I SCIENCE

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# TECHNOLOGY CLUB - ACTIVITIES

Erasmus+

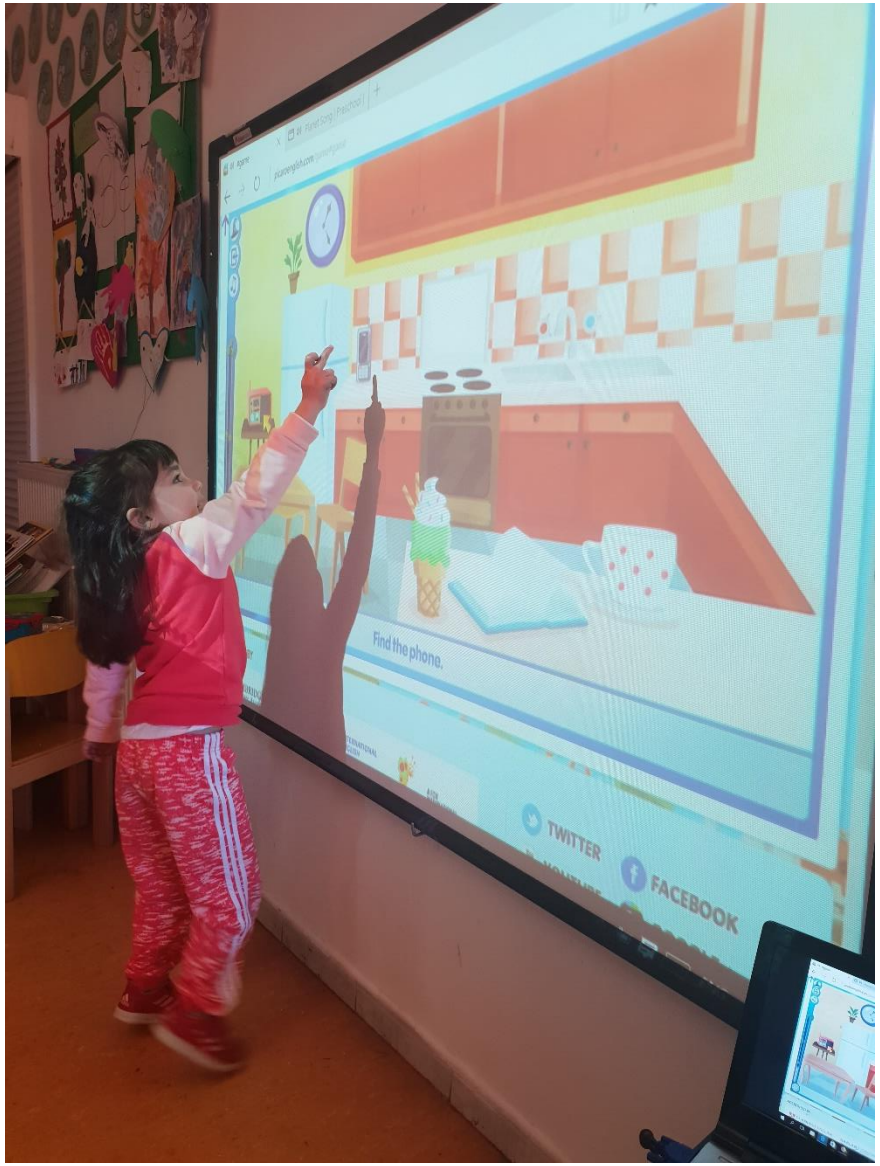
