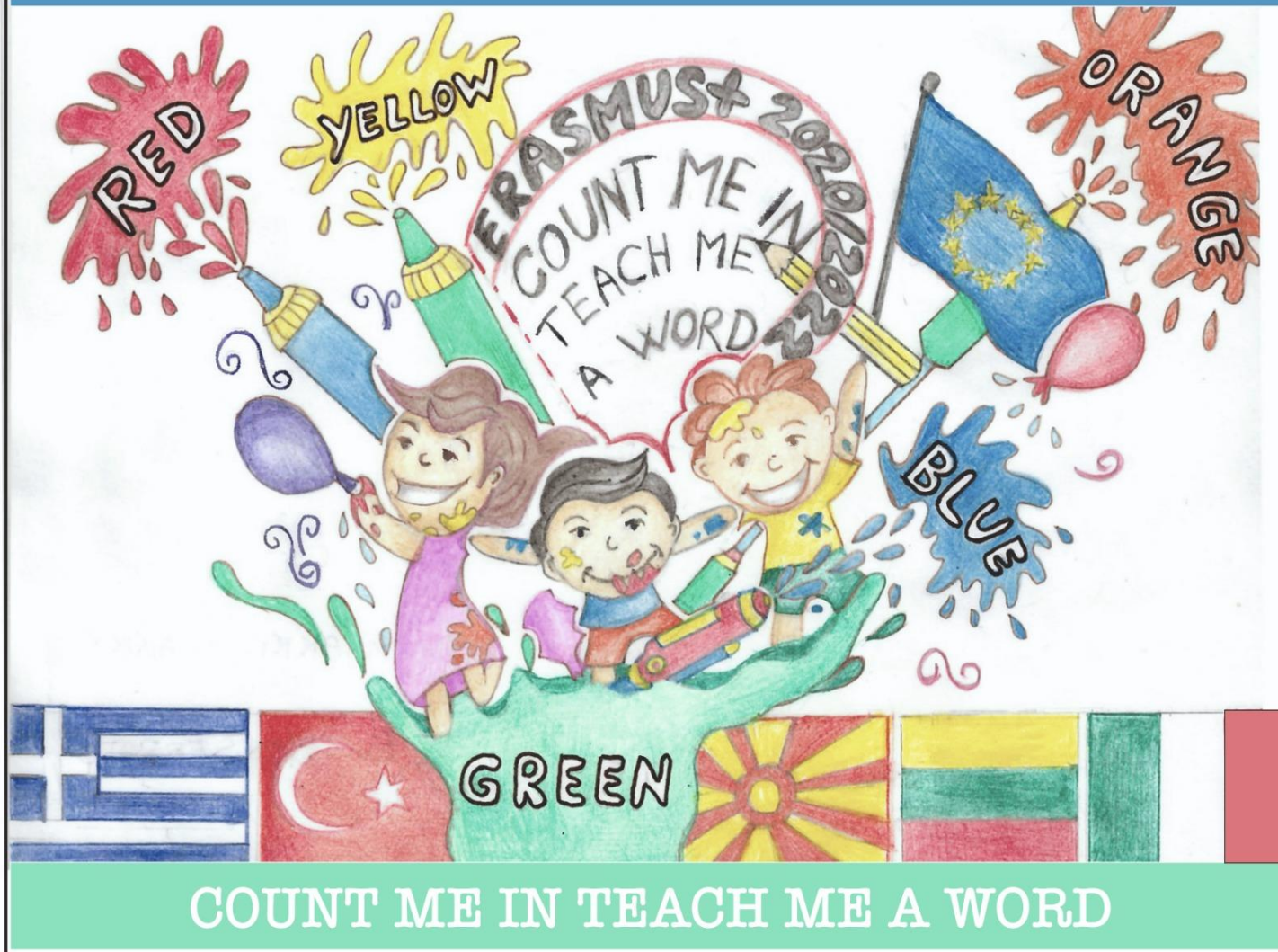


# ERASMUS + 2020/2022



Argyro Chousiada

Headmistress of the Primary School of  
Aneza

Erasmus+ Coordinator  
2020-1-EL01-KA229-078904\_1



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Υ Π Ο Τ Ρ Ο Φ Ι Ω Ν  
**IKY**

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# Collaborating schools



# Learning English through games

Main goals of the program:

- Increase students' interest in the subject of English language.
- Strive for young learners to acquire the English language in a natural, experiential way, taking into account their interests and allowing their imagination to develop and be used creatively.
- Enhance self-esteem and self-confidence in using English.
- Introduce students to peers from different cultural backgrounds through online meetings, despite their different needs and interests.
- Encourage educators to continue their professional development, improve their skills, and develop resources that will assist students.

