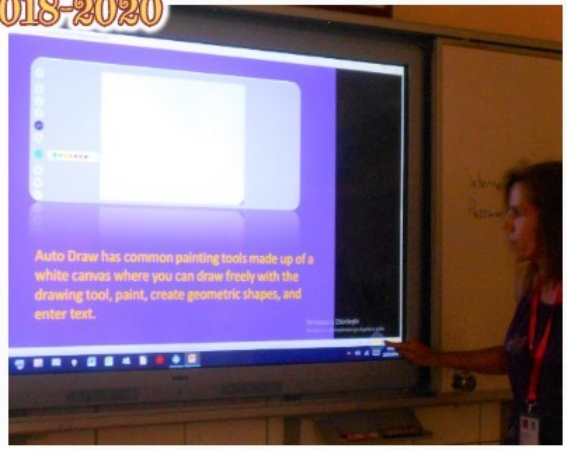
"Learning is interest and fun" Project presentation
Erasmus" 2018-2020



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Sort trainning event in Nice (Nov 2019)

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Third training event (Nice of France 2019)

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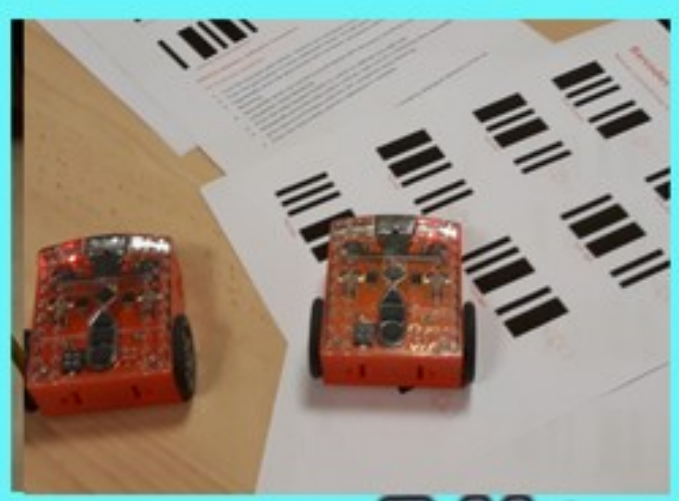

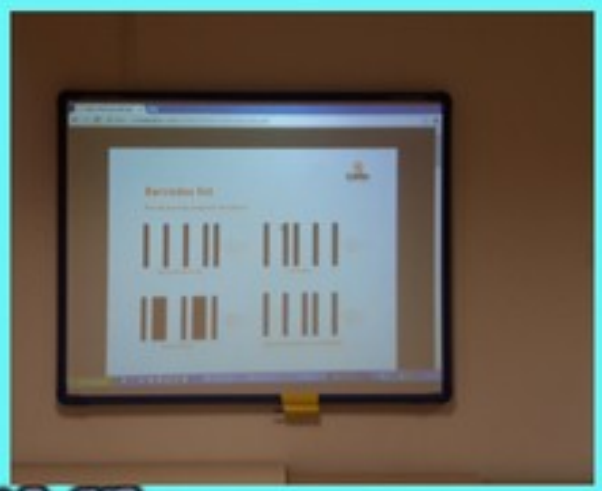

Training event in Nice

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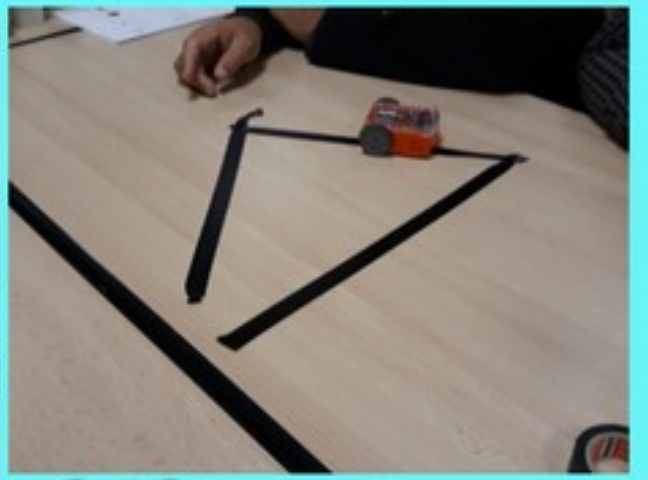

Training event in Nice

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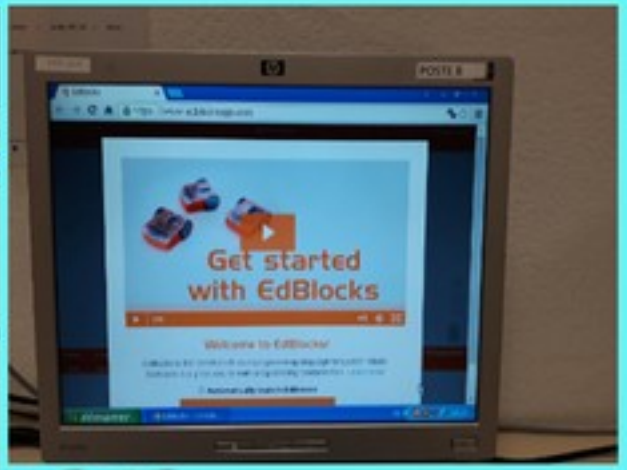
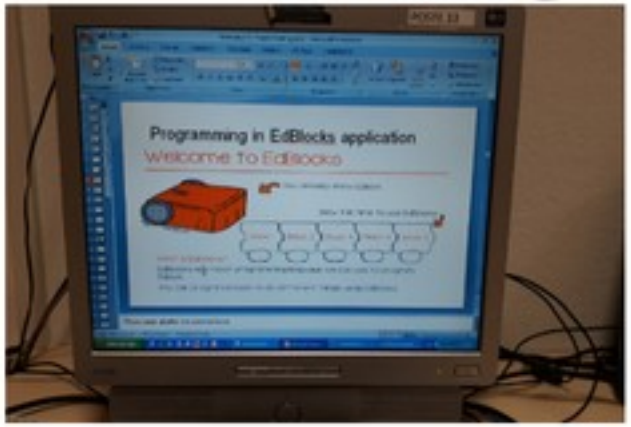


Training event in Nice



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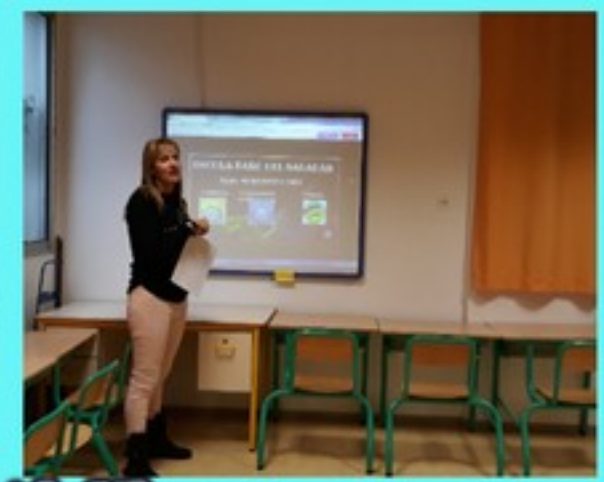
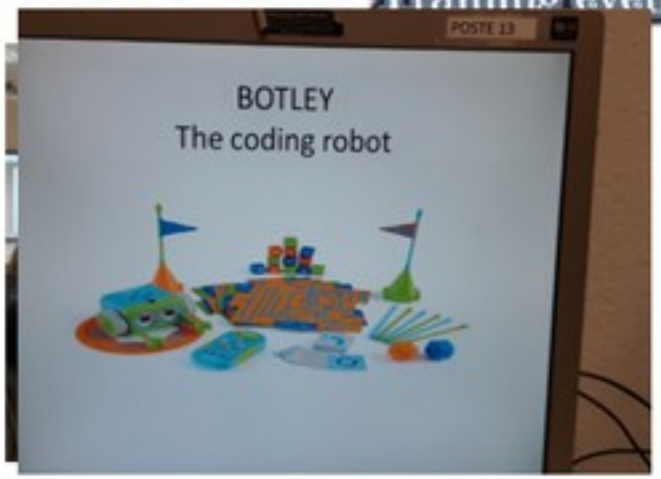


Training event in Nice



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Training event in Nice

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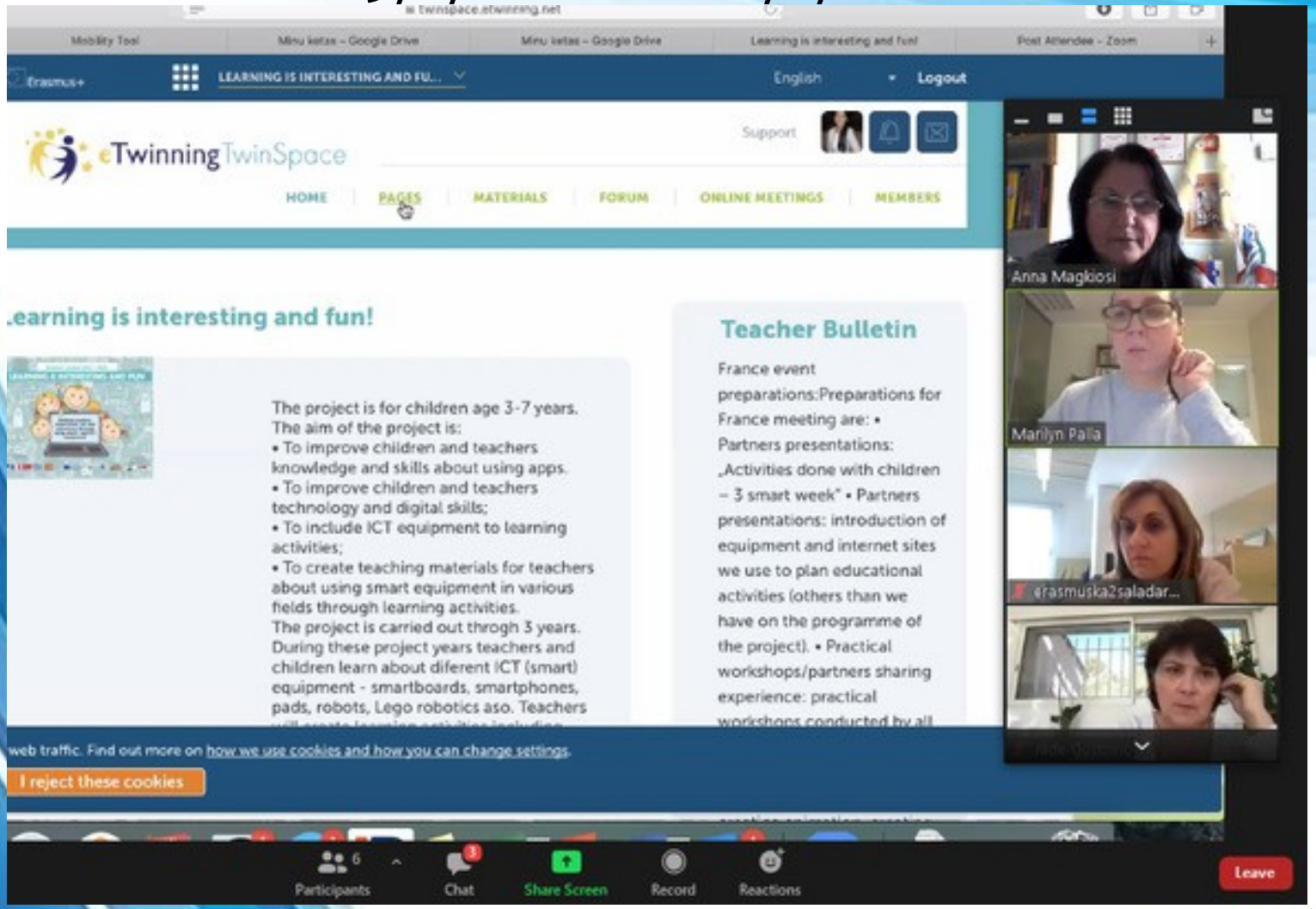
Virtual meeting

