



THIS REPORT IS PREPARED BY THE PROJECT FOUNDERS

Melahat KAHRAMAN and Adriana TOPALOVA.

STEAM for Kids eTwinning Project

END OF PROJECT EVALUATION REPORT

During our project;

- ✚ We established our project team in January, 3 Teachers from Greece, 1 Teacher from Romania, 6 Teachers Lithuania, 4 Teachers Italy, 2 Teachers Bulgaria and 10 Teachers from Turkey.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2>
- ✚ We Created the Project Plan.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/project-plan>
- ✚ We have determined our Project Rules.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/our-project-rules>
- ✚ We made the distribution of tasks.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/task-sharing>
- ✚ We have determined some of the Web 2.0 Tools that we can use in our project.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/our-web-20-tools>
- ✚ We Established an Instagram and WhatsApp Group to Disseminate Our Project.
WhatsApp: <https://chat.whatsapp.com/BVe0XAC0VIUERqMKcJLmLR>
Instagram: <https://www.instagram.com/steamforkids2024/?igsh=Y2cwbWhyY2o4cHUx>
- ✚ In School Websites, Local Newspapers for Dissemination of Our Project We Provided Our News.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/dissemination>
- ✚ We Conducted Our Surveys.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/surveys>



- ✚ Our Project Partners Introduced Themselves, Schools, Country/Cities.
https://padlet.com/melahat_yilmaz/who-are-we-35sppwhcqf3ehqly

FEBRUARY COLLABORATIONS

- ✚ We have determined our Project Partners.
- ✚ We Received Parent Permission Documents.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/esafety-and-etwinning>
- ✚ We shared the plans and themes that we will implement for 6 months in a collaborative way.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/lets-start-planning-ahead>
- ✚ All partners designed the logo and poster for our project.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/logo-and-poster-works>
- ✚ We held our first webinar. We made decisions about our project. We divided the tasks.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/first-webinar>
- ✚ Beste, Bahar, Melahat, Dovilė and Aistė prepared our February plans.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/activity-plans>
- ✚ Melahat, Dovilė and Aistė designed games with web 2.0 tools. And as a result, they played these games violently.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/february-web-20-games>
- ✚ We covered the Dinosaur theme in February.
https://padlet.com/melahat_yilmaz/steam-for-kids-dinosaurs-february-2024-zyr8fvrw9vsu2dyn
- ✚ After completing our activities, we, the students and their teachers, made our evaluation.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/february-evaluation>



- ✚ We celebrated eSafety Day with our students on February 6. We raised awareness among students, parents and teachers about Internet Security.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/safer-internet-day-6-february-2024>

MARCH COLLABORATIONS

- ✚ Milena, Maria, Senem, Selin and Sema prepared our March plans.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/activity-plans-0>
- ✚ This month's theme was plants. We implemented the activity plans in our classroom.
https://padlet.com/melahat_yilmaz/steam-for-kids-planets-march-2024-17phbt0bf1anljo6
- ✚ Sema designed Web 2.0 games in WordWall, Planet puzzle and learning app. And our students played these games.
<https://wordwall.net/lt/resource/1349869>
<https://learningapps.org/watch?v=phdnyypgk24>
<https://www.jigsawplanet.com/?rc=play&pid=153d35b2d249>
- ✚ After implementing the plans in our classrooms, we reported the evaluation of the activities implemented for each student.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/march-evaluation>

APRIL COLLABORATIONS

- ✚ Adriana, Fatma, Karaiskou, Sema and Selver prepared our April plans.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/activity-plans-1>
- ✚ This month's theme was insects. We implemented the activity plans in our classroom.
<https://padlet.com/melahatyilmazkahraman/steam-for-kids-insects-april-2024-iersic435nq2fxqq>



- ✚ Selver prepared an insect-themed puzzle game for all students using the JigSawPlanetWeb 2.0 Tool. It was a very enjoyable and beautiful event.
<https://www.jigsawplanet.com/?rc=play&pid=0e246791e14c>
- ✚ After implementing the plans in our classrooms, we reported the evaluation of the activities implemented for each student.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/april-evaluation>

MAY COLLABORATIONS

- ✚ Melahat, Roma, Tuğba, Beste and Zoitsa prepared our May plans.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/activity-plans-2>
- ✚ This month's theme was cars. We implemented the activity plans in our classroom.
<https://padlet.com/melahatyilmazkahraman/steam-for-kids-cars-may-2024-rdiz0iqcsjcid95v>
- ✚ Melahat and Tuğba prepared an insect-themed matching and puzzle game for all students using the WordWallWeb 2.0 Tool. It was a very enjoyable and beautiful event.
<https://wordwall.net/tr/resource/72643510>
<https://ahusta.com/toy-car-jigsaw-game/>
- ✚ After implementing the plans in our classrooms, we reported the evaluation of the activities implemented for each student.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/may-evaluation>

JUNE COLLABORATIONS

- ✚ Fadime, Marianna, Maria, Giuseppina and Felicia prepared our June plans.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/activity-plans-3>
- ✚ This month's theme was outdoor of steam. We implemented the activity plans in our classroom.