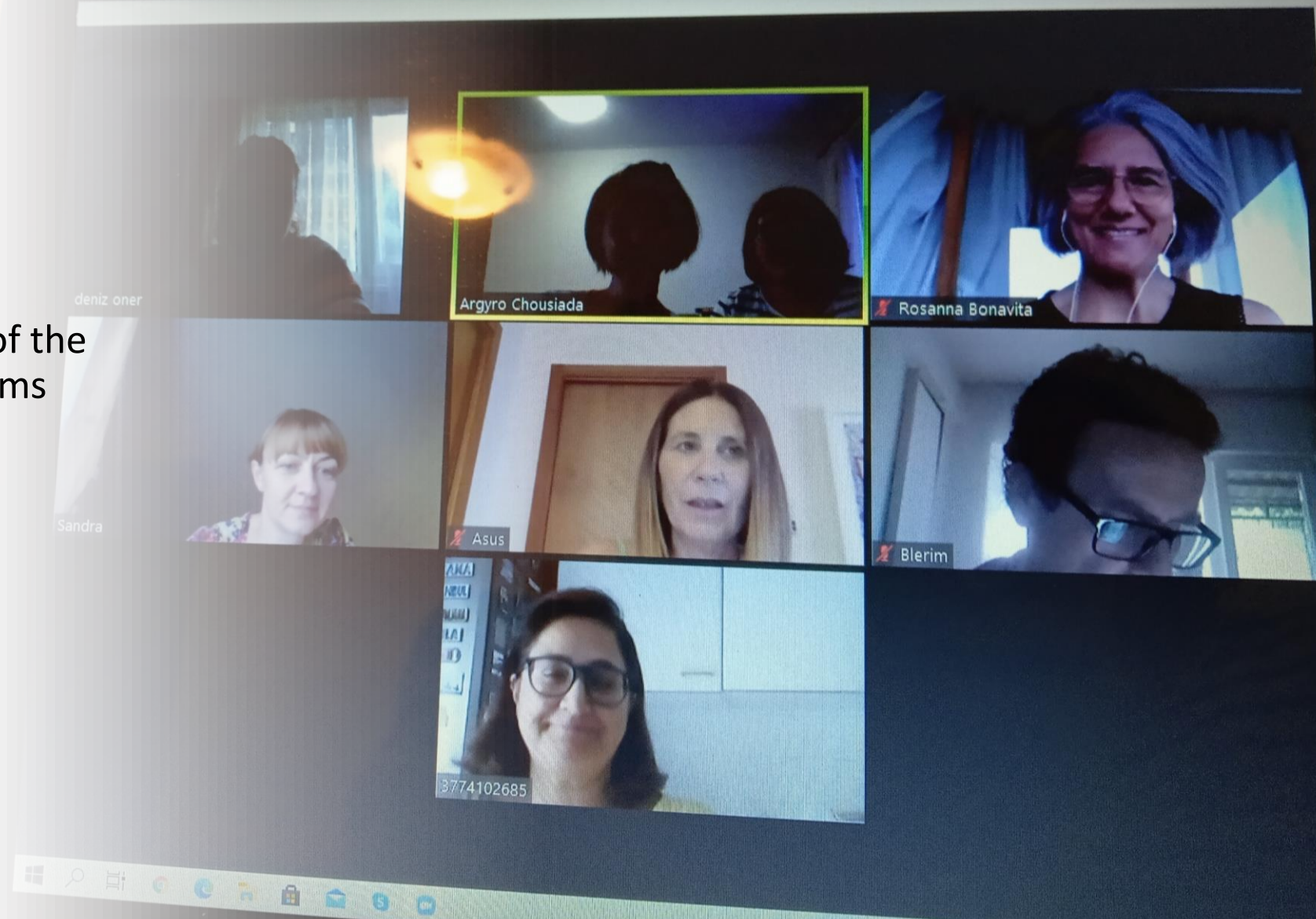




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# Actions during the Covid-19 period

Online meetings with partner educators and presentations of the Schools and educational systems of the collaborating countries.





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- Presentation by the Project Coordinator, Ms. Areti Keramida, regarding the value of games in learning the English language.
- Proposals for educational games using the concept of a photodentro.