19/1/2021 to 26/1/2021



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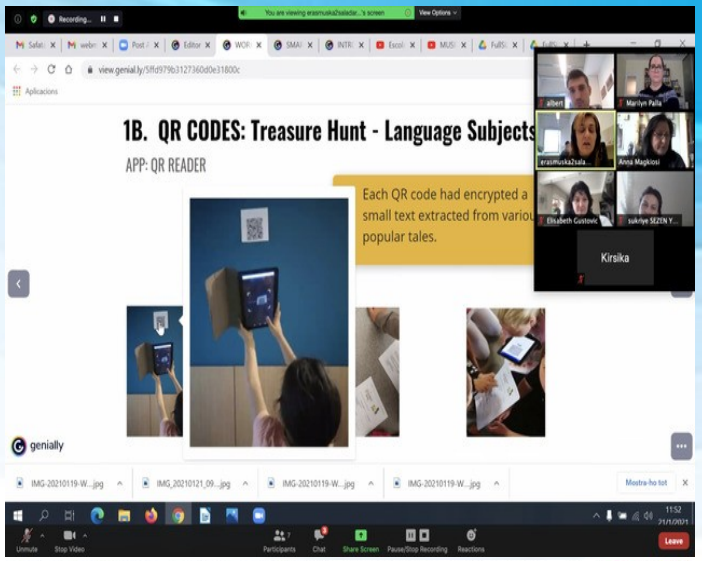

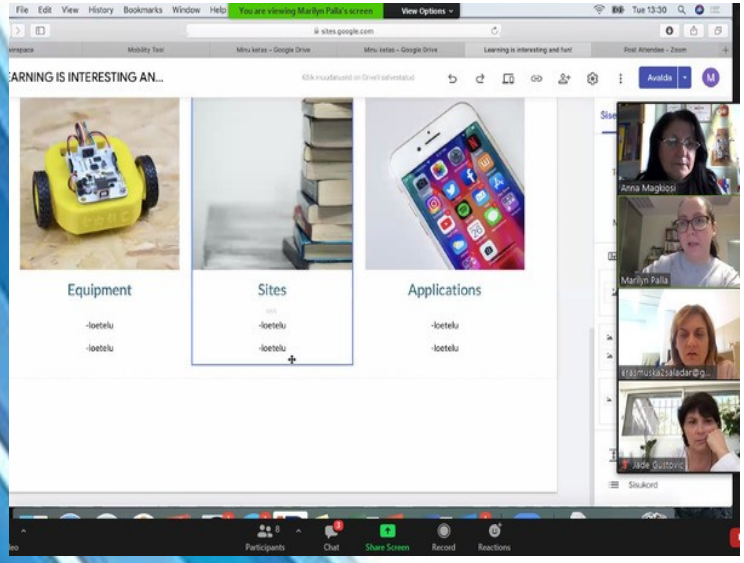

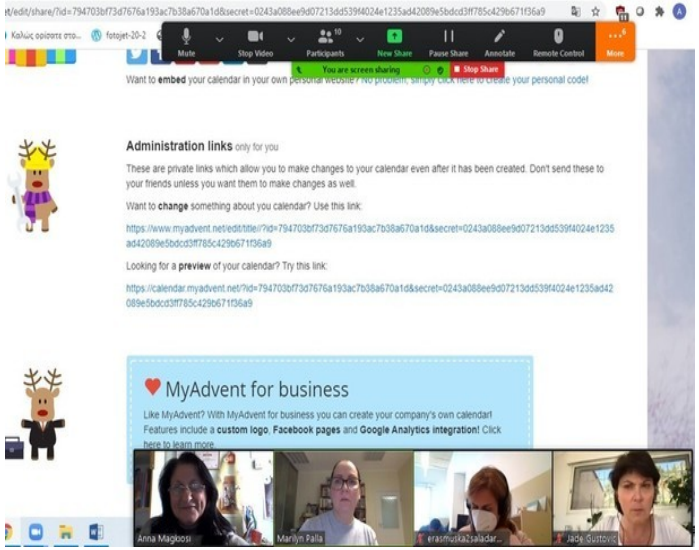

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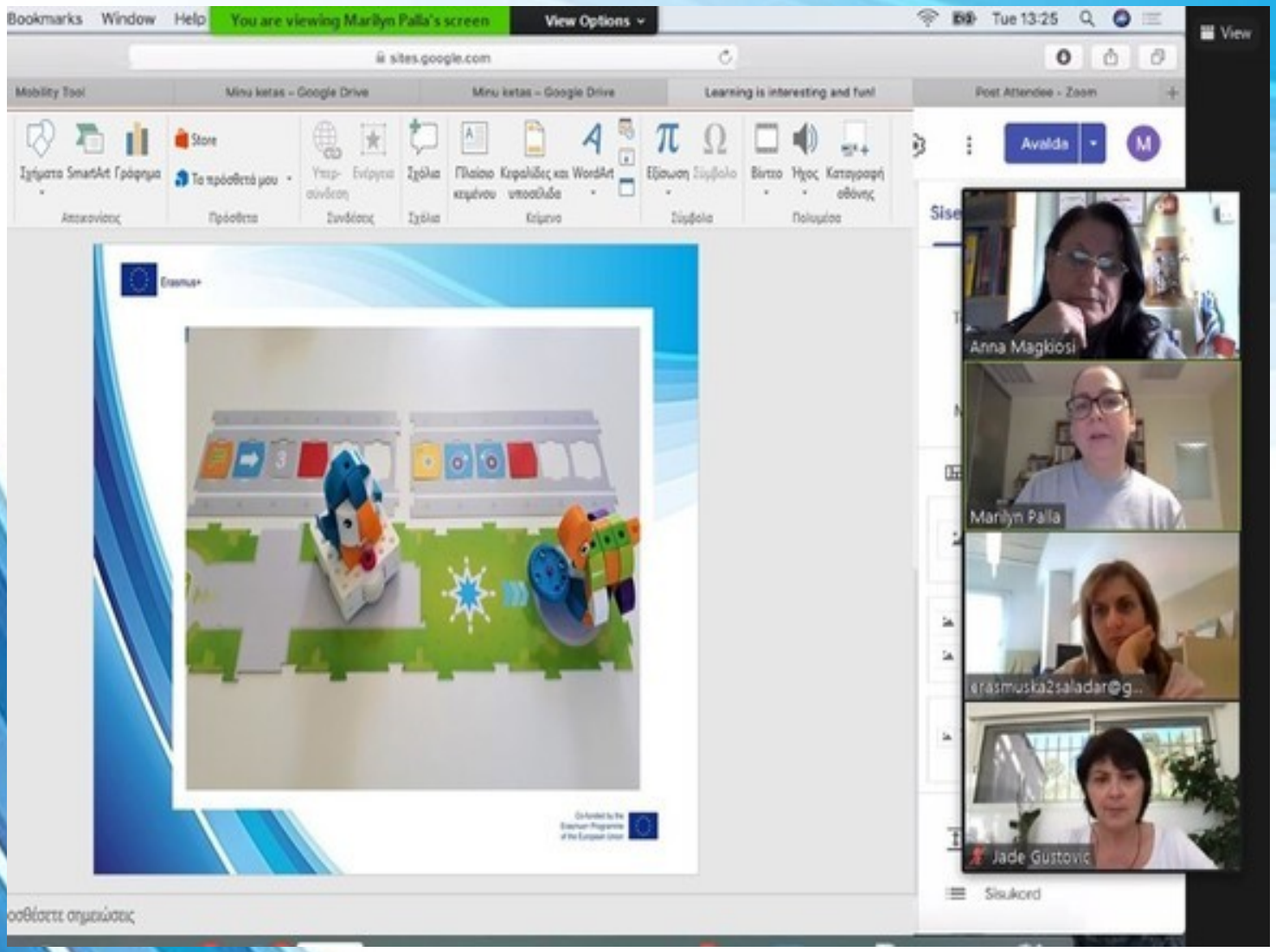

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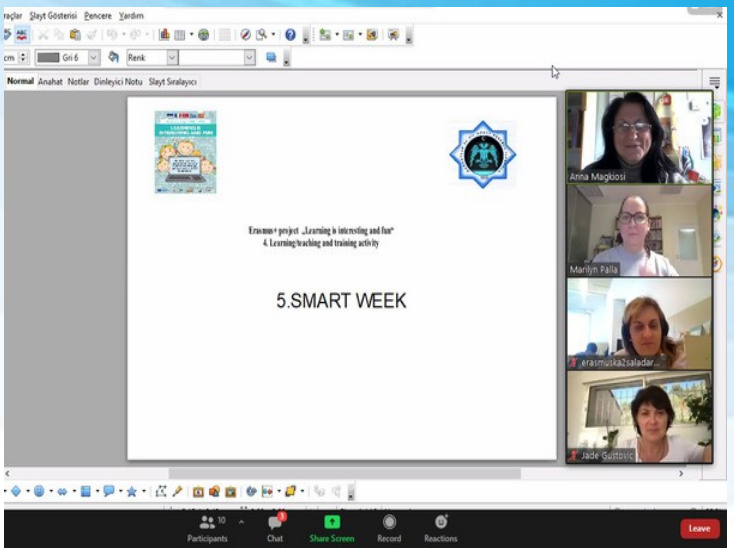

