

# BELIEVERS



The project starts in October and finishes in January. The aim of the project is to take the interest of our students to English with different funny activities. The students will meet new Web 2.0 tools and use them.

## AIMS

Our Project aims;

to make English lessons fun with different activities, games and web 2.0 tools.

to practice new vocabulary

to improve students' basic language skills in English language.

to provide an enjoyable learning environment for students.

to develop a positive attitude toward foreign language learning.

To enhance students' motivation in terms of learning English as a foreign language

To develop students' communication skills

## WORKING PROCESS

### OCTOBER

1. Creating and choosing the logo of the project.

2. Designing poster for the project introduction.

3. Task distribution of the project partners.

4. Teachers' meeting webinar

5. Safer internet day wordart activity.

**6.Student slogan activity related to the project with canva(Joint product)**

**7.Intruduction students with a web 2.0 tool**

**8.Pre-evaluation survey**

## **NOVEMBER**

**1.Countries and Nationalities Activity**

**2.Book reading activity**

**3.Competition with quizizz(Joint Product)**

**4.Evaluation report**

**5.Students' chat room meeting**

## **DECEMBER**

**1.Cartoon Characters Activity**

**2. Art and Crafts**

**3.Writing a story(e-book)(joint project)**

**4..Competition with Kahoot(Joint Product)**

**5.Evaluation report**

## **JANUARY**

**1.Free Time Activity**

**2.Art and Crafts(Bookmark for dissemination)(Joint Product)**

**3.Virtual exhibition(Joint Product)**

**4.Evaluation report**

**5.Evaluation webinar with students**

## **EXPECTED RESULTS**

**Finds the opportunity to compare their own culture with other cultures**

**Enjoys English lessons**

**Develops digital skills**

**Learns and uses Web 2.0 tools**

**Gains a positive attitude towards technology**

**Learns to spend quality time**

**Learns conscious use of technology**

## OCTOBER E-BULLETIN



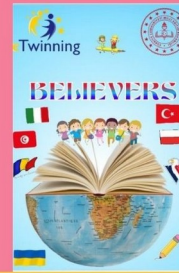
## MEETING



## CHOOSING LOGO



## CHOOSING POSTER



## NETIQUETTE WORDART ACTIVITY



## SLOGAN ACTIVITY

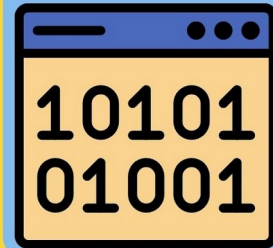
Canva



## INTRODUCTION OF STUDENTS



## BINARY CODE ACTIVITY









PhotoGrid



**AFYON ATATÜRK PRIMARY SCHOOL**  
**COUNTRIES AND NATIONALITIES**



PhotoGrid











