ANNUAL PROJECT REPORT

of 2017/2018

from Primary School SPSK in Mysłów

POLAND

In October 2017 we started our work on the Erasmus Project "Our School, our Playground". Our school is quite small and there are few students in the classes. That is why all the students at the age from 7 to 14 years old and all the teachers are involved in the project. In October, the firstteachers' meeting took place in our school to create working teams and discuss the most important methods of work on the project as well as the students were familiarized with the objectives and the course of the project.



In November, we participated in the first international project meeting in Greece, where the action plan for the next period of time was set. In December, we announced the competition for creating logo proposals among our students. Due to the fact that this is the first Erasmus + project in our school, the students were very excited about their task and came to create the logo with great enthusiasm. As a result of their work many great posters with the logo were created. The students, teachers and parents had to choose one proposal.

Duringthe working meeting in January, teachers, headteachers and pupils received the task of creating game scenarios based on traditions and customs that would help students learn about the culture, history and traditions of their country, as well as the countries involved in the project. On February 23rd, 2018, all the students and teachers were involved in a Day of Games. The students had a great time, they were really eager to play the games that they had prepared and in the end the most intriguing and interesting game was chosen as

a result of voting. It was called "A trip around Europe." It is a board game prepared by the 7th grade students. It consists of a board and some questions about interesting facts about countries that participate in the project.





Other interesting games prepared by students: A game presented by a group of 7-year-olds in which they had to recognize small and capital letters. The children collectedsome caps from plastic bottles and placed small and big letters inside them. The rules of the game are like in Memory game, that is, students must find a pair of a large and small letter. Another game is called "National symbols", (matching pairs of pictures with national symbols and answering simple questions about the motherland) presented by the 2nd grade students of Primary School. There are a few disabled students in the class andfor this reason, this game is very simple, but it integrates and engages the students in a fantastic way.

The third grade studentsof Primary School presented the "Twister"-a movement game. It is a very popular game in Poland and around the world. It develops coordination of movements and reactions. The 4th grade studentscreated a board

withsome interesting factsabout culture of countries participated in the project. In this game you have to demonstrate knowledge about the geography, history and culture of individual involved countries. The students of the 6th grade presented the traditional game "Musical Chairs", which focused with the execution of commands in English. Older students prepared a board game in which you need to guess riddles connected with traffic .



In March, the 2nd international meeting took place in Bulgaria, where individual project members presented proposals for traditional games regarding the natural environment and social problems.

After returning from the second mobility from Kubrat, Polish teachers team developed games presented in Kubrat. Some of them were translated into Polish. However, the most popular activities among students in recent months were the outdoors games. After the winter months in which board games had their spotlight, students in Poland moved with great joy to the school playground in May to practice the games achieved from their foreign mates. The culmination of our project activities was The second Games Day on 1st June, 2018. That day our school became the playground in a real way.