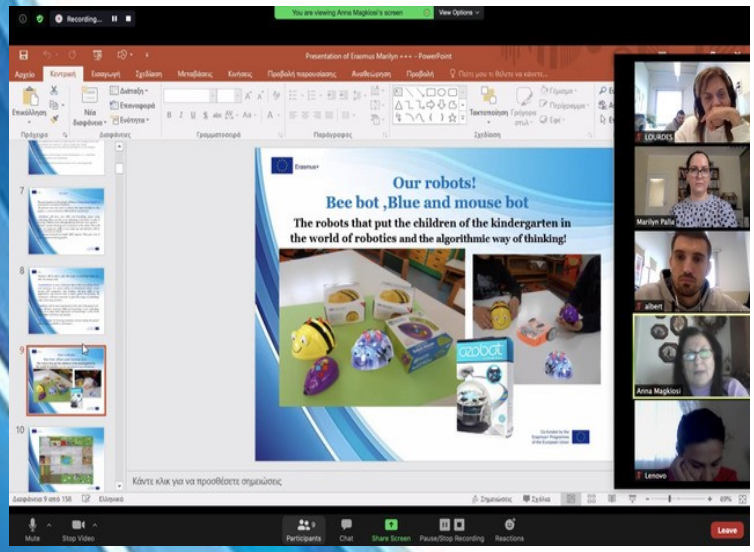

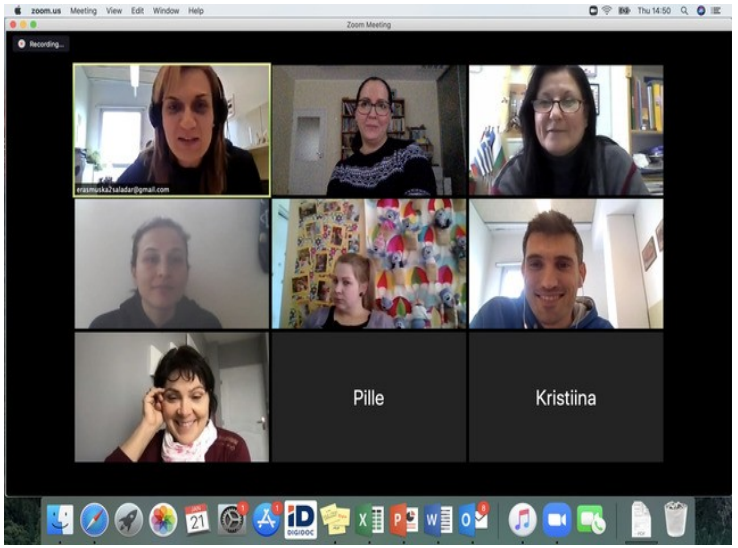

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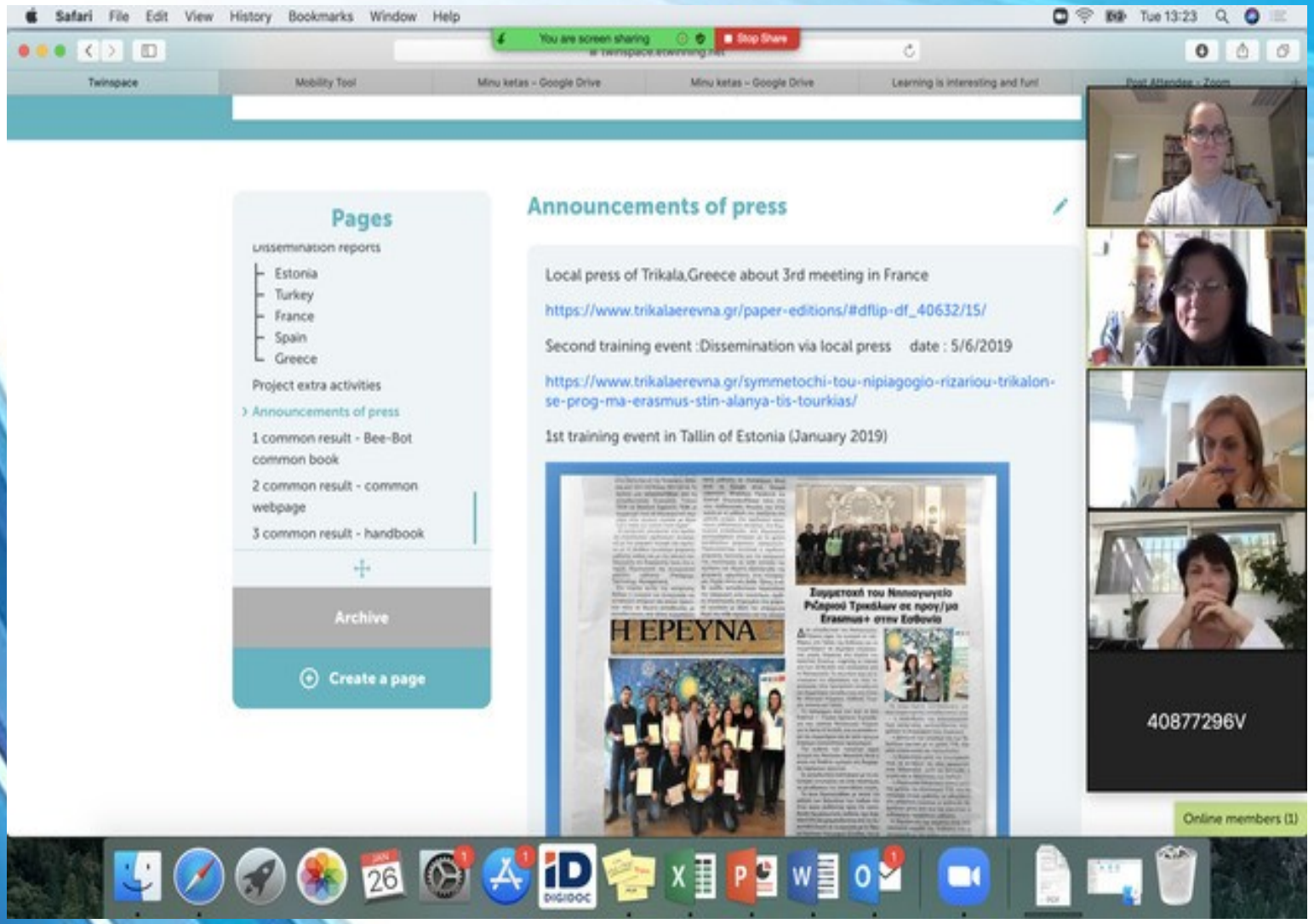

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Integration

of New Technology in our class!

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First of all the safety in Internet

Safer Internet Day 2021

Τρίτη 9 Φεβρουαρίου

Όλοι μαζί για ένα καλύτερο διαδίκτυο

Νηπιαγωγείο Ριζαριού Τρικάλων

ΤΡΙΚΑΛΑ - Ελλάδα

Το Νηπιαγωγείο Ριζαριού είναι έν
διαδικασία και εξελίσσεται συνεχι
του.Είναι ένα Νηπιαγωγείο που έγ
την πρωτοπόρο συμμετοχή του σι
σήμερα (περιβαλλοντική εκπαίδευ
αγωγή και ευρωπαϊκά σχέδια Com
εξαιρετικά πλούσια δράση του κα
σχολεία σχεδόν από όλη την Ευρώ
προγραμμάτων.Ήδη από το 2018
ρομποτική και η διδασκαλία αγγλι

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Safer Internet Day 2021

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Familiarization with the use of Computer!

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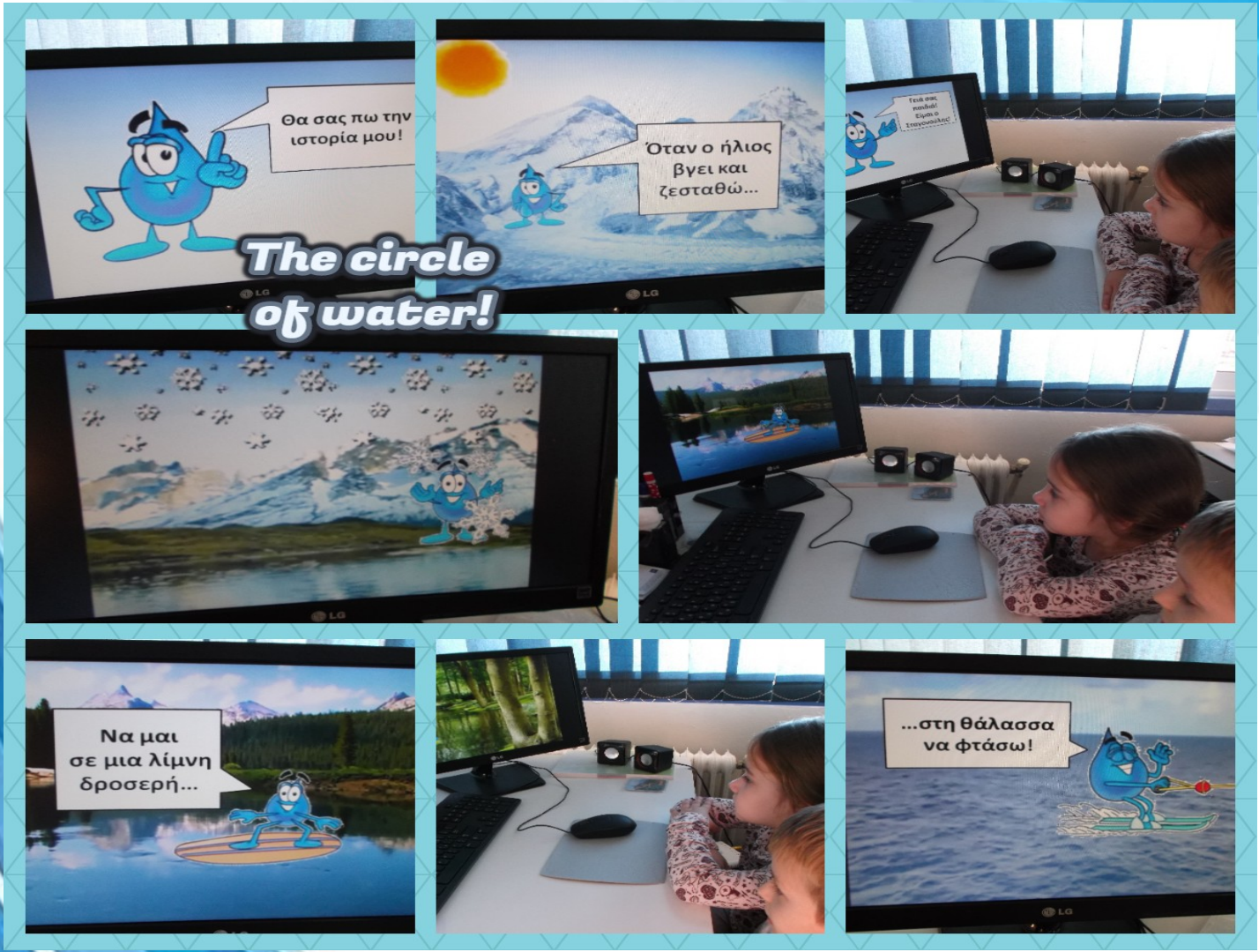
Watching educational programs



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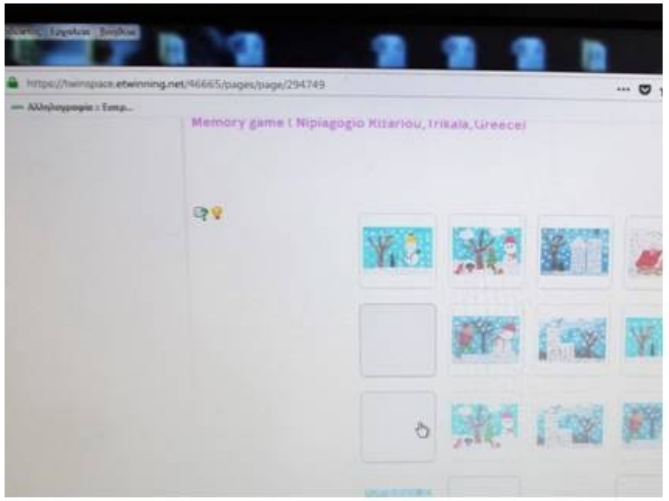
Playing educational games



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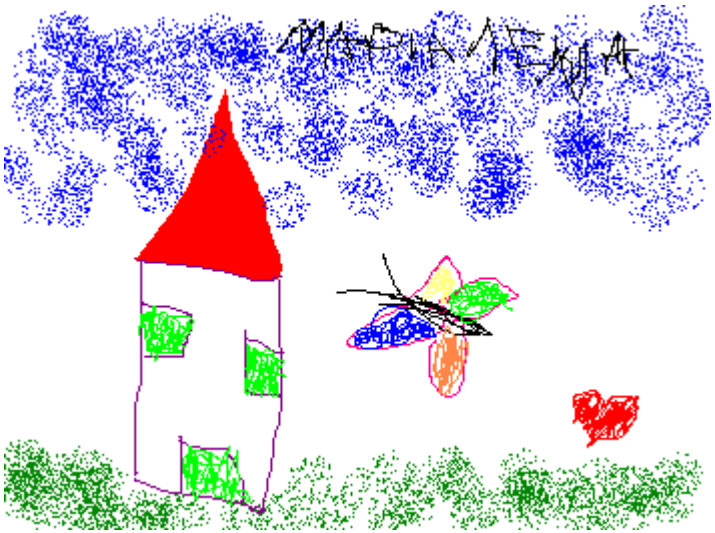

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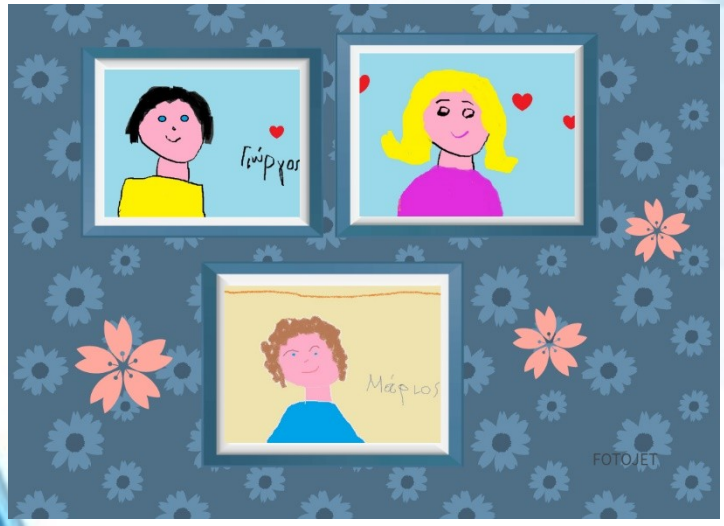
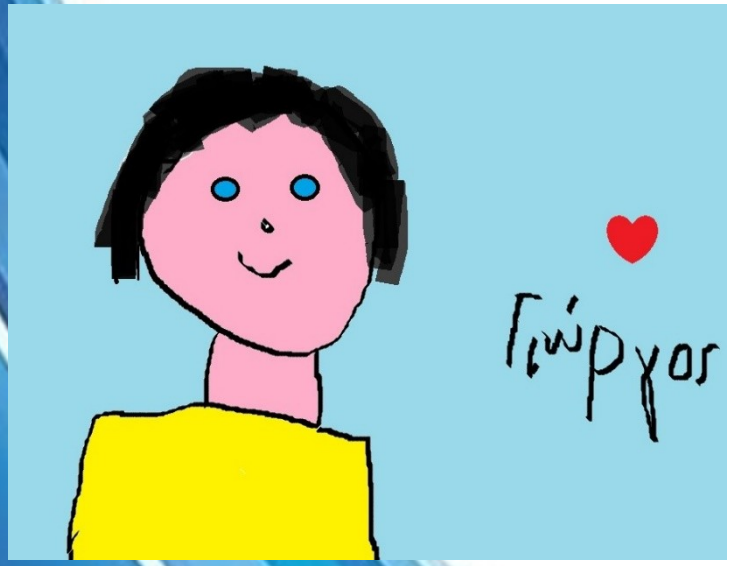


Children drawings via computer



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Playing with quiver paintings!