<https://padlet.com/melahatyilmazkahraman/g-z-al-c-padlet-im-4nf84gnp9smtwkzq>

- ✚ Giuseppia prepared an outdoor of steam themed matching game for all students using the learningsapps Web 2.0 Tool. It was a very enjoyable and beautiful event.

<https://learningapps.org/view35797925>

- ✚ After implementing the plans in our classrooms, we reported the evaluation of the activities implemented for each student.

<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/june-evaluation>

COLLABORATIVE and COMMON PRODUCTS

- ✚ With the decision we made jointly at Twinspace-Forum, we created an eBook themed "Plants". Our first step was to identify mixed country teams using the Keamk web 2.0 tool. Then, together with our teachers, we created the pages and text of the storybook that Zoitsa organized in the storyjumper application. The result was a wonderful story book that involved a lot of effort.

<https://www.storyjumper.com/book/read/170426871/65ef26366ad2d>

- ✚ With the mutual decision we made at Twinspace-Forum, we created a puzzle themed "Insects". Fadime combined the puzzle activity in which each school painted a piece.

<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/insects-puzzle>

- ✚ Each school created a letter for the May 9 Happy eTwinning Day event. Rome united this event. A great poster emerged.

<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/9-may-etwinning-day>

END OF PROJECT STUDIES

We have come to the end of our project that we started with 26 teachers in January. Our end-of-project work is as follows:

- ✚ Beste has prepared our virtual exhibition where the activities of all schools take place.

<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/virtual-exhibition-preparation>



- ✚ All STEAM plans prepared throughout the project have been made into an Beste and Melahat eBook.
<https://online.pubhtml5.com/beie/urdk/>

- ✚ Fatma prepared the video that includes the activities of all schools.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/all-events-video>

- ✚ Project Evaluation Report prepared by Melahat and Adriana.
<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/project-evaluation-report>

CERTIFICATES OF PARTICIPATION

Under this heading, we opened the Teacher and Student Certificates section. Our aim here is to reward and thank our teachers and students who contributed, at least partially, to our project throughout the year. Selin and Sema prepared the design.

<https://school-education.ec.europa.eu/tr/etwinning/projects/steam-kids-2/twinspace/pages/certificates-participation>

As a result;

"When we started our project called STEAM for Kids, we determined our GOAL,

-To create environments that will explain, promote and implement the STEAM approach and to prepare training programs and events based on this approach,

-21. To make inquiries with 21st century skills and to enable them to gain problem-solving skills through project activities,

- Arouse the sense of curiosity in the child,

-To make it a habit to apply the STEAM approach in Early Childhood,

-To enable our students to make innovations that will add value to life by blending the theoretical knowledge revealed by basic sciences such as Physics, Chemistry, Science and Mathematics with technology and engineering and to ensure interdisciplinary learning,



-To develop children's knowledge and skills in STEAM fields (science, technology, engineering, art, mathematics),

- Supporting students' learning by doing and experiencing through Teacher Training, Family and a Well-Prepared Education Program, which are one of the most important components of gaining STEAM skills,

-To provide children with the ability to produce concrete solutions using their basic knowledge and skills and to develop scientific thinking skills,

To ensure that the necessary environments are prepared by ensuring that children are aware of the events taking place around them, that they can conduct research on science-related goals and objectives and draw conclusions.

- Focusing students on problem solving,

-To develop students' analytical thinking skills,

-To create original plans appropriate to the development levels of children with teachers working in the field of early childhood. And to make these plans available to other colleagues in our city/country.

-We managed to achieve our goals such as reaching and serving approximately 300 students.

In terms of teacher;

At the end of the project, the achievements of your students met your expectations, Project studies contributed to our personal and professional development as teachers, for example;

- ✓ Teamwork
- ✓ Cooperation
- ✓ Web 2.0 tools
- ✓ Internet Safety
- ✓ Recognition
- ✓ Respect
- ✓ Brainstorming
- ✓ Meeting on Common Ideas
- ✓ Creativity
- ✓ Social interaction
- ✓ Communication skills
- ✓ Confidence
- ✓ Sense of responsibility
- ✓ Self-regulation
- ✓ STEAM Training

**Generally:**

Our students and teachers have experienced the happiness of actively using Web 2.0 tools in their activities, gaining new skills and creating original products. With various Web 2.0 applications and group work, our students and teachers have also experienced team spirit, cooperation, producing together and contributing to our project. Teamwork in our work calendar was implemented and applied to students. Our students actively participated in all the works of our project. We would like to thank our students, parents and teachers who contributed to our project during this process.

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| <p>Melahat KAHRAMAN Ş.U.Ç. Sabit Demirtaş Anaokulu TURKEY</p> | <p>Adriana TOPALOVA DG "Buratino", Plovdiv BULGARIA</p> |
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