# Educative Games

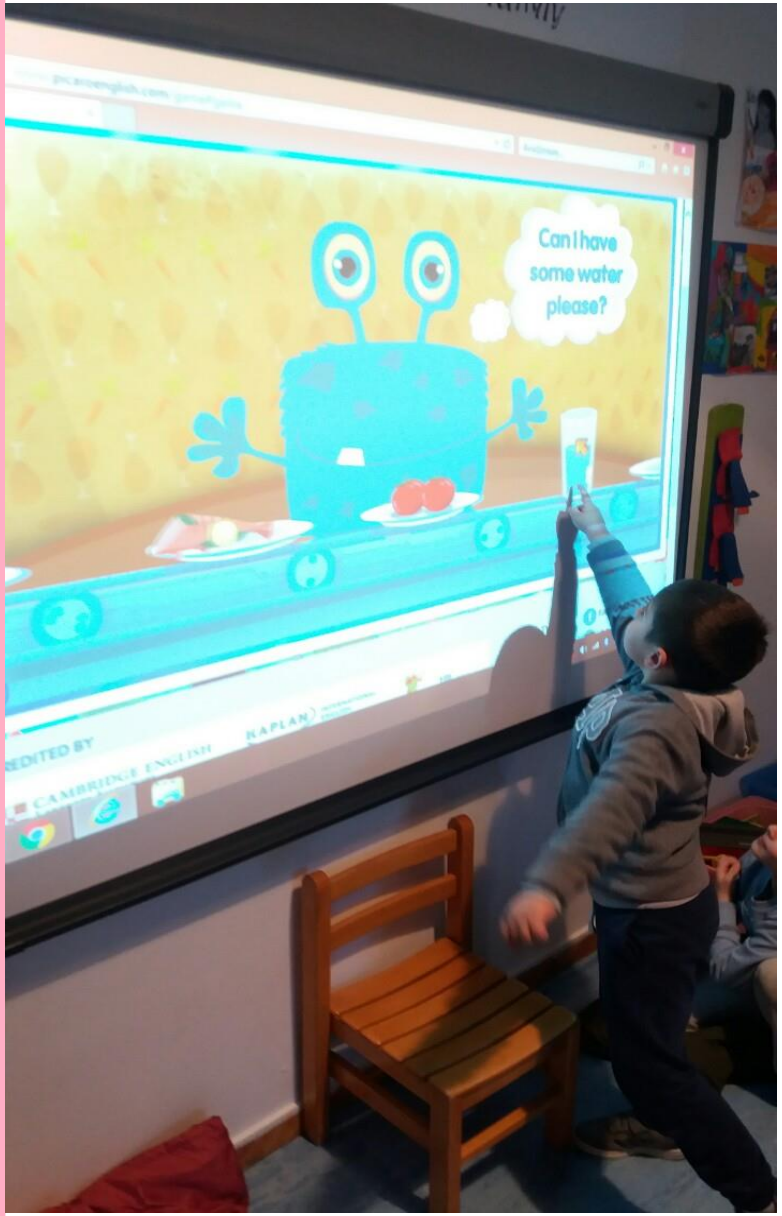
# Language Games

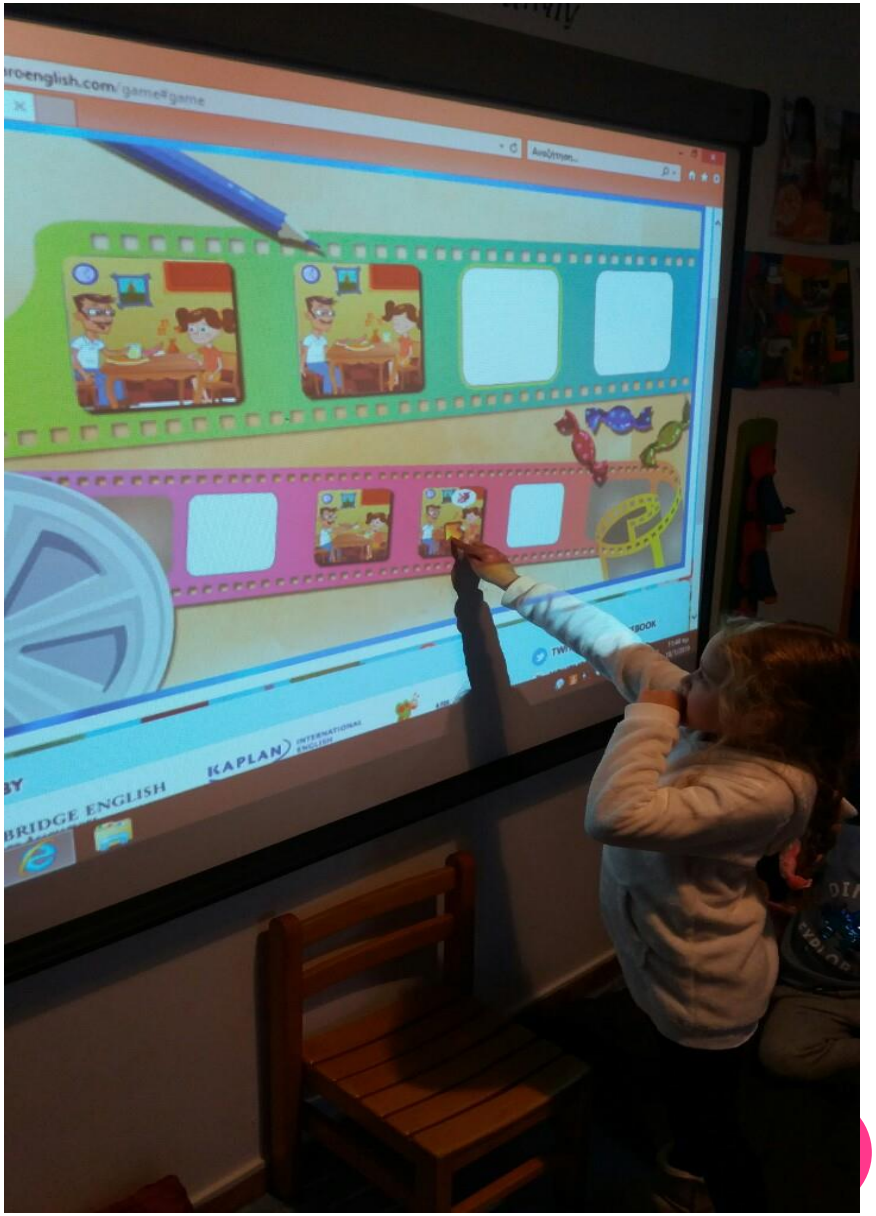
*What children accomplish:*

- ✓ practise new vocabulary
- ✓ develop listening skills
- ✓ reading readiness
- ✓ playing with new sounds
- ✓ improve speaking skills through repetition
- ✓ story sequencing