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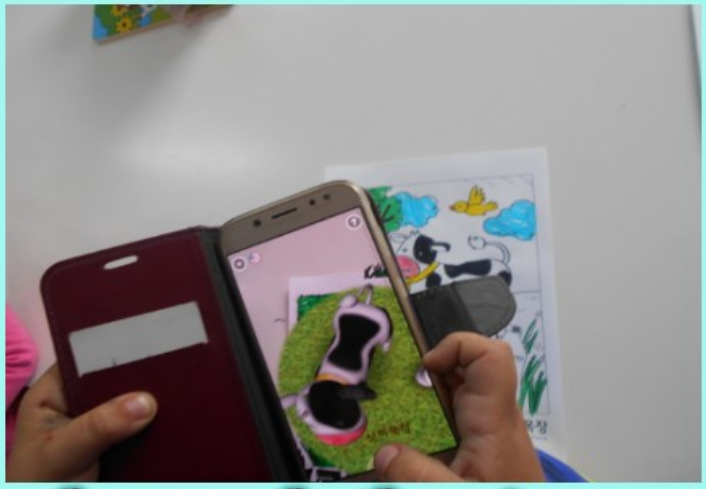
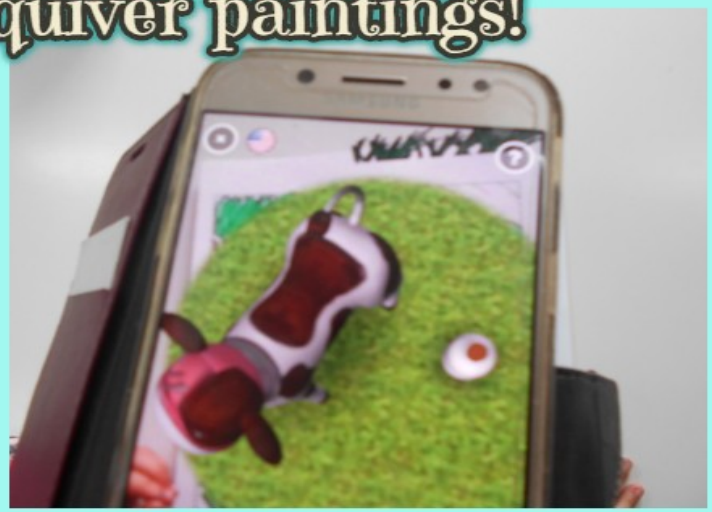


Playing with quiver paintings!



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Playing with 4D+ Cards

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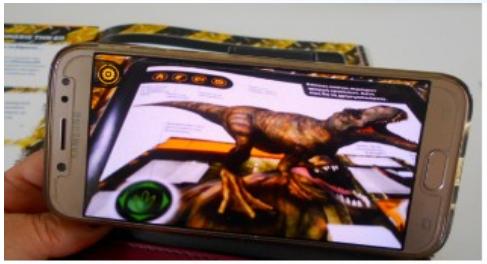
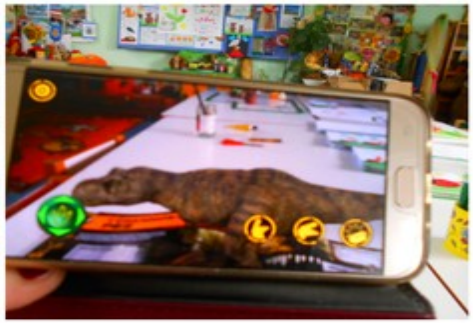
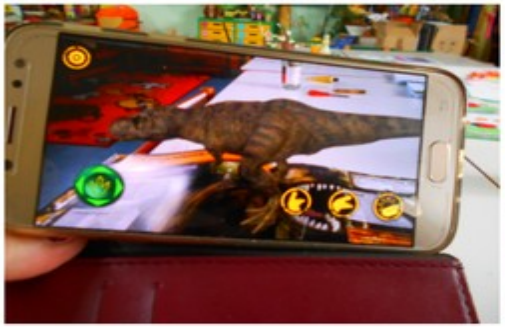
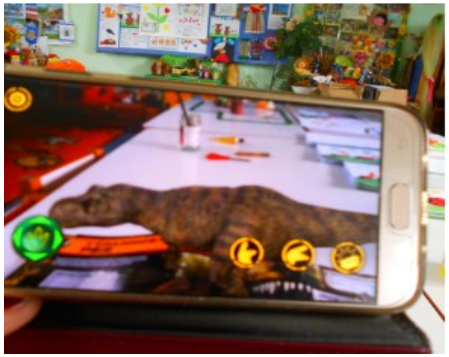




Playing with 4D+ cards !





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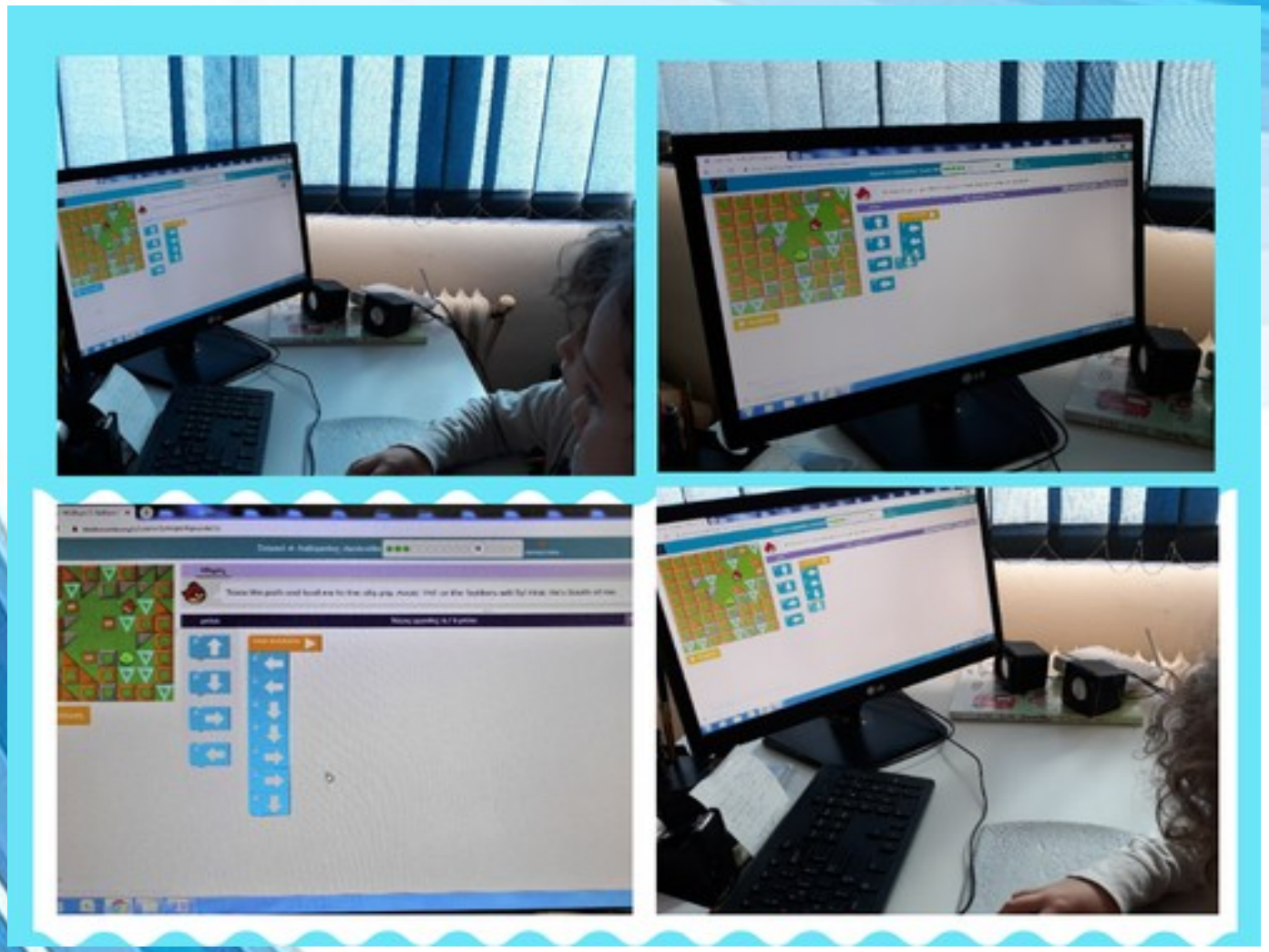
Learning the language of code



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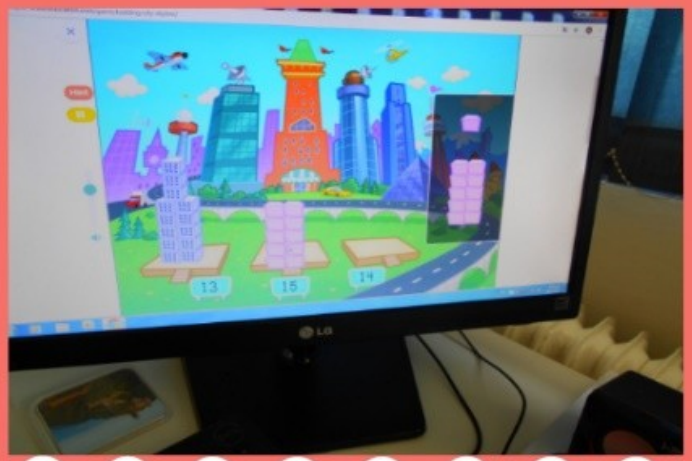

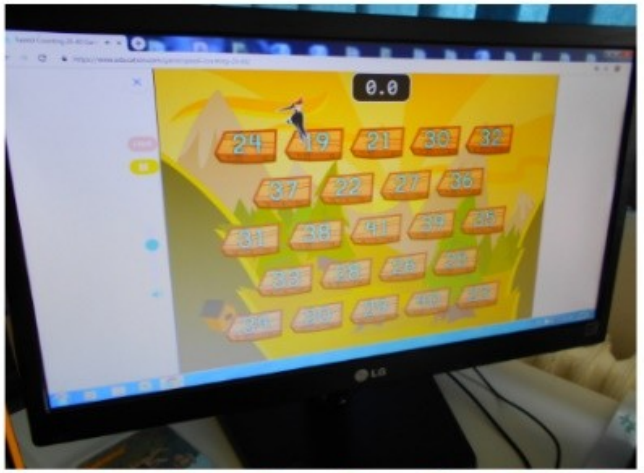

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Creation of e books via story jumper

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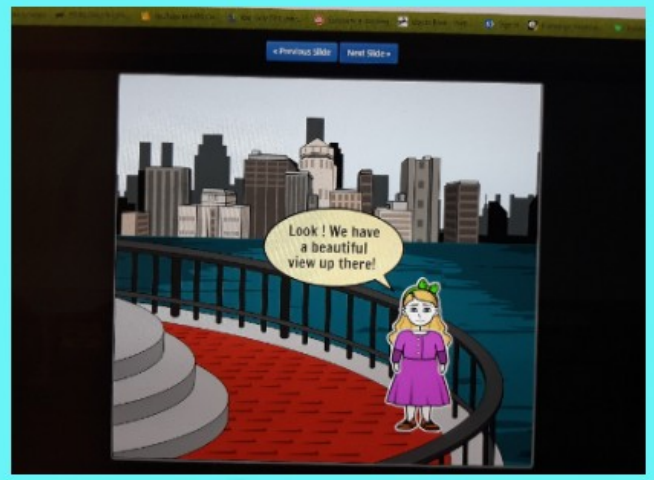
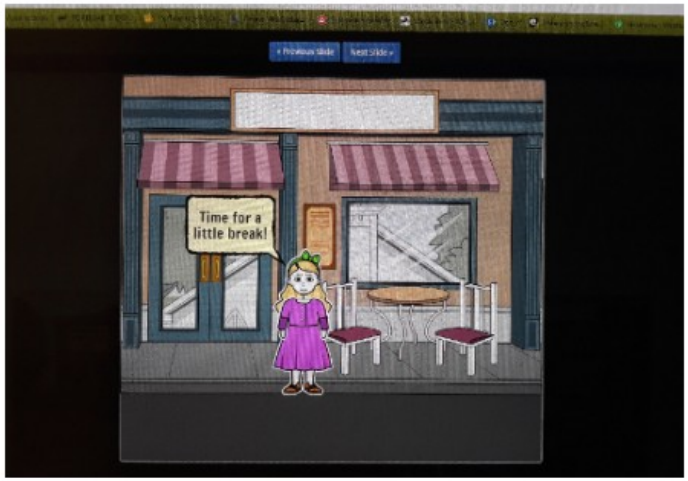


