**Çeşmecik Vali Kemal Katıtaş İlkokulu/ Ayşe Beyza Ünlü**

**PROGRAM INTEGRATION OF THE PROJECT**

**GAIN AND INDICATORS ABOUT COGNITIVE DEVELOPMENT**

**Acquisition 1. Pays attention to the object / situation / event.** (Indicators: The object / situation that needs attention is focused on the event. It explains the object / situation / event that attracts attention in detail.)

**Acquisition 2. Makes a guess about the object / situation / event.** (Indicators: Tells the prediction about the object / situation / event. Examines the real situation. Compares the real situation with its prediction.)

**Gain 4. Counts objects.** (Indicators: Counts forward / backward one by one. Indicates how many objects count.)

**Acquisition 5. Observes an object or entity.** (Indicators: It tells the name, color, shape, size, texture, material, taste, quantity and intended use of the object / asset.)

**Acquisition 7. Groups objects or entities according to their characteristics.** (Indicators: Groups of objects / assets according to their color, shape, size, length, texture, material and purpose of use.)

**Acquisition 8. Compares the properties of objects or assets.** (Indicators: It distinguishes and compares the color, shape, size, length, material from which it is made, the purposes for which it is made.)

**Acquisition 9. Sorts the object or entity according to its characteristics.** (Indicators: Sorts the object / assets according to their size.)

**Acquisition 10. Applies the directions regarding the location in the space.** (Indicators: It tells the location of the object in space. Places the object in the right place in accordance with the directive.

**Gain 11. Measures objects.** (Indicators: Estimates the measurement result. Measures in non-standard units. Says the measurement result. Compares the measurement results with the predicted results.)

**Gain 12. Recognizes geometric shapes.** (Indicators: Says the name of the geometric shape shown. Shows objects that look like geometric shapes.)

**Acquisition 13. Recognizes the symbols used in daily life.** (Indicators: It shows the symbol according to the given description. It tells the meaning of the symbol shown.

**Gain 14. Creates a pattern with objects.** (Indicators: It creates a pattern with objects by looking at the model. It tells the rule in the pattern consisting of three items at most. It tells and completes the missing item in a pattern. It creates an original pattern with objects.)

**Acquisition 17. Establishes a cause-effect relationship.** (Indicators: Tells the possible causes of an event. Tells the possible results of an event.

**Acquisition 18. Explains concepts related to time.** (Indicators: Sorts the events according to the time of occurrence. Explains the concepts related to time according to their meanings. Describes the functions of the vehicles reporting time.)

**Acquisition 19. Produces solutions to problem situations.** (Indicators: He tells the problem. He offers various solutions to the problem. He chooses one of the solutions. He tells the reason for the solution he chooses. He tries the solution he chooses.)

**Acquisition 20. Prepares graphics with objects / symbols.** (Indicators: Creates graphics using objects. Creates graphics by displaying objects with symbols. Counts the objects or symbols that make up the graphic. Examines the graphic and explains the results.)

**GAINS AND INDICATORS ABOUT LANGUAGE DEVELOPMENT**

**Gain 2. Uses sound appropriately.** (Indicators: Uses your breath correctly while speaking / singing. Adjusts the tone, speed and intensity of your voice while speaking / singing.)

**Acquisition 3. Makes sentences according to syntax rules.** (Indicators: Establish plain sentence, negative sentence, question sentence and compound sentence. Uses the items correctly in their sentences.)

**Acquisition 4. Uses grammatical structures while speaking.** (Indicators: Uses noun, verb, adjective, conjunction, plural expressions, adverb, pronoun, preposition, noun states and negativity structures when forming sentences.)

**Acquisition 5. Uses language for communication.** (Indicators: Establish eye contact during speech. Understand gestures and gestures. Use gestures and gestures while speaking. Start speech. Continue talking. and says the reasons for his thoughts.)