SPIN


Find the phone.
TWITTER
FACEBOOK


Can I have some water please?
KAPLAN

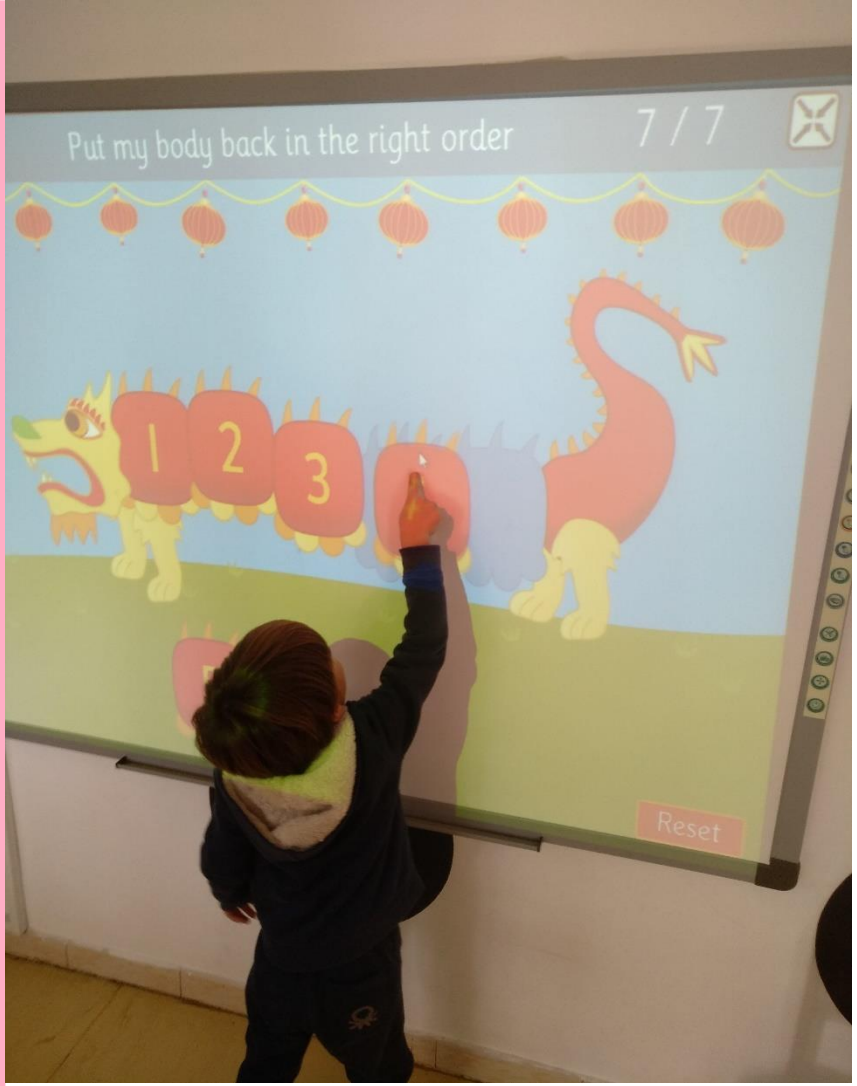

KAPLAN

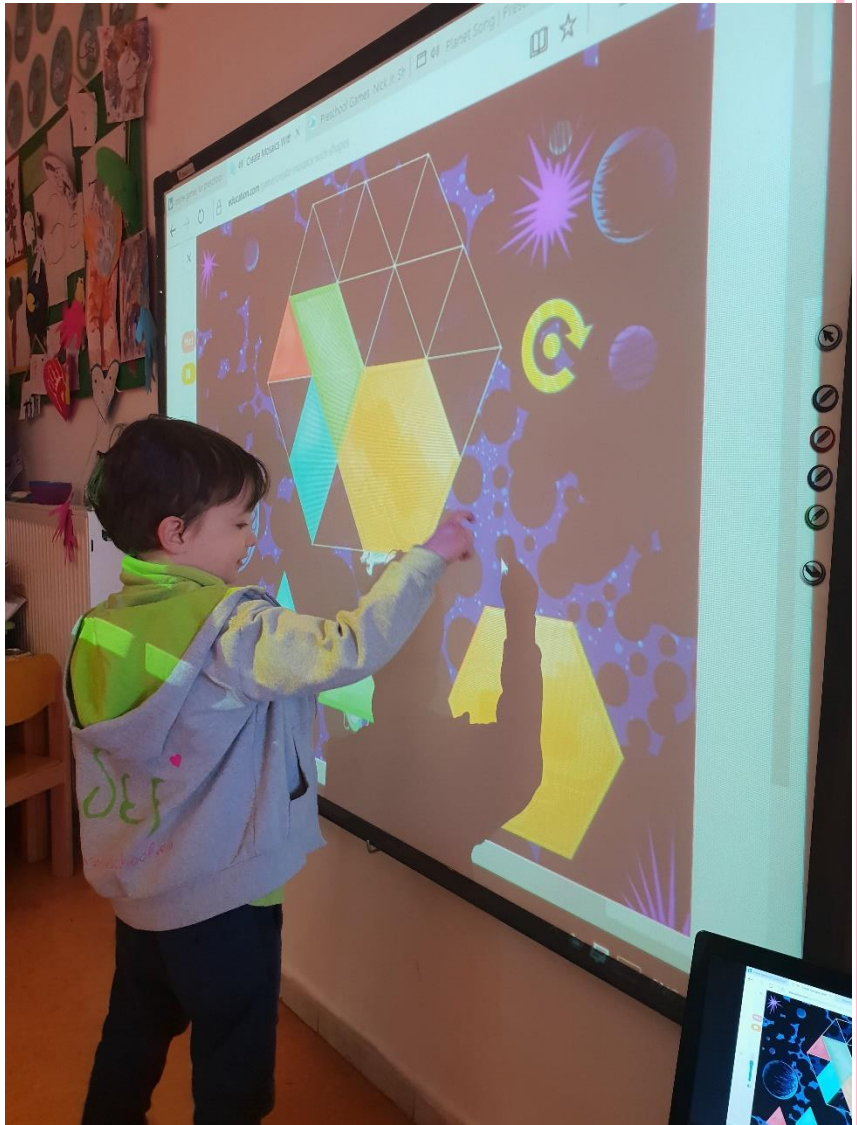