Greation of comics



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Creation of digital daily calendar

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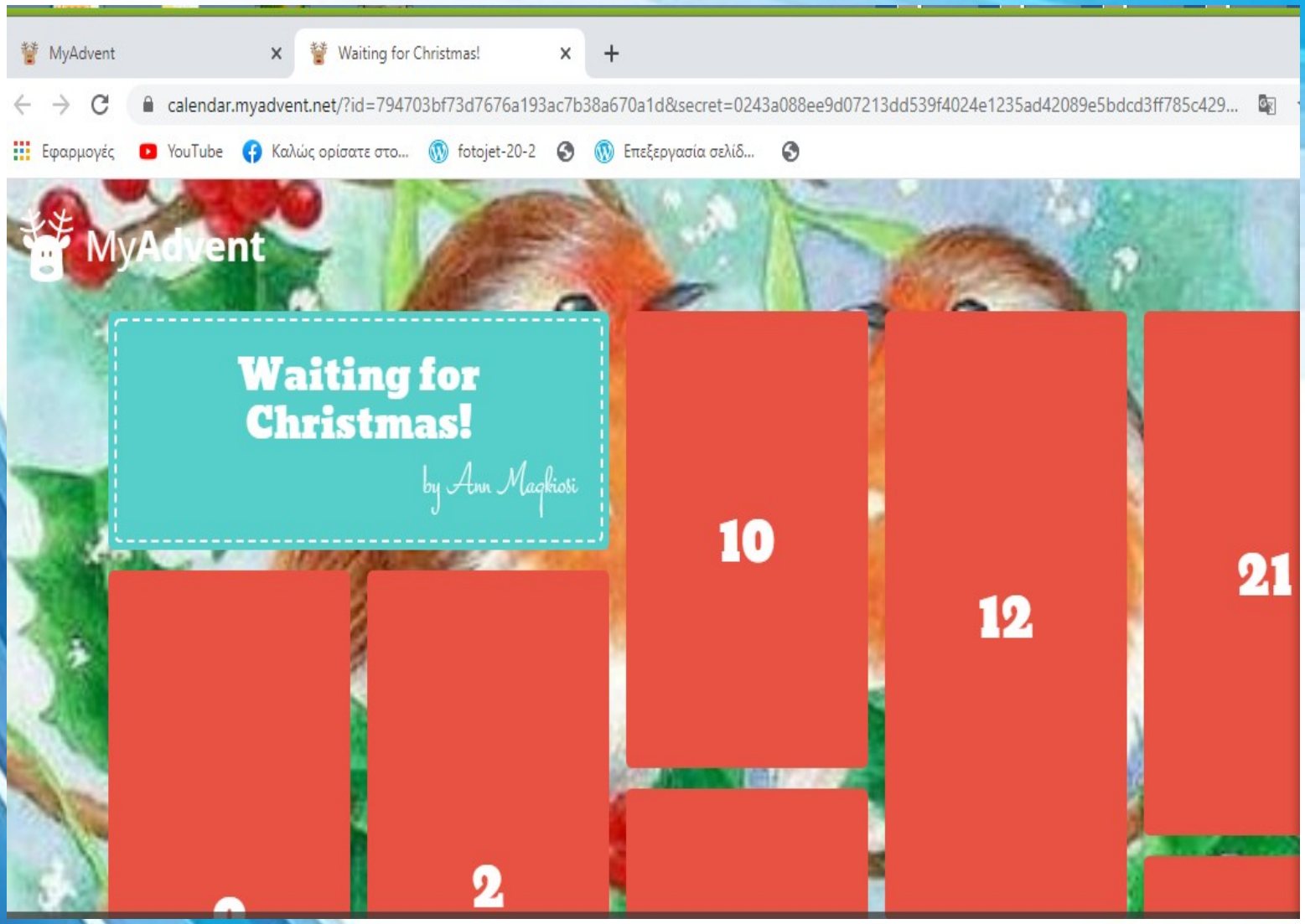

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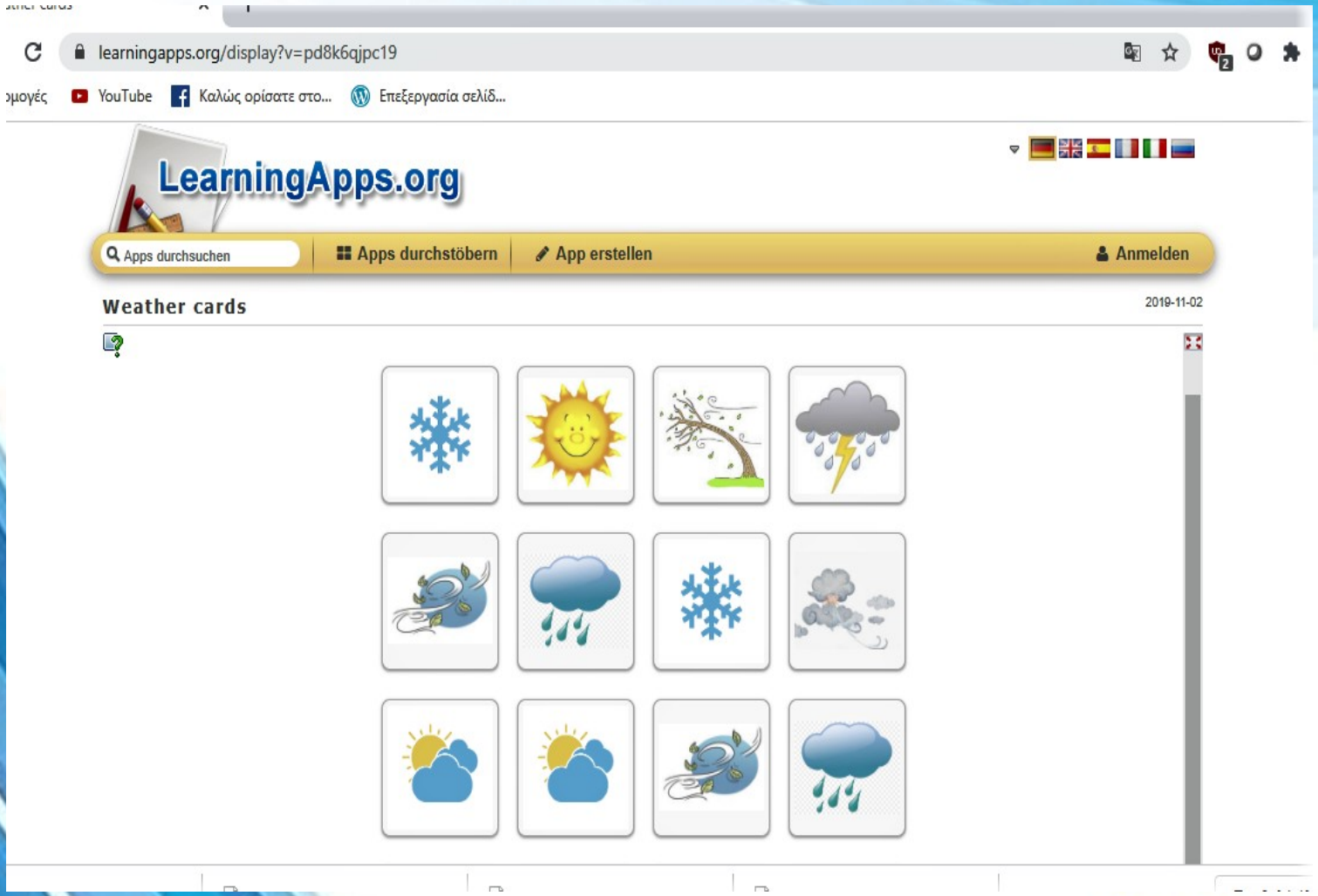
Creation of educational games



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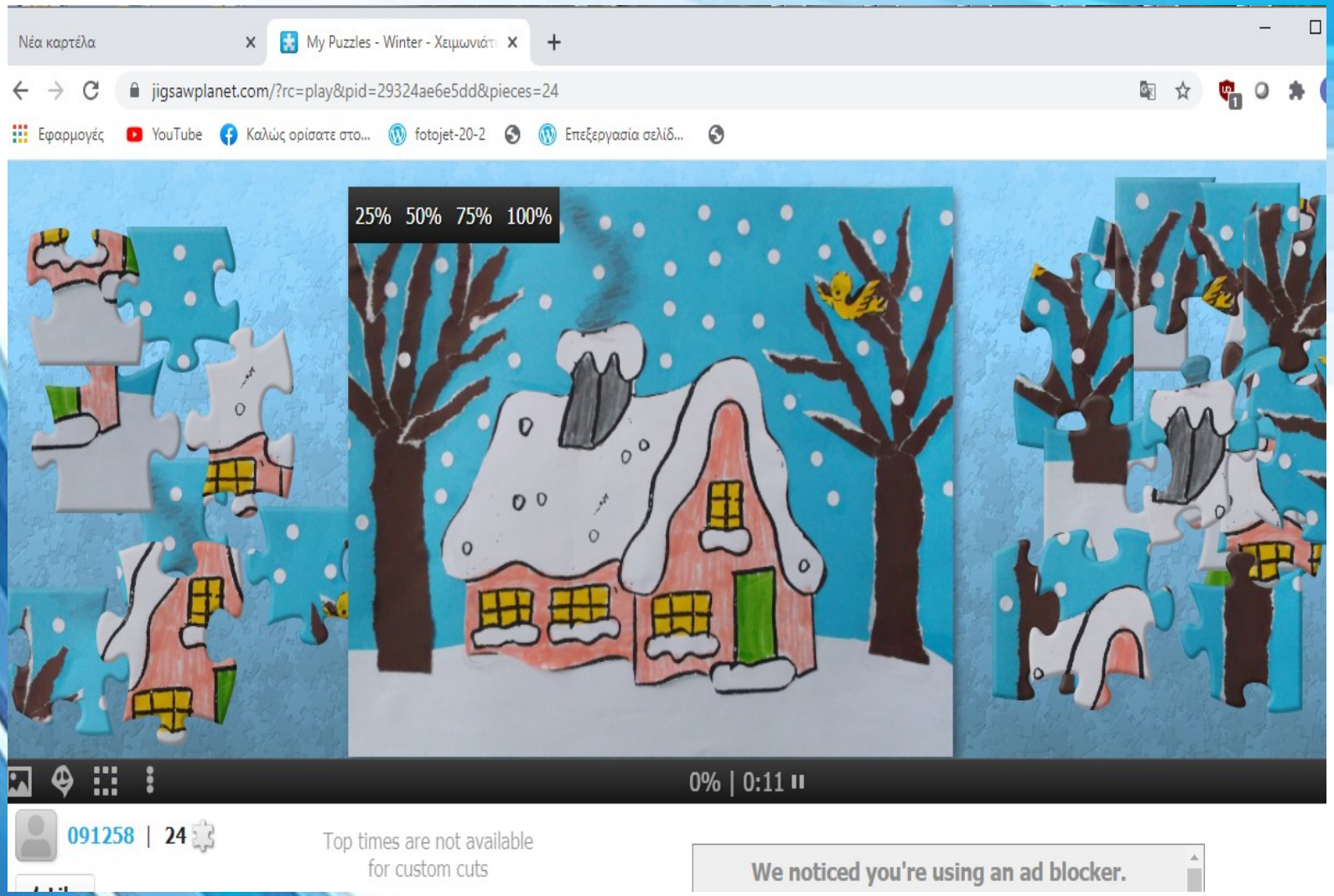
Creation of puzzles



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Creation of educational games

