Project Summary

Early school leaving is most common problem that Europe fight. Disables are the largest group under risk. Euro Strategy takes into account experience of the Disability Action Plan (2004-2010). Its objectives are pursued by actions in eight priority areas. One area covers,''Education and training.”The aim is to promote inclusive education and lifelong learning for students and pupils with disabilities.

The European Commission adopted on 15 November 2010 a new strategy with the overall objective being to break down the barriers that prevent people with disabilities from participating in society on an equal basis.In the Europe Strategy 2020, it has been planned to reduce the dropout rate to 10% from the current15 %. We aim to contribute the solution to this problem with this project.Using games while teaching lessons will be an effective method to increase pupils achievement and to keep disabled pupils at school.We aim to reach pupils by teaching through games which creates amusing learning atmospheres.Because it was found that learning consists of 20% mental, 80% emotional. Prof. Dr. Nevzat Tarhan, the professor of the psychology , recommends that learning environment should be not only disciplined but also fun and added the game is very important for children.Freud defined children’s mental health as “love and play”.Game is children’s most important and serious work.They learn everything with games, they repeat what they learn in games. While children are studying, we must find ways to benefit from games.According to this information, games are chosen as an effective way to reach pupils.Thanks to Music,Art,ICT Games, Puppet Shows, Tales .We will help pupils express themselves, increase their self-confidence, make them feel valuable, provide them learning environment where the inequality of opportunity in education is reduced, provide comfortable learning environments, encourage pupils use their creativity, develop their problem solving skills and digital skills and provide permanent learning.

This project is based on the exchange of good practices.Each partner will share good practices about teaching through games which makes learning enjoyable.We have a partnership consisting of six European countries. We will use these methods and techniques: Feel The Rhythm (PORTUGAL), Outdoor Games (Turkey), Fabric Prints ( Romania ), Puppet Show( Czheck Rep.), Games in ICT (Latvia ) improving pupils’ digital skills; Fairy Tales (Croatia)This project will make lots of impacts; -to reduce the early school leaving of SEN students -to socialize and integrate the disabled with the environment -Pupils will have no more difficulties in keeping their attention alive during lessons with new techniques -Pupils will feel themselves valuable by involving in the activities - they will be able to adapt to their peers - they will gain social acceptance - This project will encourage teachers to develop their professions - it will create awareness in the view of parents and pupils towards the education’s necessity - Local community will understand the behavior and needs of people with disabilities We are planning 6 LTT meetings (3+3) A variety of activities for all partner countries will be implemented during the project period. Many interesting products will be created and used in teaching disabled students even after the project's completion.Partner schools will create an E Booklet about Ideal Disability Rights, brochures, Posters ,web site, Facebook, Twitter accounts.The participants of the Project "BREAK DOWN THE BARRIERS " will be in contact with each other using modern computer technology.They will take part in the competition for the logo design, extracurricular activities, they will go on interesting trips, participate in dance ,rhythm and theater workshops.

All activities will be disseminated on the partner schools' websites, the project website and on the other social media accounts. At the end of the project school conferences will be held summarizing the project involving the local community.The project website will be open for everybody.With this project teachers and pupils will be more willing to participate in international projects.The project will encourage teachers and pupils to learn English and will increase the curiosity and interest in different subjects.We expect our pupils to be happier, more active while learning through games.

Our outputs will be:

- E twinning project Project website;

-a project logo;

 -pre-test and last-test;

 -dissemination brochures, posters;

-informative and educative brochures;

 -e-booklet about Ideal Disability Rights;

 -Photo Album about the activity pictures and postcards;

 -2020 Project Calendar with all special days and festival dates of 6 countries -DVDs about the Rhytm Show, puppet show;

 -attending the learning/teaching/training transnational meeting activities ;

- a catalogue about fabric printing -puzzles and booklets of 6 different Fairy Tales.