Playfull schooll

Integration of project acquisitions in the education system curriculum of the partner schools

**Basic skills in curriculum**

1.Literacy in mother tongue
2.Information and Communication Technology literacy
3.Learning competences
4.Self awareness
5.Art competencies
6.Core life qualifications
7.Foreign language literacy and competences

8.Mathematics literacy

**Integration of project acquisitions in the education system curriculum of the partner schools.**

**Reading and writing**

T.3.3.7. Students predict the meanings of words that they do not know by means of visual / visuals

T.3.4.3. Students write a narrative text.

T.3.4.6. Students fill in the forms according to the instructions

T.3.1.10.Students express their opinions about what they listen / watch

T.3.4.12. Students share what they write

T.3.4.15. Students write short texts in accordance with the structural features of letters.

T.3.4.2. Students write short texts.

T.3.4.10. Students write articles by associating events in visuals.

T.3.4.1. Students write short poems

T.3.4.9. Students use drawings and visuals to enrich their writing

T.3.3.19. Students determine the title / titles appropriate to the content of the text they read.

T.3.4.3. Students write a short narrative text.

T.3.4.17. Students apply writing strategies.

**Speaking-Listening**

T.3.2.3. Students talk about a specific topic in general lines.

T.3.2.5. Students participate in discussions and discussions within the classroom.

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**English**

**E2.2.L1.**Students will be able to understand simple expressions about greeting and meeting someone.

**E2.2.L2.**Students will be able to understand when someone introduces himself or herself.

**E2.2.S4.**Students will be able to introduce themselves in a simple way.

Students will be able to follow short, simple spoken

**Visual arts**

3.1.2.The student uses expressive approach in creating visual art work.

3.1.3.The student develops ideas by taking inspiration from contemporary sources while doing visual art work.

3.1.7.The student uses art elements and design principles while creating visual art works.

3.2.2.The student compares his / her own culture and works of art belonging to other cultures.

3.2.3.The student examines the relationship between the form and function of art works

3.3.2.The student examines examples of portrait, landscape, still life and descriptive art.

3.3.3.The student shows the art elements and design principles used in the work of art.

3.3.4.The student expresses his / her judgment about the art work he / she studied

**Free events**

OBJECTIVE 1: Improve hand skills.

BEHAVIOURS:

1. Pre-design the work we do.

2. Preparing the tools and equipment related to the job.

3. I can work together

Lesson 1: I am telling my feelings with art

OBJECTIVE 1. Photographs or pictures classifies what they express by feelings and thoughts.

**STEM**

SBU.2.1. He / she realizes that he / she uses scientific methods in the creation of scientific knowledge.

SBU.4.1. Recognize the importance of imagination and productivity at every stage of the development of scientific knowledge.

 SBU.4.2. Realizes the importance of imagination and productivity in engineering and technology development.

SBU.7.1. Discuss the impact of cultural, environmental and socioeconomic context on the transformation of scientific knowledge into development or practice.

SBU.7.8. Use interdisciplinary relations. SBU.8.1. Explain that they often use models in science.

SBU.2.1. He / she realizes that he / she uses scientific methods in the creation of scientific knowledge.

SBU.2.2. Define the hypothesis appropriate to the research question / problem.

SBU.2.7. Uses mathematics in research process. (Uses algebraic, graphical, numerical and verbal representations in problem solving process.)

SBU.7.4. Uses mathematical or probabilistic reasoning to solve problems.

SBU.7.7. Ensures the dissemination of information using communication effectively.

SBU.8.2. He does this by designing a three-dimensional model.

SBU.7.8. Use interdisciplinary relations.

SBU.10.1. Applies c engineering design and entrepreneurship process Ürün in product creation.

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**ICT**

BT.6.5.1.5. Develop an algorithm to solve the problem.

BT.6.5.1.6. Tests the solution of an algorithm.

BT.6.5.1.7. Examines different algorithms by selecting the fastest and right solution.

BT.6.5.1.8. Arrange an incorrect algorithm to work correctly.

OBJECTIVE 1: Improve hand skills.