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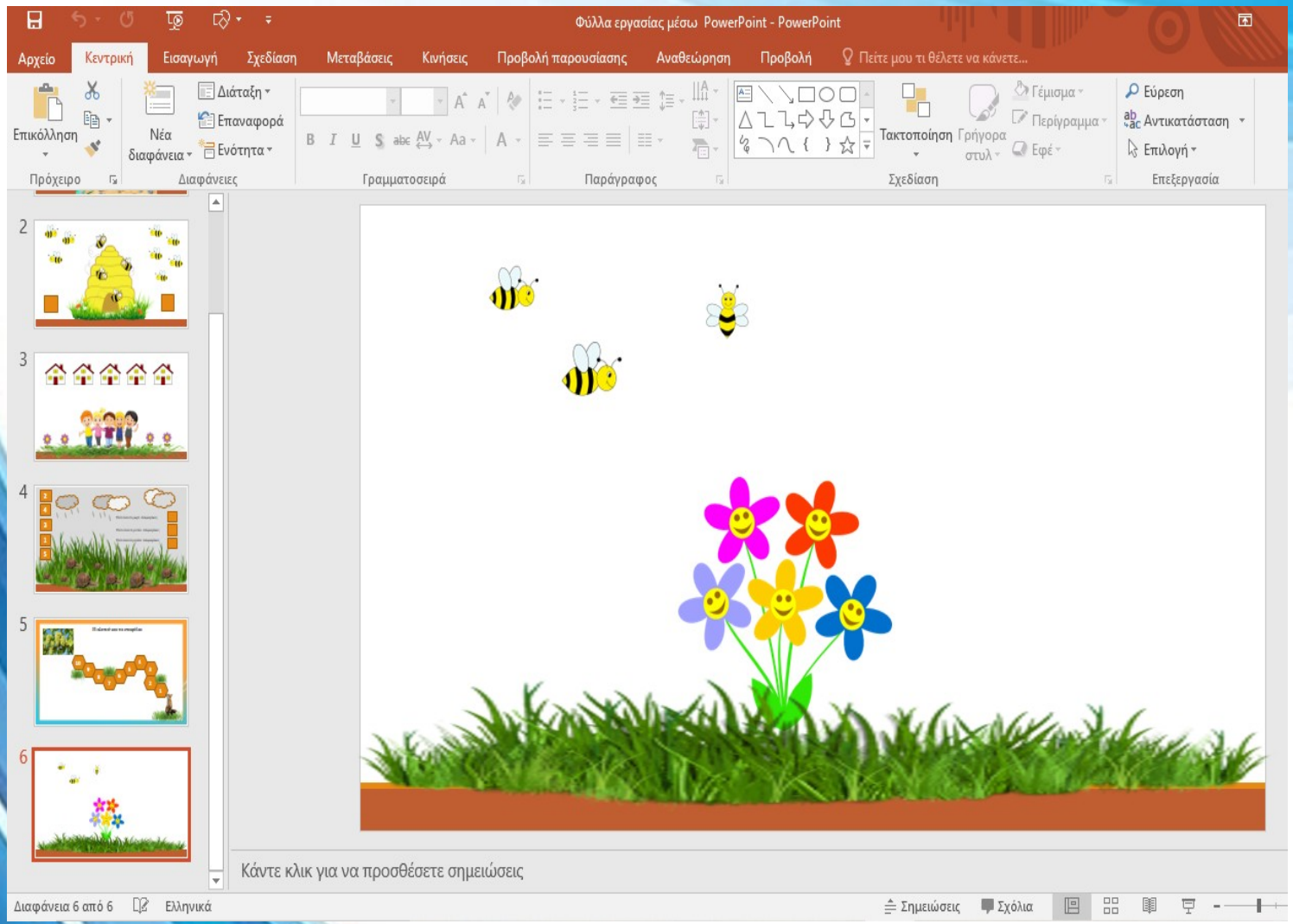
Creation of work sheets via power point



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Creation of QR codes

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Creation of digital school news paper

Erasmus project 2018-2020

Rizario Kindergarten of Trikala

NEWS

August 20, 2020

Project exhibition

Learning through ICT,STEM and probotics

Project motivation

Technology, is an valuable tool for improving the teaching process in pre school education because creates a new learning environment, more attractive and enjoyable for young children and the acquiring of knowledge requires the active participation of young children in the educational process .

Project aims

During the project, children implemented new skills ,developed the spirit of cooperation and responsibility,produced themselves materials and participated in activities, feeling the joy of creativity.
With this program we aimto the increasing of digital skills of teachers and children and to integration of ICT and robotics in teaching /learning activities.

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Integration of STEM and robotics in daily program

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Constructions with Lego

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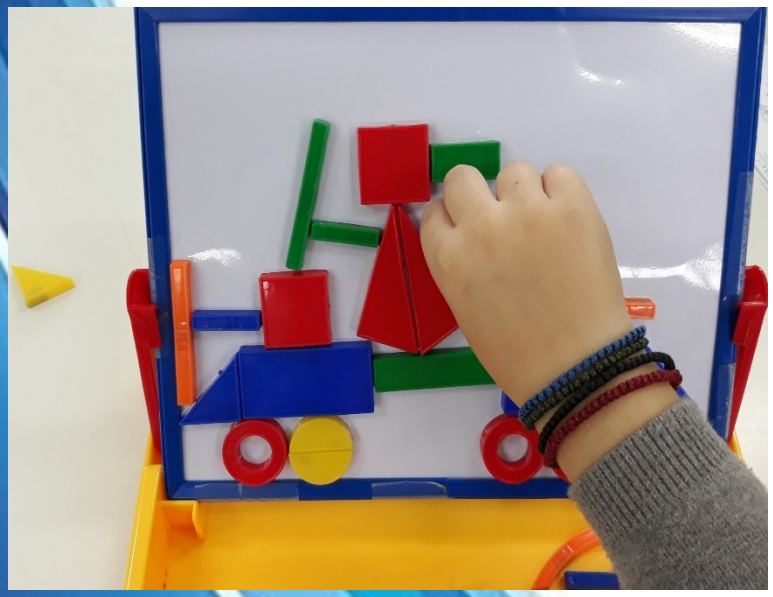

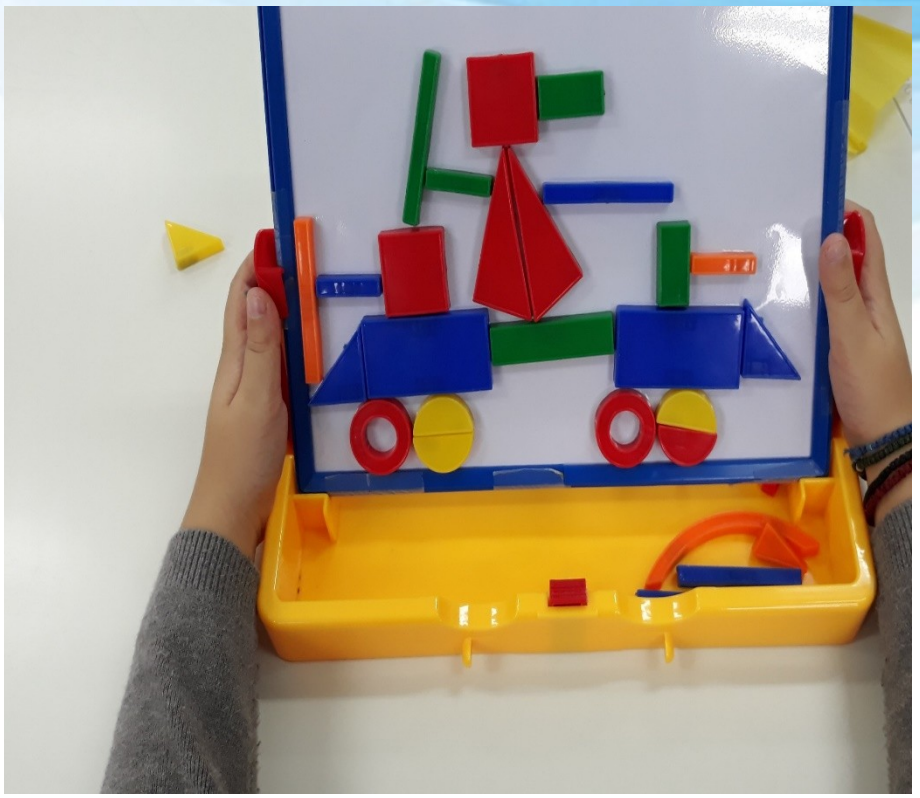

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Constructions with wooden pedagogical material

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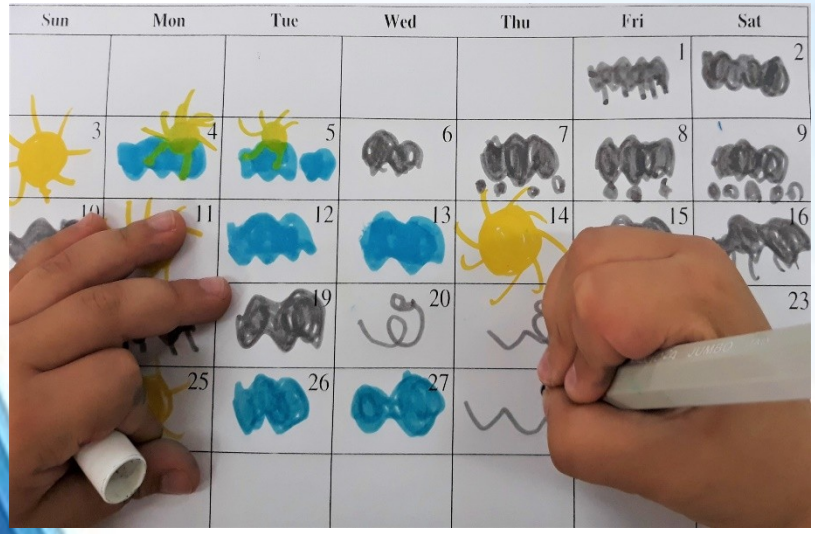
Creation of weather calendar



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The circle of water

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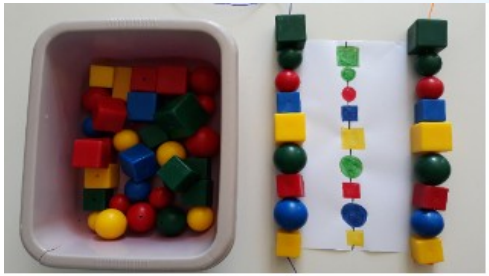
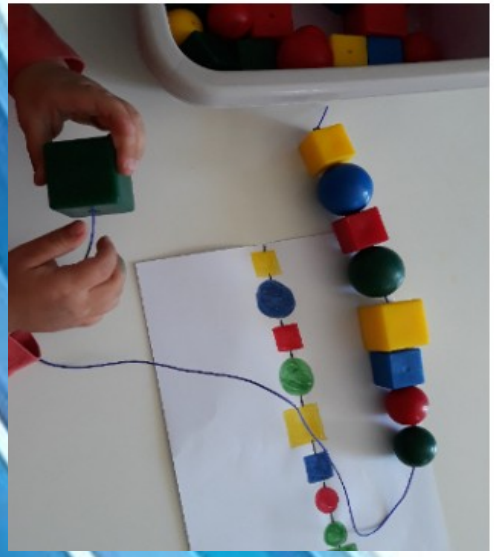
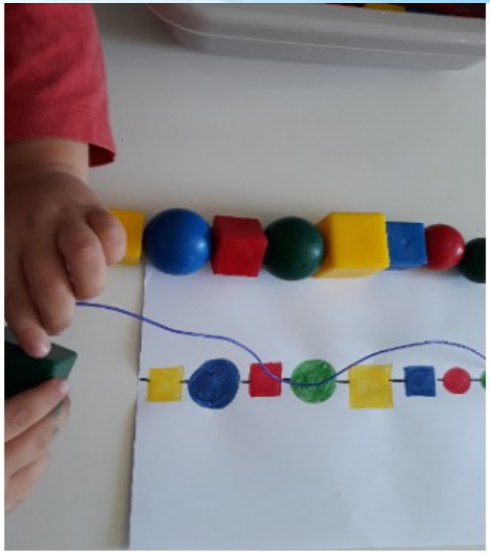
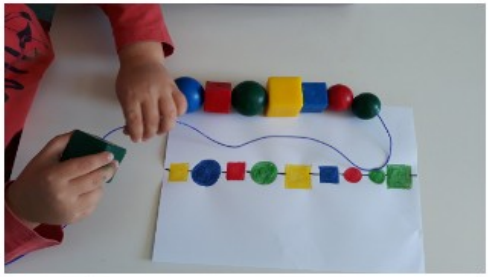
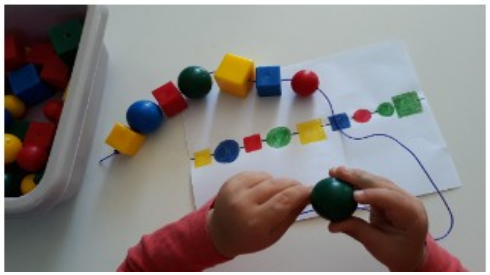


