

POP-UP LEARNING

POP-UP LEARNING 2020-1-LT01-KA226-SCH-094825

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Erasmus+



Project team meeting

The purpose of the meeting is to present the implemented project activities, evaluate their quality and plan further project implementation activities and stages. The meeting was attended by project coordinators from Turkey, Greece, Lithuania, Latvia and Croatia.

PROJECT TEAM MEETING AGENDA

Date: 08/12/2021

Time: 10 AM

Facilitator: VIOLĒTA DEKSNIENĒ



Erasmus+

Members

Murat Aydogmus, Mustafa Yapici (Avrupa Yenilikçi Toplum Dernegi (EISA); Nefeli Stasinou, Sofia Kousathana (Synchroni Paideia); Gianmarco Gianino (PROGEU - Progress in European Union); Haris Muhić (Polymath); Reinis Zobens, Artūrs Ansons (Balozu vidusskola (Latvia)); Nida Šaparnienė (Rokiškio lopšelis-darželis "Varpelis).

Time	Item	Owner
10:00	Welcome	Violēta
10:10	Expectations, suggestions, questions	All partners
10:30	Implemented activities	Violēta
11:00	Coffee break	
11:20	Dissemination. Newspapers	Violēta
12:00	Website&Blogger	Violēta
12:30	eTwinning platform	Violēta
13:00	Lunch time	
14:00	Individual discussions. Project documentation.	All partners
15:00	Coffee break	
16:00	Individual discussions. Project documentation.	All partners
17:00	Dinner	

Ka226 Strategic Partnership Project

Be-aware Re-aware and Re-discover curiosity and connection in education through
outdoor learning.
(Pop-up Learning)

Nr. 2020-1-LT01-KA226-SCH-094825



Meeting moments

Training for teachers. Dissemination of good practice in Lithuania

1-3 October 2021, eighteen teachers participated in the first part in the training of the module "The game is the basis of teamwork".

The goal was to engage all participants, to divide them into roles, using the game method.

During the training, the participants were actively involved in various game activities provided by the organizers of the training: the director of the "Varpelis" nursery school S. Baranovskienė, deputy of headmaster V. Deksnienė and preschool teachers L. Lašienė, E. Miškūnienė.

The teachers apply the practical knowledge acquired during training in their daily activities.



TRAINING FOR TEACHERS SPREADING GOOD EXPERIENCES

"THE GAME IS THE BASIS OF TEAMWORK."





THE IMPORTANCE OF GAME IN CHILD EDUCATION

Children develop through play, so they need as much free play as possible. It is played in a variety of ways: at first, the little one plays alone with objects, then with some other child, rather incoherent games, as they grow up, they get involved in more and more complex games that bring several children together, and even later they dive into group games full of complex rules and ingenuity.

Playing resolves the conflict between the child's unique perception of the world and the real world. While playing, children develop cognitive and motor skills, understand what society is, and discover their place in it. By interacting with other children, they develop social skills. They learn that there are rules and learn to make them, they help to understand what justice and decency mean, they learn to communicate and share. Children develop self-esteem by successfully challenging themselves in various situations, communicating with other children, improving their personality, physical, intellectual and social capabilities.

The game occupies a special place in a child's life because of its specificity and difference from other activities. It's like a way of self-education, education and forming your relationships with the environment. It has a positive effect on the educational process. However, play has a positive effect only when there are appropriate conditions and all activities are combined taking into account the physical and mental characteristics and individual characteristics of children.

"The game occupies a special place in a child's life because of its specificity and difference from other activities."