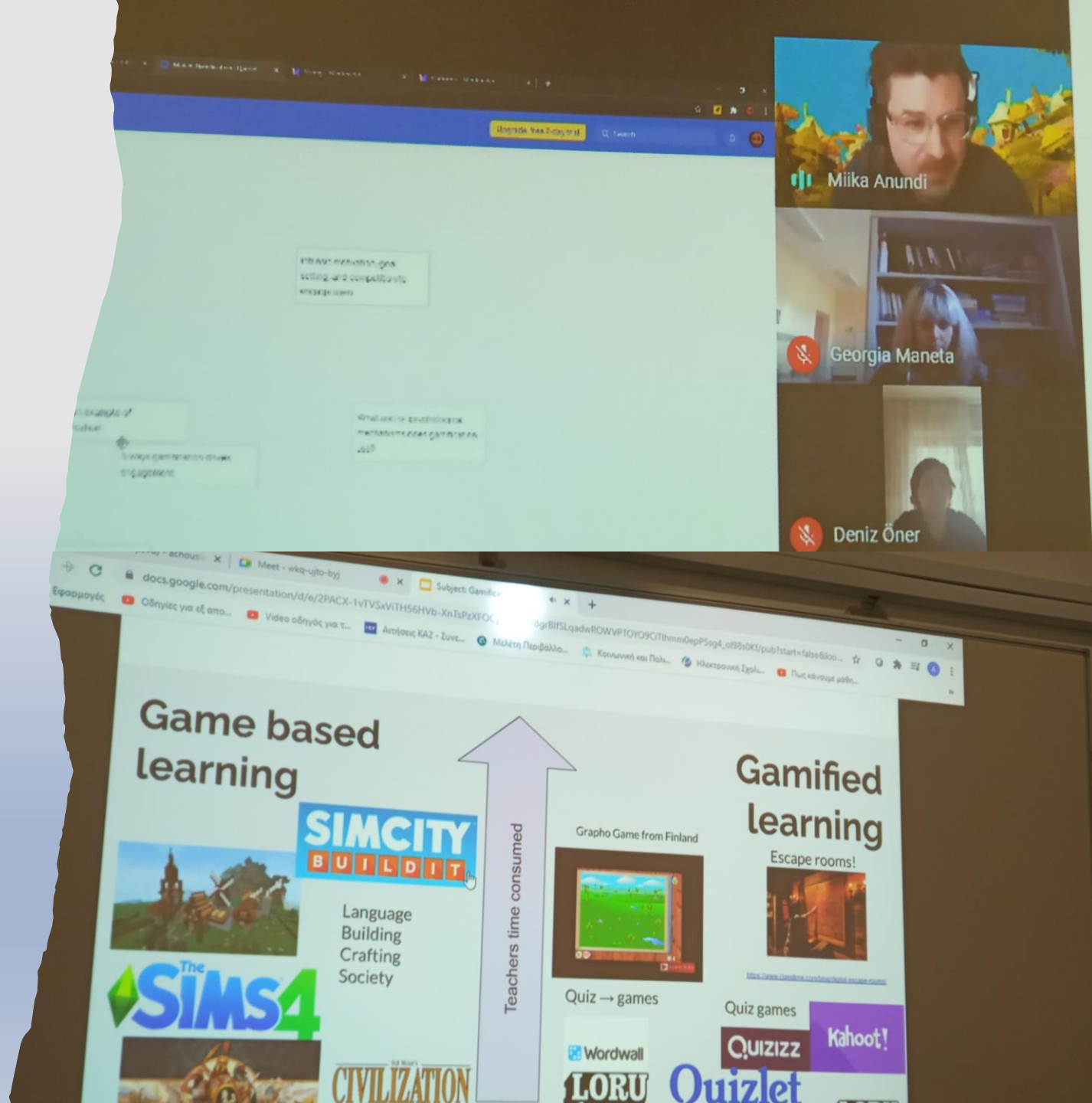






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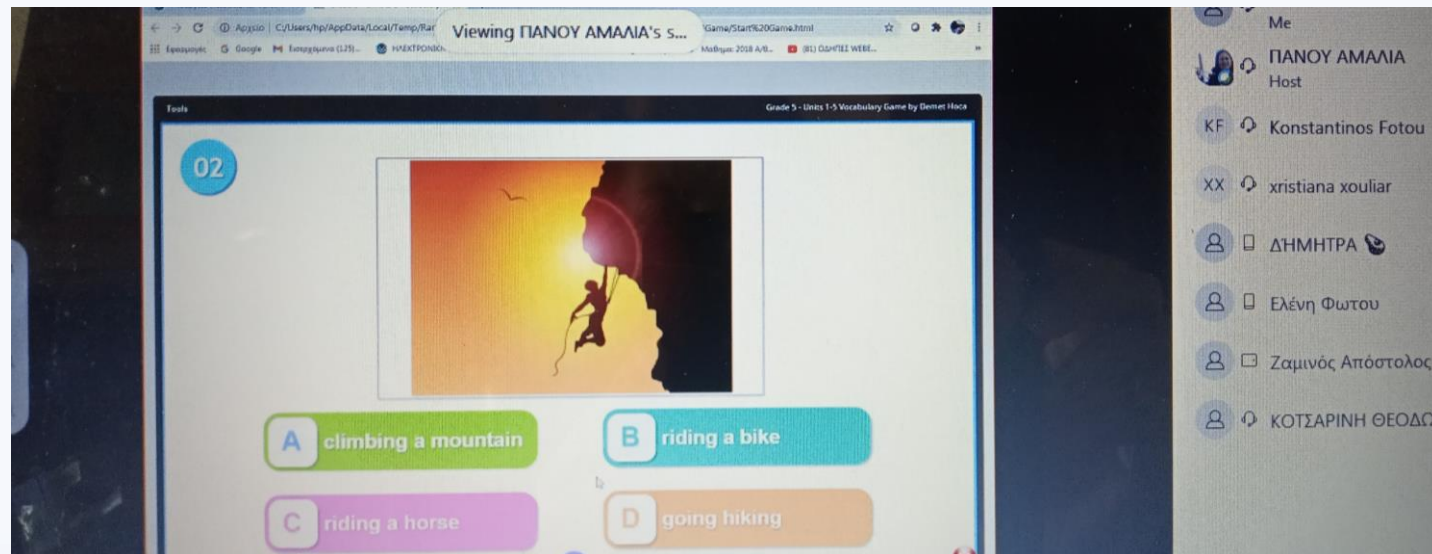
- Online training by the founder of Loru Games, Mr. Miika Anundi, who presented the educators of the program with the capabilities and use of the company's games.

