**Educational institution of preschool “Saulīte”, Latvia**

**INITIAL SWOT ANALYSIS**

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| **STRENGHTS**   * Preschool teachers are familiarized with the concept of the game, learning through playing * Preschool teachers are familiarized with the impact of playing to children development * Teachers know many outdoor playing games, board games, folk and musical games which are used in the process of preschool pedagogy and are known in Latvia * Preschool teachers are very creativecreating different games for preschoolers * Preschool teachers of the project team are interested in sharing pedagogical experience with international partners * A lot of preschool activities, even organized with parents of preschoolers’, are based on different kind of games * Preschool “Saulīte” has large territory to implement a lot of outdoor games | **WEAKNESSES**   * A small number of games inspired by other European cultures which are known by teachers * Preschool has no ICT enough to introduce ICT games for all preschoolers * Parents have a lack of knowledge and have no daily habits regarding games which can be played indoors or outdoors with their children for spending quality time together * Games are not used daily by all teachers * The preschool has no experience of international cooperation |
| **OPPORTUNITIES**   * The project offers for preschool teachers the opportunity to explore different games from other countries * The project offers for the preschool teachers opportunity to share successful teaching and learning experiences with international partners * Getting to know and learn new games can improve quality of preschool education * Getting to know and learn new games can improve cooperation with preschool parents * Involving of different kind of games on daily bases improves preschoolers’ emotional wellbeing and promotes positive development dynamics * Parents learn all kinds of new games to play with their children and spend quality time together (sports & outdoor games, indoor games – using educational software, music & creative games) * The project will be first step of cooperation with international partners to continue | **THREATS**   * Not all teachers can have full access to ICT * Not all students can have full access to ICT * Low funds dedicated to teachers’ training and professional development * On the local level, there’s no offer referring to game-based teaching training/ courses * Insufficient funding for material bases of games is available |