



Co-funded by the
Erasmus+ Programme
of the European Union

PROJECT FINAL REPORT

2020-1-TR01-KA229-093724_1





Invitation to Traditional Street Games

2020-1-TR01-KA229-093724_1



Created & published on StoryJumper™ ©2023 StoryJumper, Inc.
All rights reserved. Sources: storyjumper.com/attribution



Preview audio:
storyj.mp/af8hy8f2tczq

CONTENTS

- *Project Partners**
- *Project Description**
- *Project Aims**
- *Project Results**
- *Project Dissemination**

PROJECT PARTNERS



**Helvadere Atatürk Ortaokulu
Aksaray/TURKEY**



**Základní škola, Brno, Holzova 1,
přísp. org., Brno/Czech Republic**



**IC Fiorentino School -
Battipaglia/ITALY**

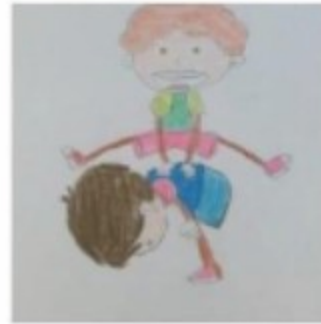
Project Description

Erasmus+ KA229 Project "Invitation to Traditional Street Games" is addressed to the students especially aged between 10 and 13 years old who are still children and need to play with their peers in the street or parents and siblings at home. Unfortunately, children of today hardly ever play Traditional Street Games and they don't even know how to play. All partner schools from Portugal, Turkey, Italy and Czech Republic want to draw attention to reintroduce Traditional Street Games and bring them into childrens' daily life for their intellectual, emotional, and social development.

Different activities allow the joining of different subjects such as Science, Language, Art, Music, Social Studies, PE, and ICT. Students take the opportunity to enhance basic skills including reading, writing, questioning, organization, analyzing information and time management skills related to the activities of COMMON TRADITIONAL STREET GAME every month. By creating an OUTDOOR ACTIVITY BOOK, students gain broad sociocultural awareness. They learn their own culture, traditions and values by organizing a LOCAL PLAY DAY. On the other hand, they are physically and socially active by playing with their friends at GAME CORNER in the school garden. Students learn their environment, many concepts such as color, counting and time by playing. At the same time they develop good morals such as fairness, kindness, self-control and respect for diversity. All activities require the use of English Language Skills and National Language Skills. Students read, write, talk and comprehend not only in their national language but also in English.

The digital competences are achieved by doing these activities since the majority of them require ONLINE PLATFORMS like TwinSpace. Students also learn to use the internet effectively by searching information and being active for educational purposes. The impact of the project is so enormous that children improve their cognitive, social and physical skills through the games played in the streets. On the other hand, we organize three Short-Term Exchanges of Groups of Pupils. During Short-Term Exchanges of Groups of Pupils meetings, participants increase cooperation, communication, social, English language and group work skills and at the same time improve cultural awareness. This project is also a great chance for the school staff and teachers to improve teaching methods by sharing experiences with colleagues in other countries of the EU.

Local media (papers, TV etc.) is also used to enhance utilization of the project results in local community. All the activities created in the project and the results of the project are published on the Internet (project website/school website/ youtube) as public teaching resources. e-Twinning Project on the same subject (open to all members of e-Twinning community) is the source of inspiration and serve as a template for creating new projects for teachers on e-Twinning Platform. Results of the project are also published on Erasmus+ Project Results Platform in order to reach the large network of teachers interested in European Projects.

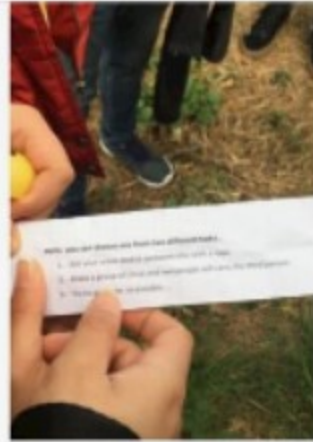


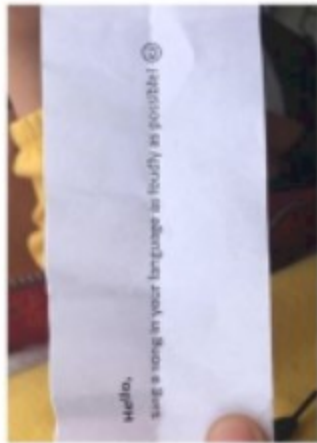
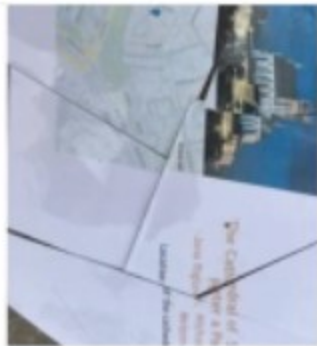
PIC-COLLAGE