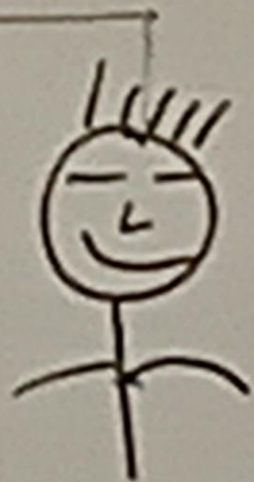




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- Online meetings of participating students from collaborating schools. Exchange of information and participation in online games.





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- Suggestions and game options for conquering and solidifying the English language.
- Ladder, Pictionary, hangman



Τετάρτη 12 Ιανουαρίου 2022

Team B

1 point



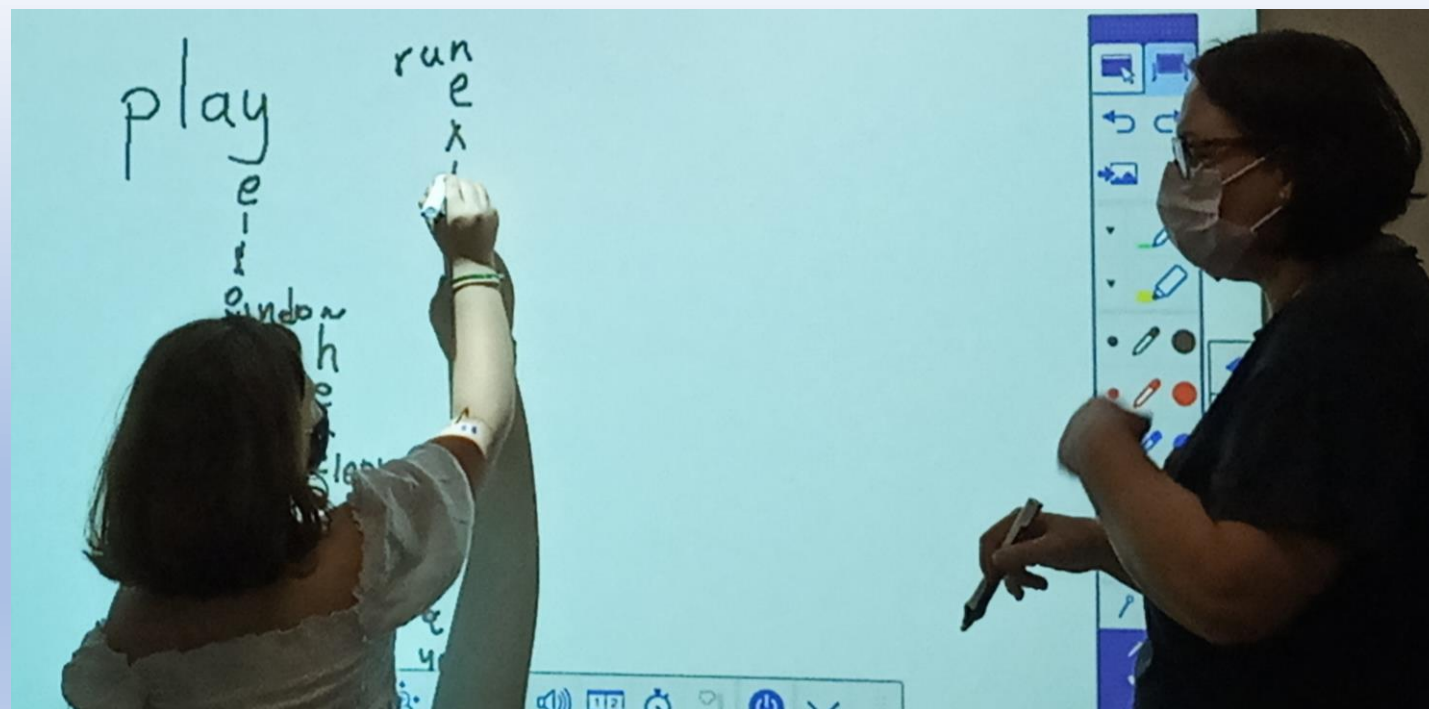
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The students of Aneza Elementary School are playing ladder online with the students of Kostakioi Elementary School.



