

## Summary

Research in child development over decades as well as modern neuroscience clearly show that young children learn best when they are active. That means they get to put their hands on things, interact with other kids and adults, move a lot, create, play. Playing games is fun; playing games at school is even more fun.

Nowadays, an increasingly motionless lifestyle is adopted due to technological developments. One of the age groups influenced by this lifestyle is children. Motion is very important for the physical development of a child. Playing games prevent being motionless and it has a vital role in the development of the children.

Playing game is the most natural learning environment. The partner schools need a comprehensive, international and sustainable development plan to provide more game playing opportunity to their pupils during their ongoing activities.



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[www.callerasmus.com](http://www.callerasmus.com)

## Creating A Learning Love



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*“Playing games is fun;  
Playing games at  
school is even more fun.”*

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## Objectives

General aim of our project is creating the right learning environment with carefully organised games where every child feels comfortable through cross-border cooperation to strengthen quality of preschool education on partner schools. Also our aims;

- To develop games with observation forms to support the individuality, self-confidence and integrity of children
- To supporting children's language development through games
- To encourage children to feel sociable by helping each other to respect each other
- To improve pupil's creativity and problem solving skills through games and coding
- To develop pupil's motor skills and muscles through games
- To prevent motionless life style with games
- To improve knowledge of the pupils, teachers and staff on European Union, European languages and cultural diversity
- To encourage educational staff to learn foreign language and promote respecting other cultures



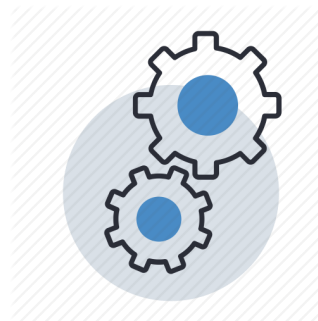
## Target Group and Methodology

Target group of the project is 5-7 years old pupils and they will join to the local project activities. Partner schools have different classes according to separated age groups.

Educational staff and school managers will take part in the local and international project activities. Parents will join local activities and they will encourage their children to play game with them. On total 90 educational staff will join to the short-term exchange during the project.

The partner schools will reach project aims through teams which consist of educational staff. Teams will do active cooperation within school and other partners' team. School Managers will encourage the all the teachers to join the teams. All partners will establish these teams;

- Project Management Team
- Game Maker Team
- Activity Maker Team
- Evaluation Team
- ICT Team
- Dissemination Team
- Game Groups



The methodology of the project is active participation of the partner schools according to their previous experiences and sharing best practices with each other. The tasks and roles of the project distributed according to this methodology among partner schools.

## Expected Results

At the end of project activities, expected impact on the participants;

### **Pupils;**

- Improving positive attitude to the educators
- Expressing herself/himself through games
- Improving creativity and problem solving through coding activities
- Gaining information about European Culture
- Gaining about basic information about partner countries

### **Educational Staff;**

- Believing that pupils can learn if teacher prepare right learning environment
- Raising awareness the role and importance of game in early childhood education through
- Raising professional competences and to be eager joining to the new international learning activities
- Designing new activities and their observation forms according to research results on early childhood education