# Numeracy Games

*What children accomplish:*

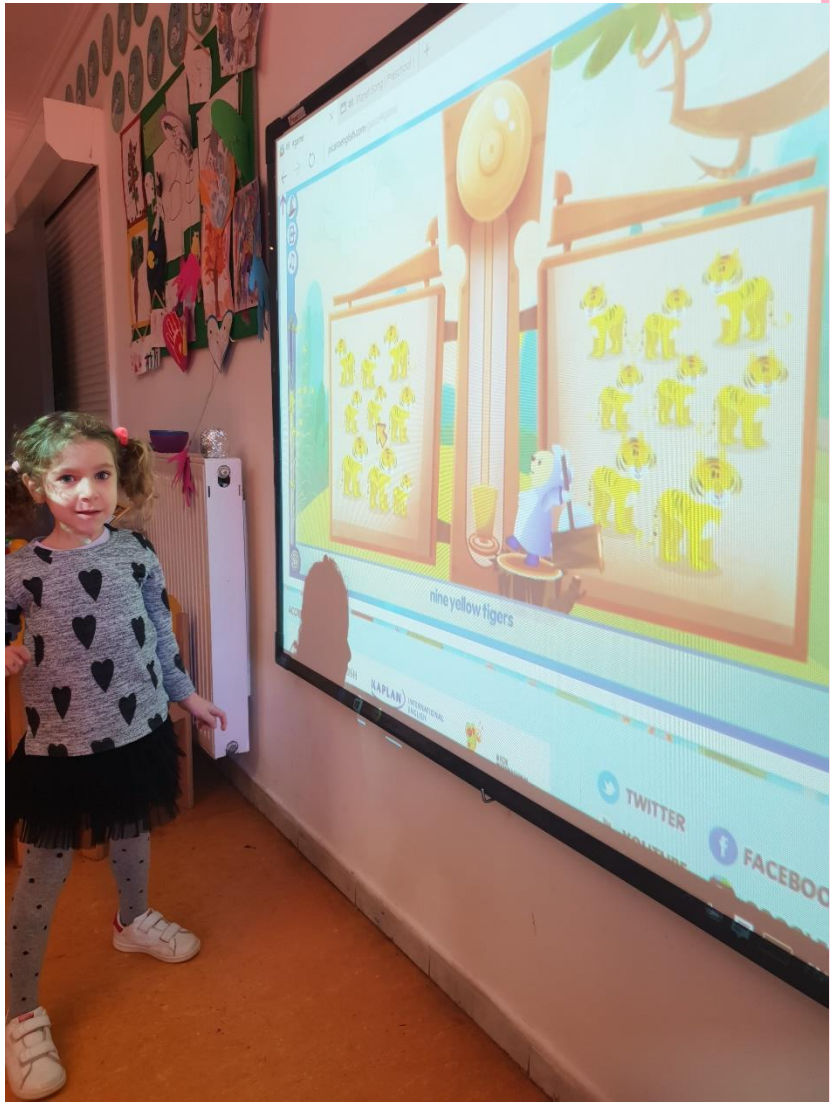
- ✓ exploring numbers
- ✓ number sequencing
- ✓ comparing numbers
- ✓ playing with shapes