# Mobilities

A cultural event  
welcome

Guided tour of the  
school premises

Professional  
development  
seminars

Games  
presentations by  
the guest teachers

Tours around the  
area





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## GREECE (ANEZA-ARTA/FROM 14-03-2022 TO 18-03-2022)





# TURKEY (ISTANBUL/FROM 23-05-2022 TO 27-05-2022)





# ITALY (COMISO/FROM 07-11-2022 TO 11-11-2022)





# N.MACEDONIA (SKOPJE/FROM 24-04-2023 TO 28-04-2023)





# LITHUANIA (BIRZAI/FROM 29-05-2023 TO 02-06-2023)





# Continuing Education - Seminars by mobility



# Greece-Aneza

- Educational seminar by Mrs. Theodora Bogiou, English language teacher, who won the Gold Award for Innovation in Teaching at the Education Leaders Awards 2020.
- Exemplary teaching was carried out.
- Through empowerment and expression activities, students learn to use the Simple Present Simple tense correctly, as well as vocabulary related to emotions and verbs of sensation.







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# Turkey - Istanbul

The expert Ceyhan Sepetci presented web 2.0 tools that educators can use to create engaging and gamified activities for students. Here are the suggested tools:

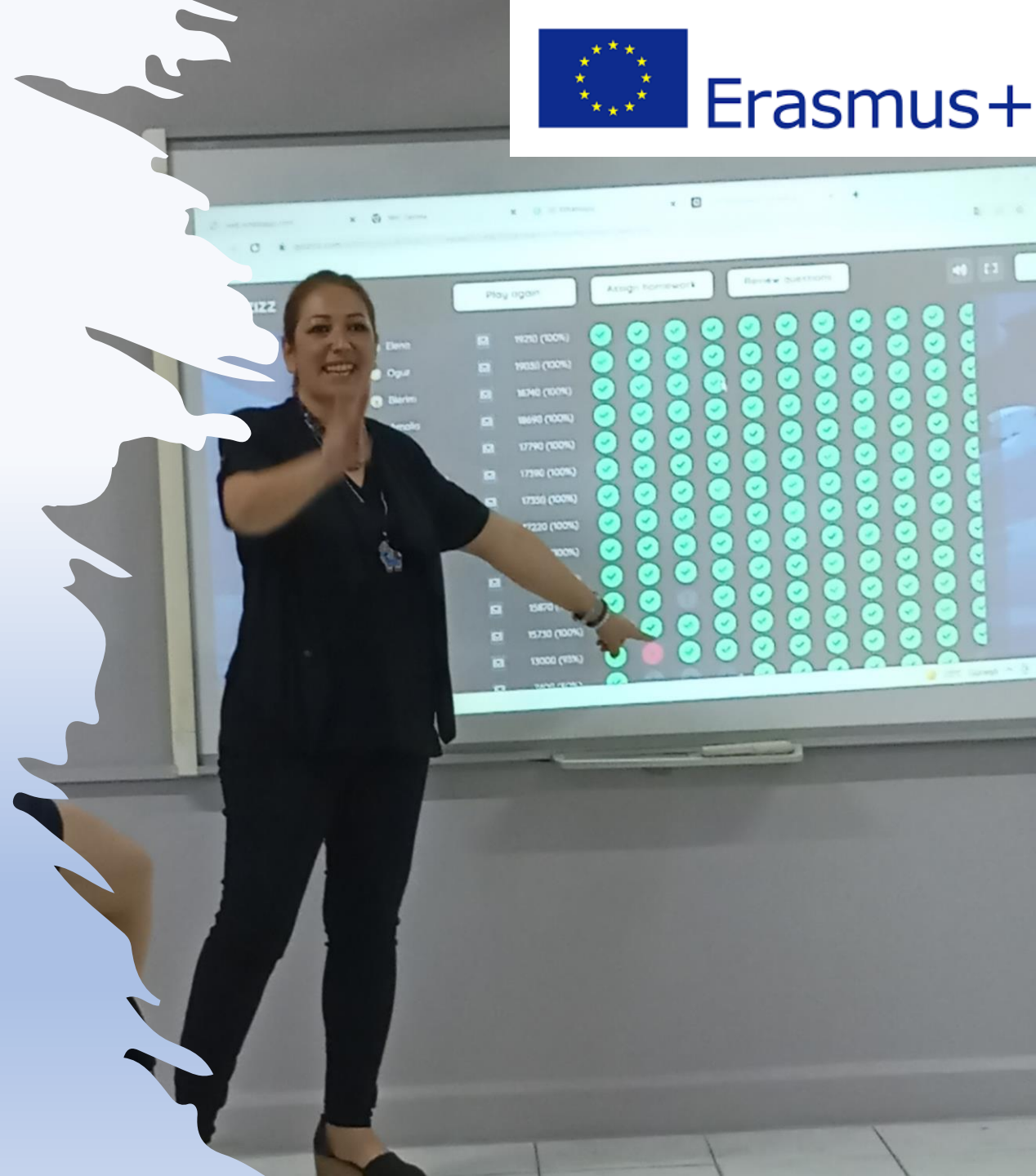
**Kahoot**

**Quiziz**

**Cram and learninggapps**

**Classtools.net**

**actionbound**



# Italy - Comiso

The seminar was conducted online by educator Donatella Fitzgerald and focused on storytelling. It is a powerful tool for improving English vocabulary, listening skills, reading comprehension, grammar, and speaking abilities.



# N. Macedonia - Skopje

The English Language teacher at "7 Marsi" School, Fitore Rexhepi, presented playful teaching methods and proposed self-introduction and alphabet teaching games.





## Lithuania - Birzai

- Ms. Migle Ogorodnikoviene, a teacher trainer, presented teaching methods related to reading, writing, and vocabulary.