**Acquisition 6. Improves vocabulary.** (Indicators: When they listen, they notice new words and ask the meanings of the words. They remember the words and say the meaning of the words. They use the newly learned words according to their meanings. They use the words that are opposite, synonyms and synonyms.)

**Acquisition 7. Comprehends the meaning of what they listen / watch.** (Indicators: Fulfills verbal instructions. Explains what they listen / watch. Comments on what they listen / watch.).

**Acquisition 8. Expresses what they listen to / watch in various ways.** (Indicators: Ask questions about what they listened / watched. Answer questions about what they listened / watched. Tell others what they listened / watched. Exhibits what they listened / watched in various ways such as painting, music, drama, poetry, story.)

**GAINS AND INDICATORS RELATED TO SOCIAL AND EMOTIONAL DEVELOPMENT**

**Acquisition 3. Expresses itself in creative ways.** (Indicators: Expresses emotions, thoughts and dreams in original ways. Uses objects unusually. Creates products with unique features.)

**Acquisition 5. Demonstrates positive / negative feelings about an event or situation in appropriate ways.** (Indicators: Explains positive / negative emotions using verbal expressions. Shows negative emotions with positive behaviors.)

**Acquisition 7. It motivates itself to accomplish a job or task.** (Indicators: He starts a job without adult guidance. He endeavors to finish his job on time.

**Acquisition 9. Explains different cultural features.** (Indicators: He tells the characteristics of his own country's culture. He tells his country's culture and other cultures' similar and different characteristics. He tells that different countries have their own cultural characteristics.

**GAINS AND INDICATORS RELATED TO ENGINE DEVELOPMENT**

**Acquisition 4. Makes movements that require small muscle use.** (Indicators: Collects objects. Drains objects from the container to the container. Arrays objects overlapped / side by side / nested. Attaches, removes, stringes etc. Connects objects with different materials. Combines objects to form new shapes. It paints using different materials.

**GAINS AND INDICATORS ON SELF CARE SKILLS**

**Acquisition 1. Applies the cleaning rules related to his body.** (Indicators: Combs your hair, brushes your teeth; washes your hands, face, and works for toilet needs

**Acquisition 3. Makes necessary arrangements in living spaces.** (Indicators: Clean and diligently use, collect, fold, hang, and place items in the home and school.)

**Acquisition 6. Uses necessary tools and materials for daily life skills**. (Indicators: Uses materials related to body cleaning. Uses tools and materials related to environmental cleaning.

**THE MAIN FEATURES OF THE PROGRAM**

Children's Centered,

-it is eclectic, balanced,

-Learning by Discovery is Priority,

-Developing Creativity Is In The Foreground

-Educational Purposes of Daily Life Experiences and Near Environment Opportunities

-Promotes Its Use,

- Themes / Topics are Tools, not Purposes,

- Considers Cultural and Universal Values,

- The Evaluation Process Is Versatile

In addition, children's imaginations, creative and critical thinking skills, communication and

It is aimed to develop behaviors to express their feelings.

**Aims of STEM education**

Science Literacy: It refers to the ability to use scientific knowledge and process to understand the natural world, as well as the ability to participate in discussions concerning the natural world.

Technology Literacy: It means that students should know how new technologies are used, understand how new technologies are developed, and gain the ability to analyze how new technologies affect the world.

Engineering Literacy: It refers to understanding how technologies are developed through the engineering design process, using project-based courses with an integrated and interdisciplinary approach style.

Mathematics Literacy: Expresses the ability to analyze, reason and express ideas effectively by exposing, formulating, solving and interpreting mathematical problems (Armknecht, 2015; Thomasian, 2011).

**REFERENCES:**

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Armknecht, M. P. (2015). Case study on the efficacy of an elementary STEAM laboratory school. A Dissertation submitted to the Education Faculty of Lindenwood University in partial fulfillment of the requirements for the degree of Doctor of Education School of Education.