

**2022-2023 EĐİTİM ÖĐRETİM YILI FATİH İLKOKULU  
DEVAM EDEN E-TWİNNİNG PROJELERİMİZ**



**I am learning with the game. Oyun İle Öđreniyorum.**

The game can be designed using all kinds of tools. The important thing is that the games designed are related to the lessons and facilitate learning. Her türlü aracı kullanarak oyun tasarlanabilir. Önemli olan tasarlanan oyunların derslerle ilgili olması ve öğrenmeyi kolaylaştırmasıdır.

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### HATIRALARDA SOKAK OYUNLARI

UNUTULMAYA YÜZ TUTMUŞ SOKAK OYUNLARINI ÇOCUKLARIMIZA BENİMSETEREK ÇOCUĞU TEKNOLOJİ BAĞIMLILIĞINDAN UZAKLAŞTIRARAK SOKAĞA ÇEKMEK VE ENERJİSİNİ TEKNOLOJİK ALETLERLE DEĞİL SOSYAL OYUN ORTAMINDA ATMASINI SAĞLAMAK.

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having fun. Firstly, all groups will read the chosen story "Little Prince" and they will change the end of the story by using their imagination. Each group's story will end differently. While writing this short stories, they will use many different web 2.0 tools and this will make the language learning process easier.

## THE GOALS OF THE PROJECT

### With this Project students will

- read and write English without fear.
- improve their vocabulary capacity.
- increase their self-confidence.
- do role-play.
- learn how to use web 2.0 tools effectively.
- create new stories.
- develop their imagination.
- draw and paint whatever they dream.
- express themselves more easily.
- develop 4 language skills, especially reading and writing.

### EXPECTED RESULTS

#### With this Project students will

- be able to use many web2.0 tools actively.
- love learning English.
- make sentences about the story.
- write short stories.
- use the words in the right places.
- read English stories.
- break down their prejudices against language learning.
- learn while having fun.
- provide a more enjoyable learning environment.

## Story Hunters

In general, especially primary school students have difficulties in reading books and writing somethings in English. Our aim with this Project is for our students to read and write English while having fun. Firstly, all groups will read the chosen story "Little Prince" and they will change the end of the story by using their imagination. Each group's story will end differently. While writing this short stories, they will use many different web 2.0 tools and this will make the language learning process easier.