# Vocabulary revision

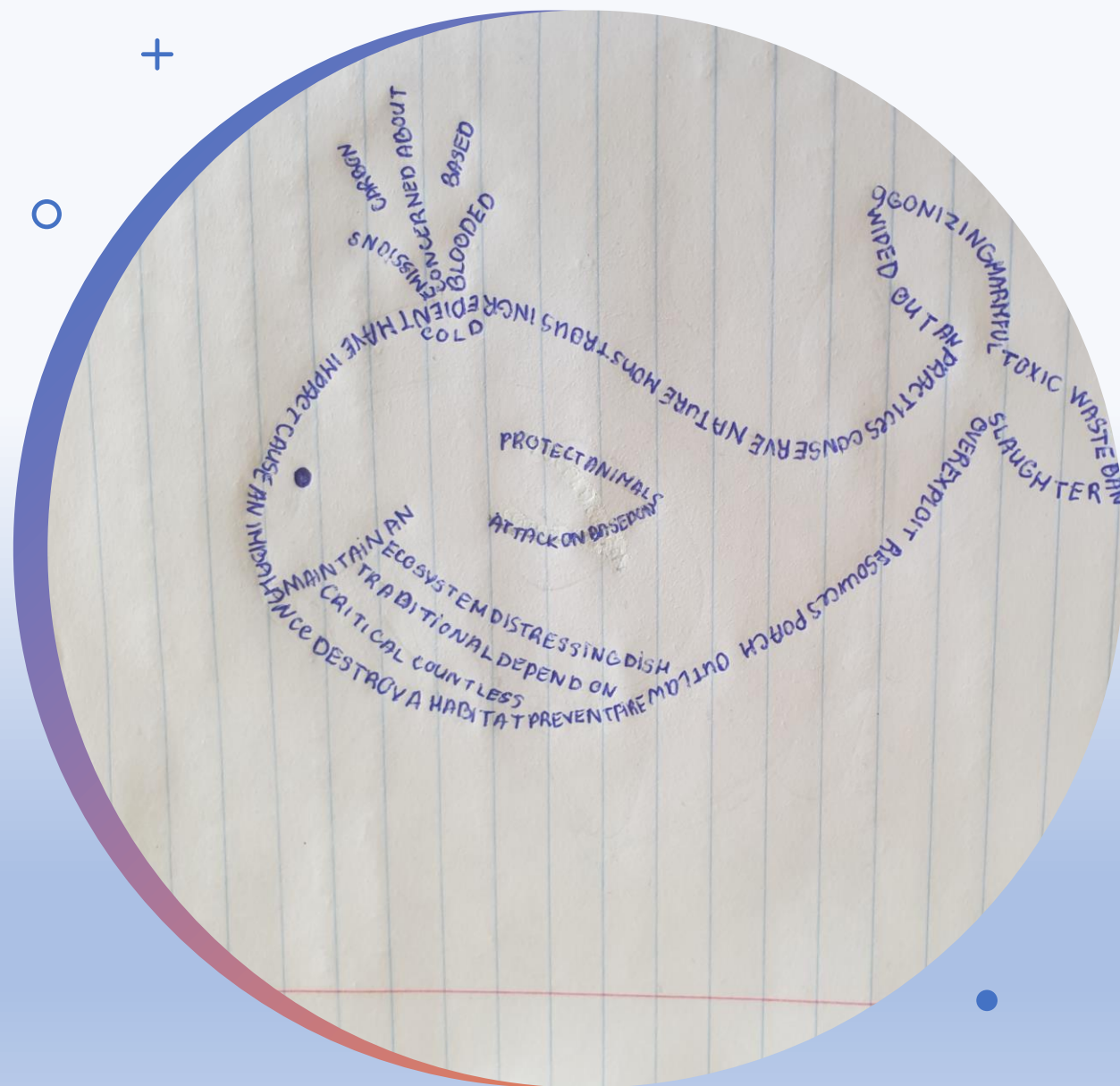






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# Vocabulary revision



Games suggested  
for educators  
during mobility  
activities





# "Alphabet Name Game."

In this game, all the students recite the alphabet together. Then the teacher gives them a worksheet with the names of students represented phonetically. Each student has to write the letter of the alphabet that corresponds to the specific sound, in order to eventually reveal a child's name!

## What are the names of these children?

Task 1 Spell the names:

1. [ti - eitʃ - ou - em - ei - es] \_\_\_\_\_

2. [ti - i - di] \_\_\_\_\_

3. [pi - i - ti - i - a:] \_\_\_\_\_

4. [pi - ei - ju - el] \_\_\_\_\_

5. [si - ei - ti - eitʃ - wai] \_\_\_\_\_

6. [ti - i - et - ei - wai]



# Story sequencing

The students are divided into groups of 4 or 5 individuals. Each group of students holds a card on which events of their history are recorded. After reading the cards, they arrange the events in order. The history cards are then stuck on the wall for everyone to see. The first group to finish is the winner.







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# Charades

The teacher has prepared cards with words, mainly action verbs. They call upon a student to choose a card without looking at it. The student reads the word and using body movements, tries to describe it to their classmates. Whoever guesses it correctly chooses a new card, and the game continues...

