

BE IN THE GAME BOAT



ABOUT THE PROJECT

Playing games and sports offer more than just physical benefits for pupils who participate. It also helps them emotionally and mentally. And there are also social aspects of sports and games that children will enjoy. Allowing children to participate in outdoor and indoor extracurricular activities, such as sports and games, helps them explore and develop skills which are considered beneficial throughout their lives. By participating in sports and games, children are exposed to various mental, social, emotional, physical and educational benefits. Several studies have suggested that taking part in a sport and a game help in the development of child's self-esteem and confidence, helps children develop social skills which would benefit them even when they grow older and teaches them about teamwork and cooperating with others. Based on all of this, we planned to learn the games and sports that can be played indoor and outdoor with our partners between the ages of 7-11.

AIMS

Throughout our project we hope to develop our pupil's social skills which would benefit them even when they grow older. Teach them about teamwork and cooperating with partners. Teamwork is a necessary skill to learn from an early age. A team cannot succeed unless they work together. They learn to interact with people from different ages. Also, joining a sports team helps give children a sense of belonging and gives them an opportunity to make friends. With more friendship circles it would help improve their communication skills, which will help them in their future careers and relationships. Through our project pupil's can learn sportsmanship. They can learn how to accept and cope with losses rather than feeling completely defeated. The important part is to get back up and try again. Pupil's would need to follow a set of rules, take orders and accept decisions made by coordinators. Good discipline is appreciated in games and in our project.

WORKING PROCESS

October:

Students work in national groups. They contact their partners through the TwinSpace forum and ask them questions about their everyday lives (who do they live with, what time do they go to school, what do they eat, what do they do after school etc.) In a common padlet, each student introduces himself/herself and writes his/her favourite sport. Their partners comment on the posts by writing the favorite sports in their cities, countries or in general. Additionally, they will create Androidify Avatars in their post.

November:

Tic Tak Toe Game

Make a frisbee from paper plates and play

The Whirlwind Challenge (Rope)

December:

Three-legged Race

Sack race

Rope Relay Race

January:

Musical chairs

Musical chair Dance

February:

Amarelinha Africana Dance with minue song.

March

Partner Jumping with rope

Snake in the grass

April

Sport safety issues

Soap balloons

Riding, Skate, Skate Board and Bicycle

May

Limbo Game

Helicopter!

June:

Evaluation

Dissemination

EXPECTED RESULTS

Raising pupils' awareness about sports and healthy life

Improving pupils' English skills

Promote intercultural understanding

reduced risk of obesity

increase cardiovascular fitness

healthy growth of bones, muscles, ligaments and tendons

improvement of coordination and balance

improve social skills

improve personal skills, including cooperation and leadership

Joint Product

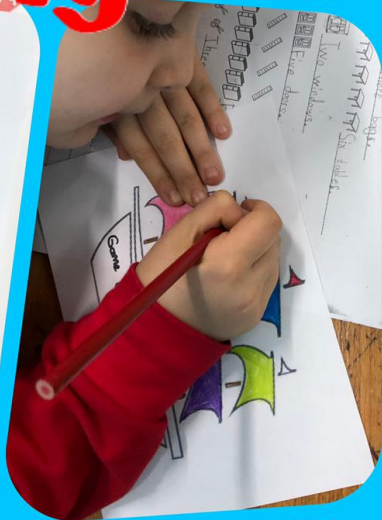
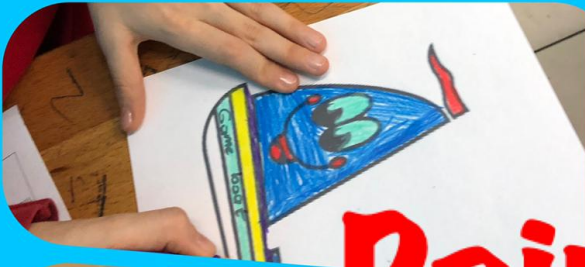
-Games and Sports Rules Book

-Healty Life Poem





Painting



PhotoGrid