ALLIGATOR
Less Than Greater Than Game
Time
00:03
Level: 1
Q.1
5
4

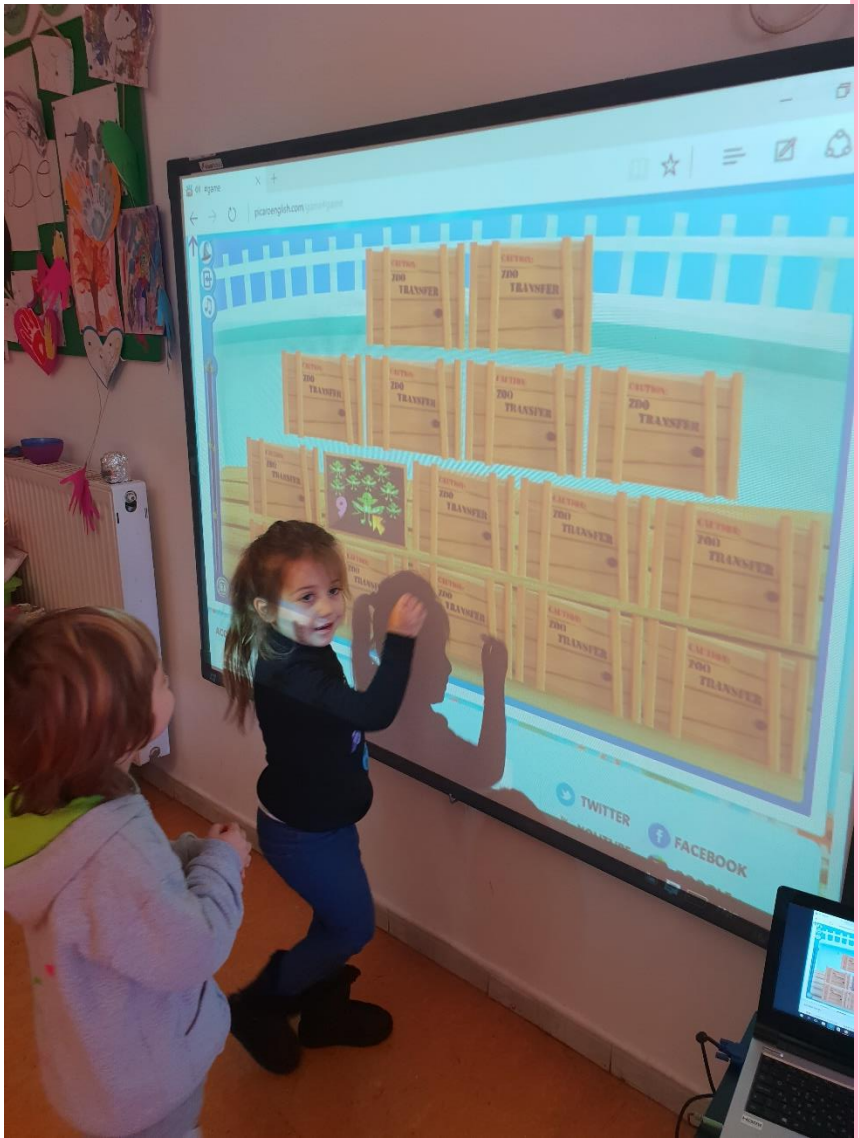

Put my body back in the right order
7 / 7
1
2
3
Reset



six green tigers
TWITTER
FACEBOOK


nine yellow tigers
TWITTER

Memory Games!!!