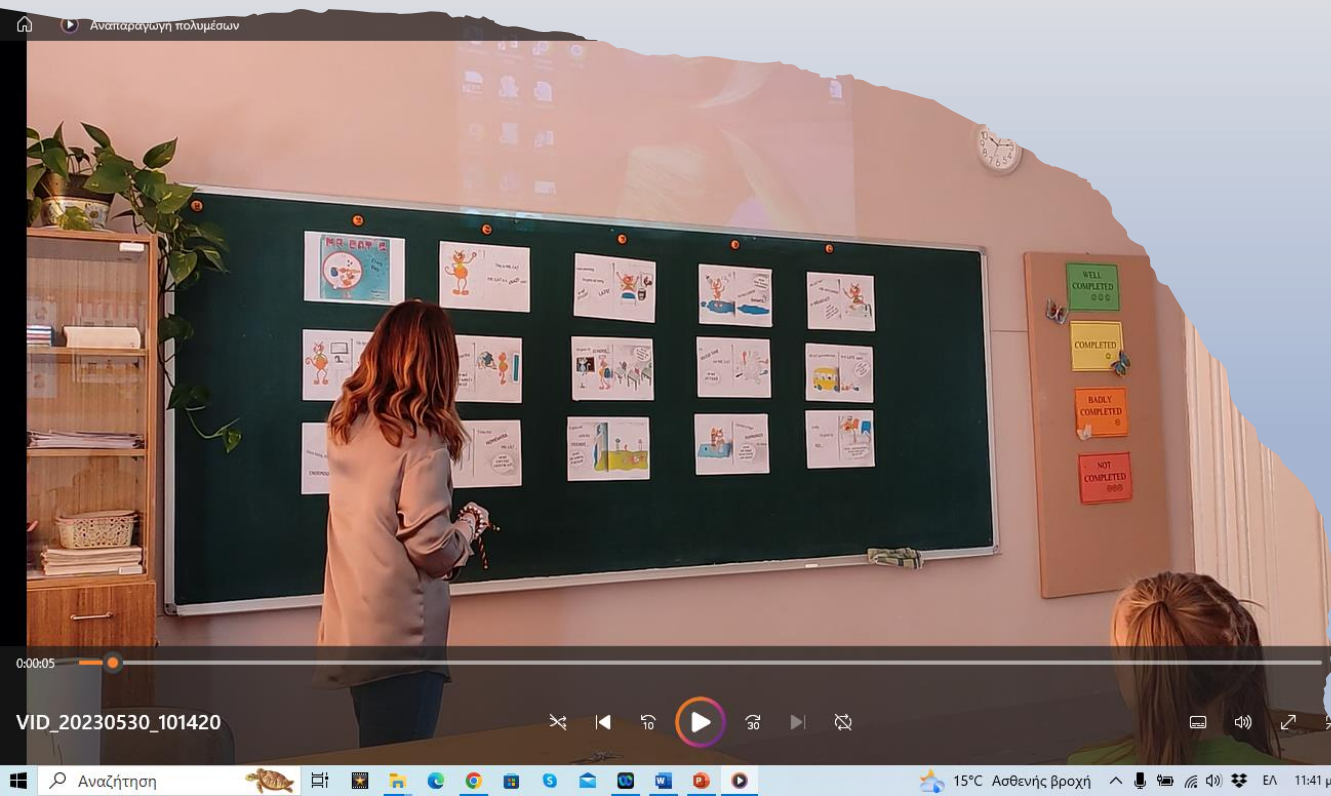


# Mr Cat's crazy day

- Mr. Cat's Crazy Day
- The story of Mr. Cat, a crazy little cat, is presented.
- The teacher has prepared exercises on Wordwall:
  - a) to check if the students understood the text and teach vocabulary simultaneously.
  - b) to check/teach grammar.

<https://wordwall.net/it/resource/27918217/inglese/mr-cats-crazy-day>

<https://wordwall.net/it/resource/26440077/inglese/mr-cats-crazy-day>





# Where shall I go?

The game we chose during our visit to Lithuania was titled "Where shall I go?" Using a roll of tape, we created a virtual maze on the floor. At various points within it, we placed "bombs" made of a sticky material. The