**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
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| **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 improvecooperation 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
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