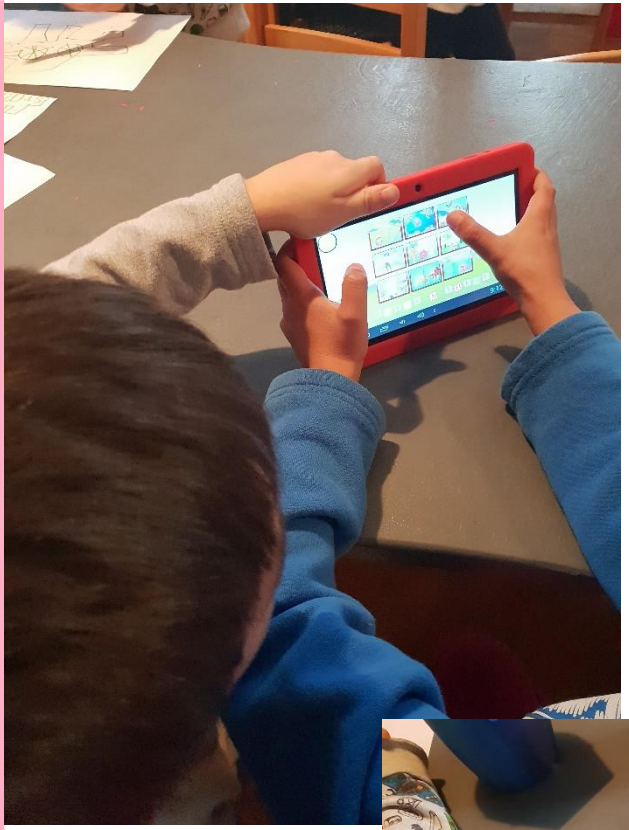


They play board games and jigsaw puzzles.

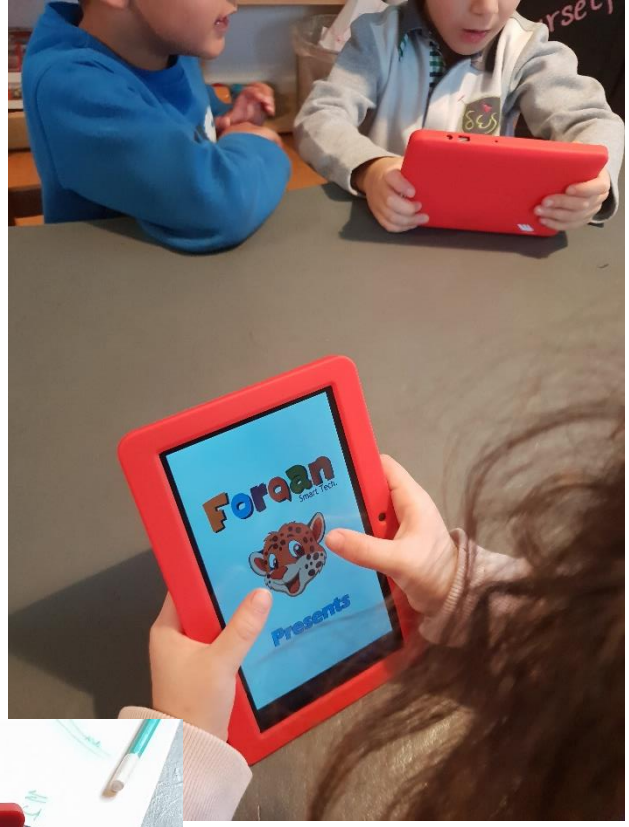
Children learn new songs and vocabulary by stimulating different parts of their brain.

# Web-Game Competition

Organising competitions in the classroom and children were divided in 2 groups!



Children use their tablets to take part in class competitions in different areas!



Children can further develop their knowledge around different subjects, even when they are at home.

@Des we use the Picaro platform to stimulate their interest when they are at home and help them enhance their learning.

thank you
danke
謝謝
merci
gracias
obrigado
dziękuję
bedankt
go raibh maith agat
teşekkür ederim
ngiyabonga
спасибо
рахмат
Баярлалаа
dank je
tapadh leat
mochchakkeram
sukriya
kop khun krap
terima kasih
arigatô
dakujem
grazie
takk
tack
tak
mersi
barka
welalin
spas
kiitos
dankie
faafetai lava
vinaka
спасибі
blagodaram
misaotra
matondo
paldies
grazzi
mahalo
хвала
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manana
obrigada
murakoze
tenki
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hvala
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bayarlalaa
nanni
nandri
dhanyavad
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najis tuke
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rahmet
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dhanyavadagalu
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감사합니다
ευχαριστώ
তোমাকে ধন্যবাদ
chnorakaloutioun
gratias ago
gràcies
sulpáy
taiku