students were divided into pairs, with one student blindfolded and guided by the other, following the instructions given to them. For example, "Turn left, right, go straight, turn back ,skip."

When the student inside the maze approached the point where the material was located, they had to jump and say "skip," as instructed by their classmate. If they stepped on a "bomb," the pair lost.



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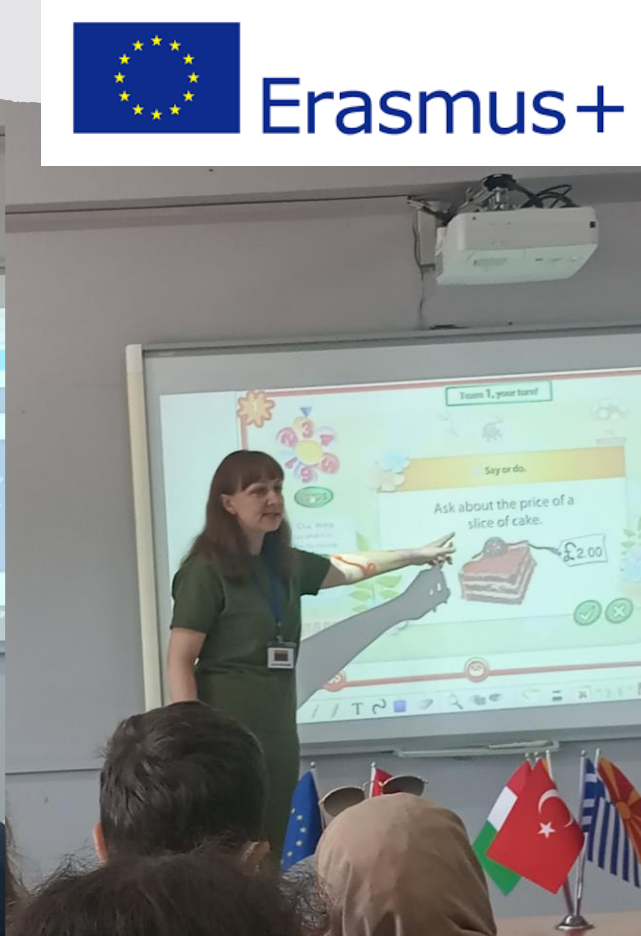
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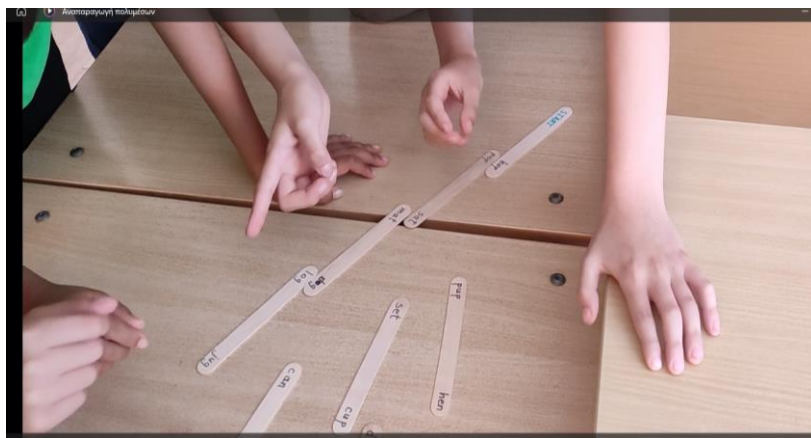


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# THANK YOU !!!



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