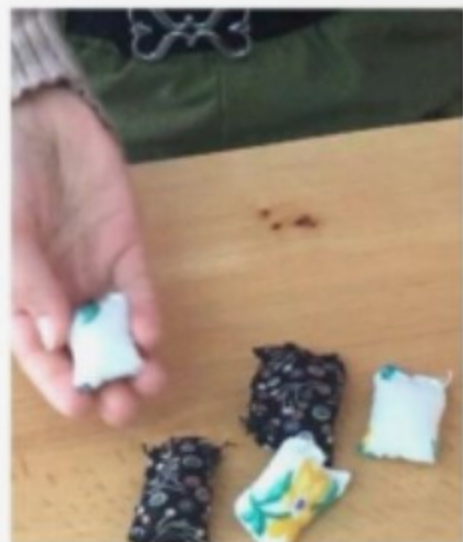


Project Aims

- This Project achieved many of the objectives. It enabled students to
- be physically active since Street Games are generally activities that require running, jumping, skipping and climbing.
 - improve their cognitive skills. With respect to cognitive development, playing games allowed the students to learn their environment, many concepts such as color, dimension, counting and time.
 - improve their cooperation, communication, social and group work skills. While playing they developed good morals such as fairness, acceptance, kindness, self-control and respect for diversity. On the other hand, they learnt their own cultural traditions and values by joining activities such as traditional dances, songs and games.
 - develop their key skills including ICT use effectively, English language skills and national language competence.
 - enhance their basic skills including reading, writing, questioning, organization, analyzing information and time management skills since this project provided a wide range of activities from different fields; activities related to Physical Education, ICT, Art, Geography, Natural Environment, Language and History.
 - enhance their academic success because this Project contributed to make educational environment friendlier, stress-free, attractive, stimulating, more open and accessible to all students.
 - have a chance to gain a broad sociocultural awareness, see and experience different cultures and lifestyles of the participants, and break stereotypes and prejudices.
- This project was also a great chance for the school staff and teachers to improve teaching methods by sharing experiences with colleagues in other countries of the EU.









Project Results

This Project also achieved many of the results. It's results;

- PROJECT LOGO which was created by all students in partners schools and chosen the best one unanimously on Google Form.
- LEAFLETS containing of the Project Objectives and Activities. They were distributed to the Local Community and LOCAL EDUCATIONAL INSTITUTIONS in the surrounding area in order to inform them about the project.
- Organization of a COMMON TRADITIONAL STREET GAME with partner schools every month.
- a PROJECT NOTICEBOARD on which all done activities and the results of the project were put in order to inform school community.
- OUTDOOR ACTIVITY BOOK containing of Traditional Street Games of all partner countries.
- e-Twinning PROJECT on the same subject.
- YOUTUBE CHANNEL on which the videos of the project activities and results were shared.
- PROJECT WEBSITE on which all information about the project (products, services, images, videos or other files) was posted.
- PROJECT SOCIAL MEDIA ACCOUNTS (instagram, twitter, facebook) on which the project activities and results were shared.
- GAME CORNERS at partner school yards where the students had an opportunity to play with their friends safely and freely.
- LOCAL PLAY DAY was prepared in order to invite Local People and parents to the school for LTT activities.





Project Dissemination

Project Website:

<https://traditionalstreetgames.webnode.cz/spolecnost/>

Project Social Media Accounts

Instagram :

https://www.instagram.com/invitation_to_tsg/

Twitter:

<https://twitter.com/invitationtotsg?s=11&t=Qlmqm-RN5Ix4V6L3233p3Q>

Facebook Group: Invitation to Traditional Street Games

<https://www.facebook.com/groups/1280411952324435>

Youtube Channel:

https://www.youtube.com/channel/UCgN-99B_TJB5O3ZoqxyMdmQ?view_as=subscriber

eTwinning link of the Project;

<https://twinspace.etwinning.net/123181/home>

Outdoor Activity Book:

<https://www.storyjumper.com/book/read/147966591/63d19a94b990b>



In Italy



In Czech Republic



In Türkiye