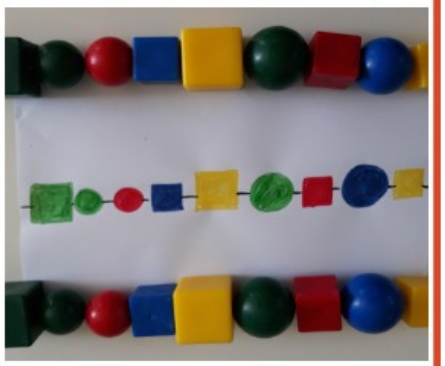








Coding games in Rizario kindergarten



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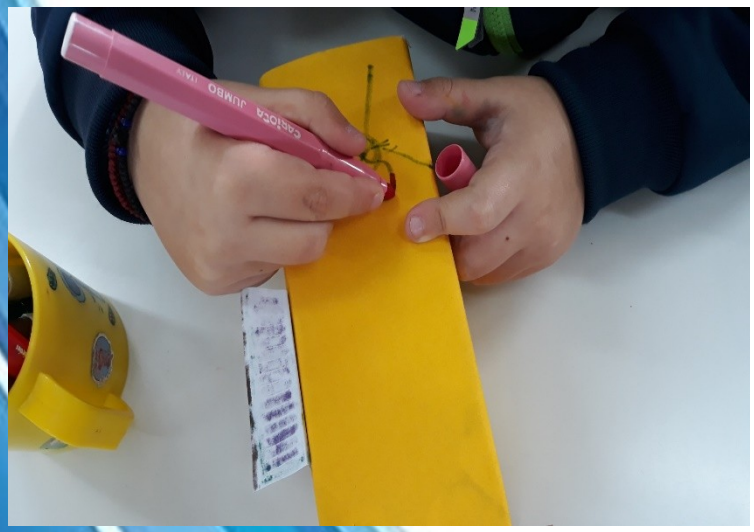

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Bee bot and shapes!

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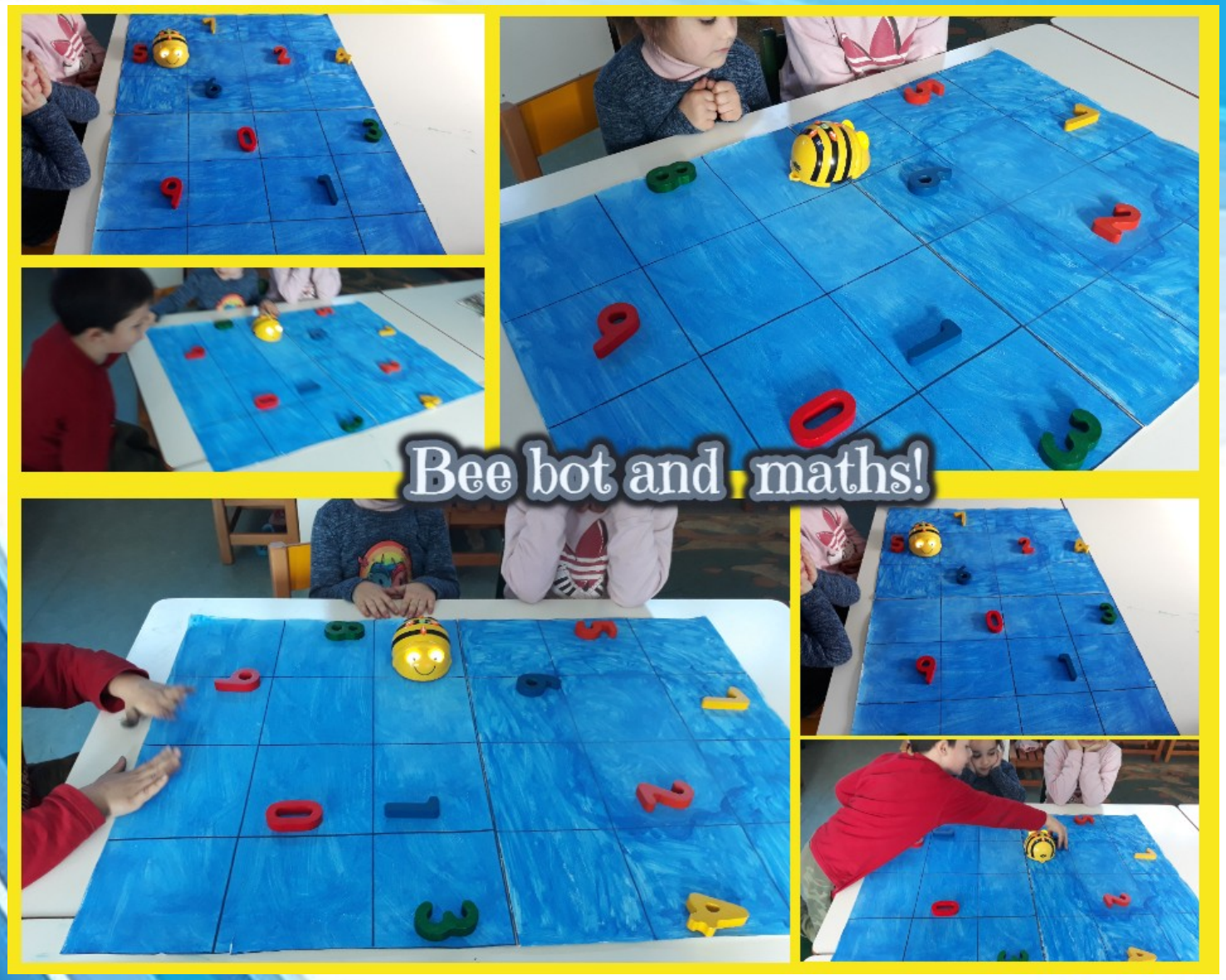

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Left and right

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Coding games with mouse bot!

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Coding games with mouse bot!

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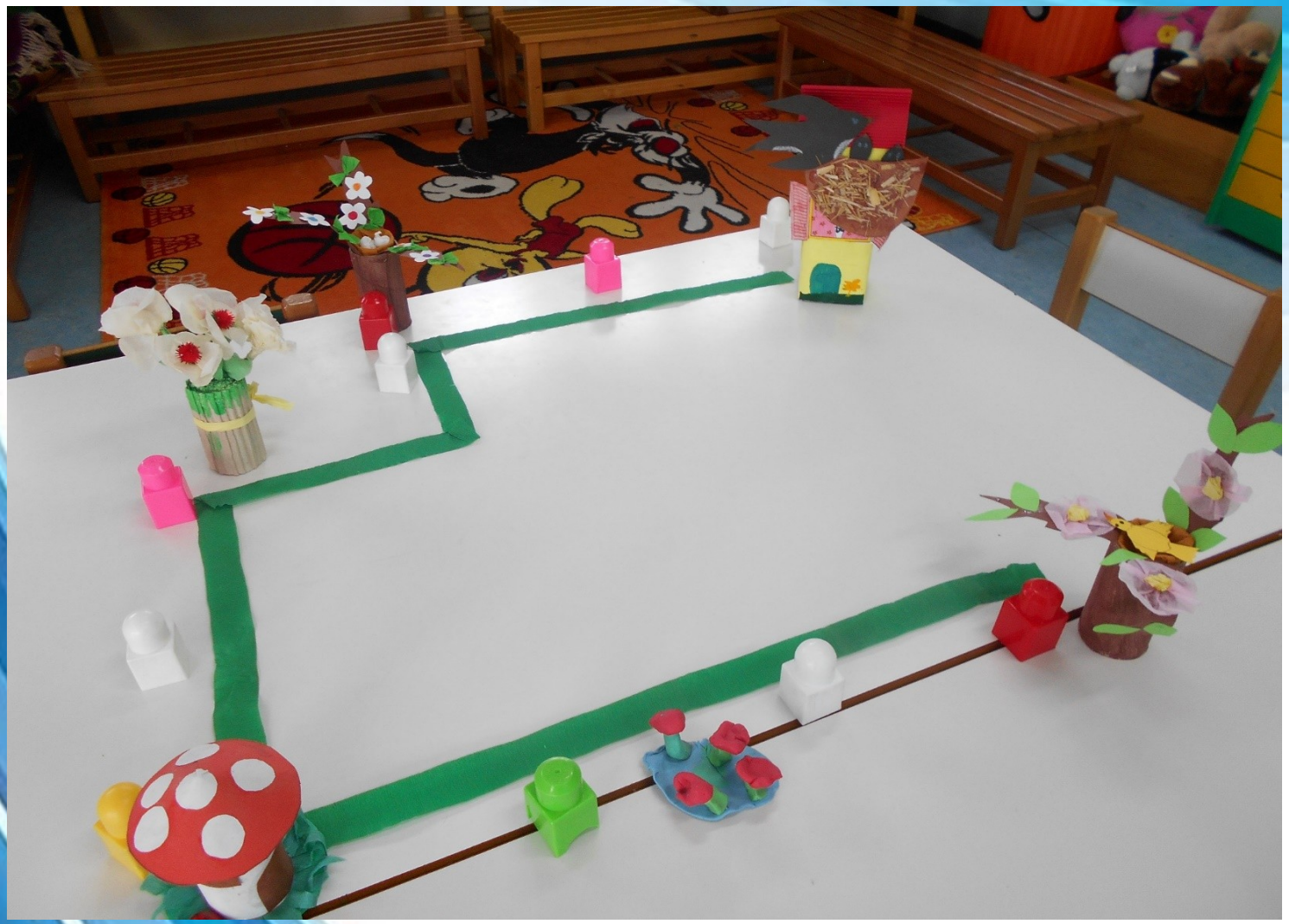
Bee bot and shallows nests



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Kid first coding and robotics

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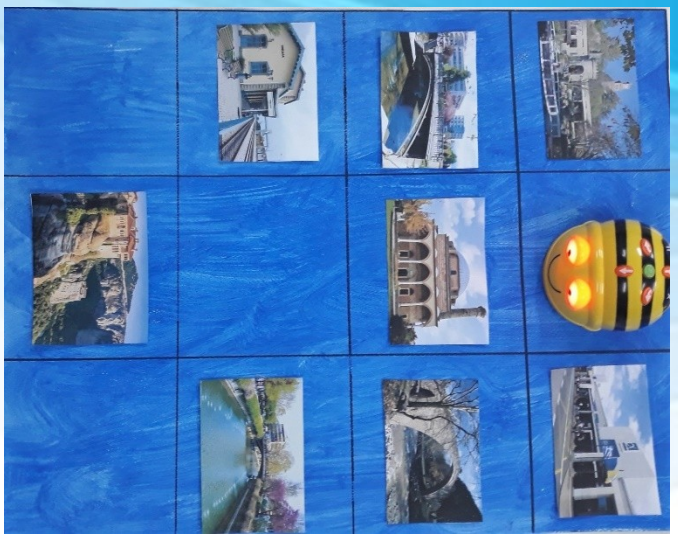
Bee bot and Greek landscapes



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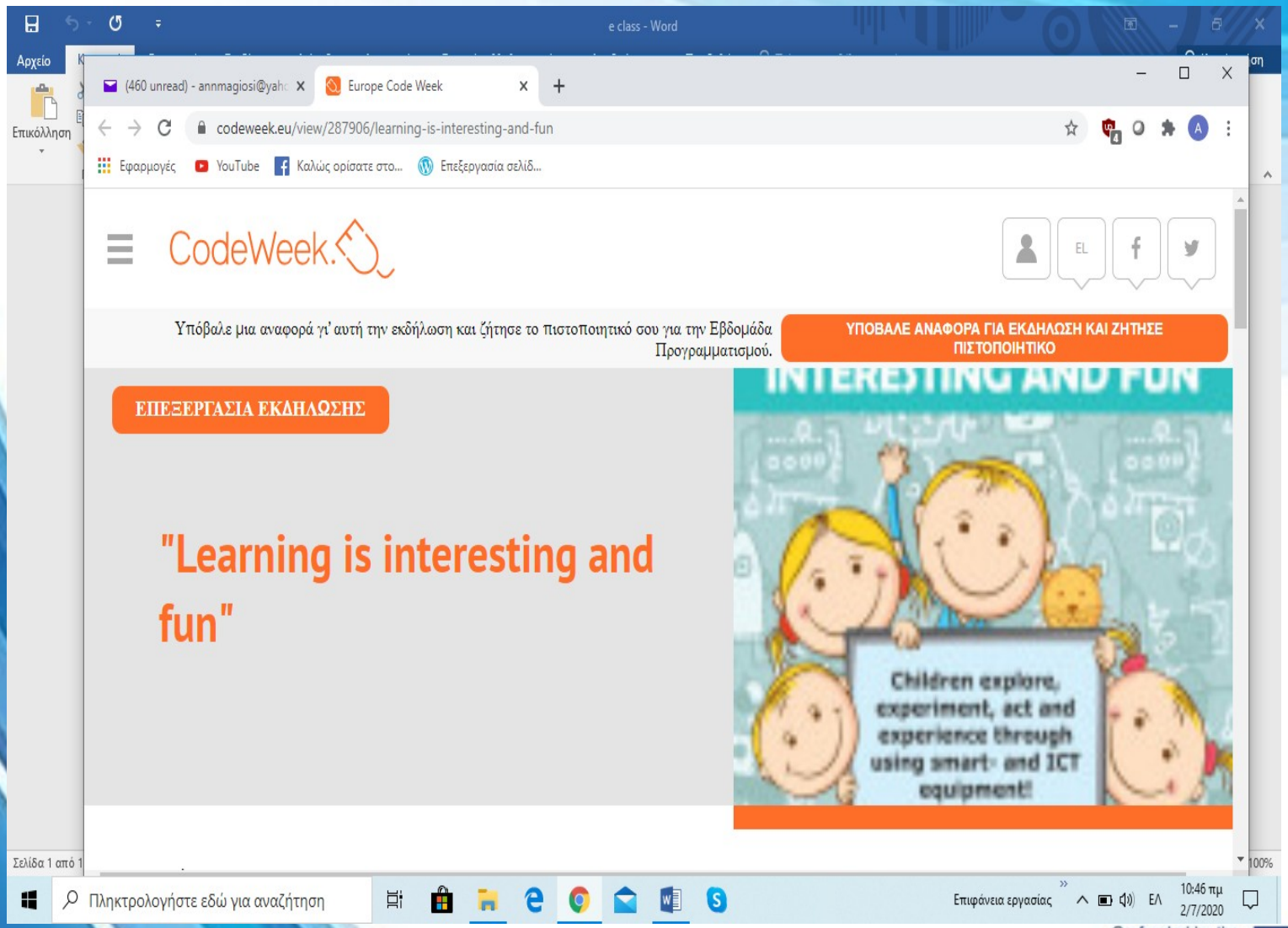
Our participation in Code week 2020



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Europe Code Week | (30 unread) - annmagiosi@yaho | Europe Code Week | Burger King: 'Ποτέ δεν φανταζο

codeweek.eu/my?page=2

Εφαρμογές | YouTube | Καλώς ορίσατε στο... | fotojet-20-2 | Επεξεργασία σελίδ...

"My culture,your culture,our culture"

Τετ, 1 Ιουλ 2020 12:00 ΠΜ

Παρουσίαση των δραστηριοτήτων του [illegible]ερου έτους Ευρωπαϊκού σχεδίου Erasmus + "My culture,your culture,our culture" και του ιστότοπου του έργου μας. http://erasm18culture.simplesite.com

"Learning is interesting and fun"

Τετ, 1 Ιουλ 2020 12:00 ΠΜ

Παρουσίαση του έργου και των δραστηριοτήτων του. Το έργο είναι για παιδιά νηπιαγωγείου (προσχολικής ηλικίας) ηλικίας 3-7 ετών. Ο στόχος του έργου είναι: • Η βελτίωση των γνώσεων και δεξιοτήτων των παιδιών και των εκπαιδευτικών σχετικά με τη χρήση εφαρμογών. • Η βελτίωση της τεχνολογίας και των ψηφιακών δεξιοτήτων των παιδιών και των εκπαιδευτικών. • Η ενσωμάτωση των ΤΠΕ σε μαθησιακές δραστηριότητες. • Δημιουργία διδακτικού υλικού για εκπαιδευτικούς σχετικά με τη χρήση έξυπνου εξοπλισμού σε διάφορους τομείς μέσω μαθησιακών δραστηριοτήτων. Κατά τη διάρκεια του έργου οι εκπαιδευτικοί και τα παιδιά μαθαίνουν τη χρήση διαφόρων ειδών εξοπλισμού ΤΠΕ - smartboards, smartphones, pads, robots, Lego robotics aso. • Μέσω της χρήσης εξοπλισμού ΤΠΕ σε

Learning through ICT,STEM and robotics in preschool education!

Τετ, 24 Ιουν 2020 10:00 ΠΜ

By activitiew of this project we aim to increase the digital skills of teachers and children and to integrate of ICT and robotics in teaching /learning activities learning the language of coding. We believe that is very important to give children of pre school education, all the required skills and abilities and prepare them become the European citizens of tomorrow society.

Πληκτρολογήστε εδώ για αναζήτηση | Επιφάνεια εργασίας | ΕΛ | 8:57 μμ 2/11/2020

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e class - Word

(460 unread) - annmagiosi@yah... | Europe Code Week

codeweek.eu/view/287906/learning-is-interesting-and-fun

Εφαρμογές | YouTube | Καλώς ορίσατε στο... | Επεξεργασία σελίδ...

ΚΩΔΙΚΟΣ CODE WEEK 4 ALL

cw20-MlBwX

Κοινοποίηση της εκδήλωσης:

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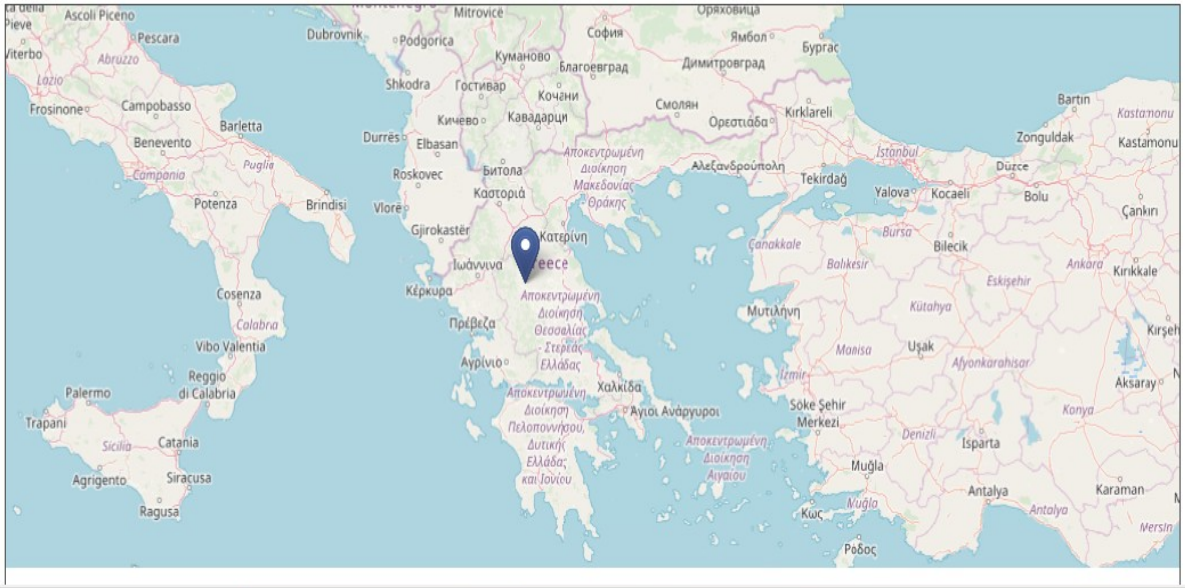

Σελίδα 1 από 1

Πληκτρολογήστε εδώ για αναζήτηση

Επιφάνεια εργασίας | ΕΛ | 10:48 πμ 2/7/2020

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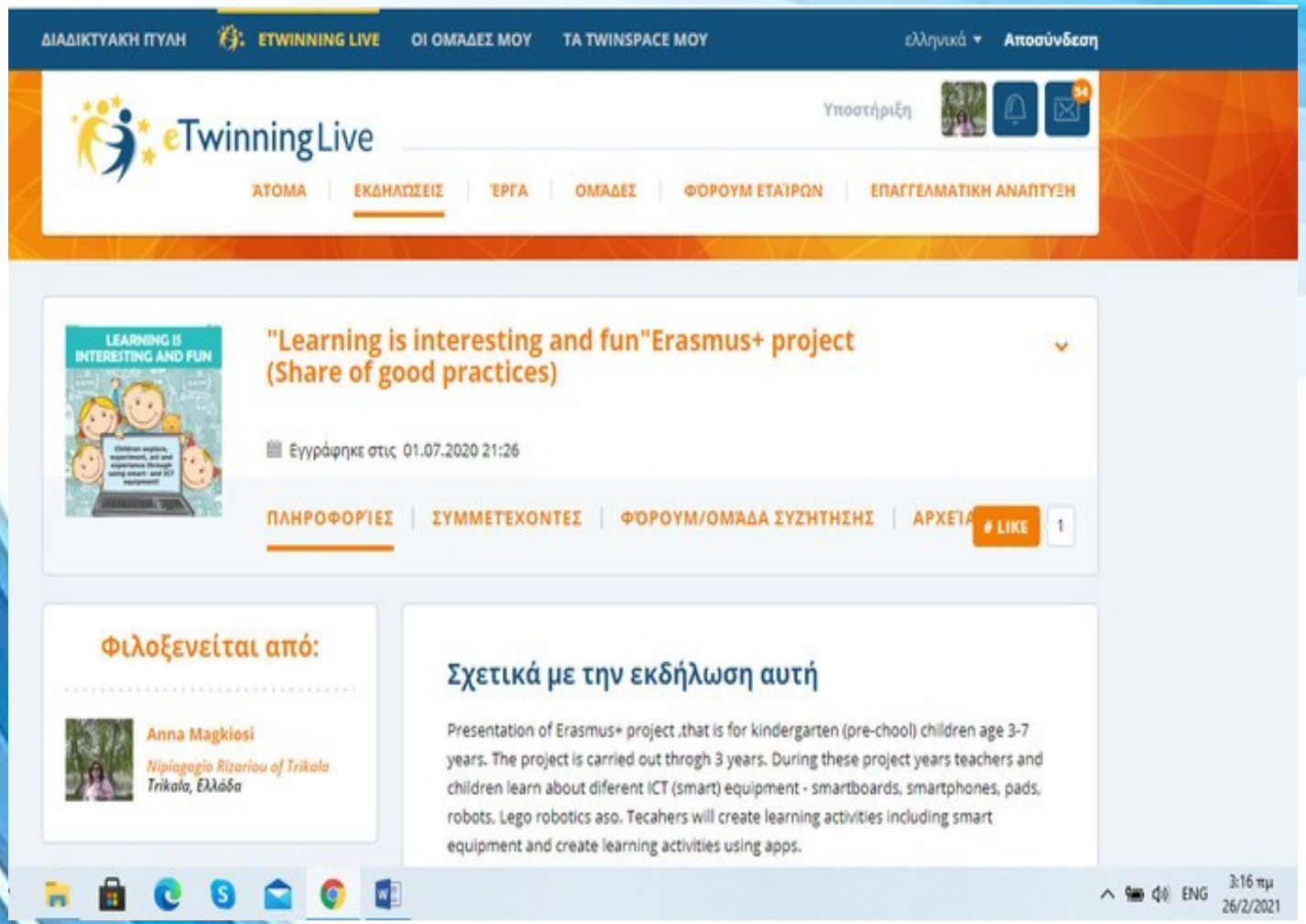
Project presentation to teachers of wider European e twinning community



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Thank you for your watching!

Presentation
by Ann Magkiosi

Project coordinator of Rizario kindergarten

eTwinning

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