



# Global Junior Challenge

Projects to share the future

Publicata su *Global Junior Challenge* (<https://gjc.it>)

[Home](#) > PALE, Play and Learn English"

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## Paese, Città/Regione

**Paese:** Greece

**Città:** Thiva

## Organizzazione

**Nome dell'ente o associazione:** Kindergarten of Kaparelli

**Contesto dell'ente o dell'associazione che presenta il progetto:** School

**Specify:** nothing

## Sito Web

<http://playle.wikispaces.com/>

## Legge sulla privacy

Consenso al trattamento dei dati personali

**Acconsenti al trattamento dei dati personali?:** Autorizzo la FMD al trattamento dei miei dati perso

## Tipo di progetto

Educazione fino a 10 anni

## Descrizione del progetto

**Description Frase (max. 500 characters):**

Preschoolers Play and Learn English in a interactive way

**Project Summary (max. 2000 characters):**

When collaboration and work in synergy among 5 schools for 7 years is their new methodology of teaching, then they are always 'hungry' for 'new stuff' every year! So, we co-planned an alternative way with on-line and off-line activities for young pupils to know and

love the target language through the realization of its importance and get joy of using effectively the ICT tools in order to achieve their little goals each time. Teachers supported children's progress to higher stages aiming on each child's language learning as it develops, and following his time needs.

## Da quando è funzionante il vostro progetto?

2011-08-30 22:00:00

## Obiettivi ed elementi di innovazione

We tried gradually to achieve specific targets in the school framework. For this we developed this project like this: Initial stage: New to English, we used simple language which was supported by visual materials, we expected that the pupils will eventually respond in the target language (English) providing a wide variety of activities that encourage interaction. Stage,2 –Becoming familiar with English, Here, single words are combined to communicate ideas. Basic communication and strategies are used in group activities or for simple interaction with other children. Stage 3 – Becoming confident as a user of English, Through different activities, both inside and outside the class, pupils have opportunities to practice English with adults and other children. Stage 4 – Demonstrate competency as a user of English, Pupils feel more confident in verbal exchanges and in collaboration with their schoolmates. Now they are able to explore more complex ideas e.g: a role play. Generally pupils used keywords & short sentences, enjoyed rhymes and action songs , developed listening skills in order to interpret simple instructions, learnt the names of common objects around them and expanded their vocabulary enjoying to listen to and dramatizing stories.

## Risultati

**Describe the results achieved by your project How do you measure (parameters) these. (max. 2000 characters):**

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http://play

**How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):**

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e-mail co

## Sostenibilità

**What is the full duration of your project (from beginning to end)?:** Meno di 1 anno

**What is the approximate total budget for your project (in Euro)?:** Meno di 10.000 Euro

**What is the source of funding for your project?:** Altro

**Il progetto è economicamente autosufficiente?:** No

**Since when?:** 2014-12-30 23:00:00

## Trasferibilità

**Has your project been replicated/adapted elsewhere?:** Sì

**Where? By whom?:** In newsletters for educators as the best European project of the year 2012, by the Council. In database for Good Practices for teachers as a national winner of Excellence Innovation, by the Greek Minister of education. In the annual congress of INSAFE as the 1st winner of the video competition 2012: Connecting Generations. In the e-conferences of Portugal and Latvia, as the 1st national winner. In the annual ceremony, as one of the 3 winners of the European Language Label 2012, by the Greek National Agency, IKY.

**What lessons can others learn from your project? (max. 1500 characters):**

We believe this project can help young students and inspire

**Are you available to help others to start or work on similar projects?:** Sì

## Informazioni aggiuntive

**Future plans and wish list (max. 750 characters):** As this project was a plan developed from a distance face to face and discuss a farther step with new members of the local community. And what would we require to make it a reality.

[Preschoolers synergy](#) [1] [Kindergarten](#) [2] [Learn English](#) [3] [Play](#) [4] [ICT](#) [5] [e-safety](#) [6] [wikispace](#) [7] [Skype](#) [8] [eTwinning](#) [9]

Fondazione Mondo Digitale

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**URL di origine:** <https://gjc.it/progetti/pale-play-and-learn-english%E2%80%9D>

### Collegamenti

[1] <https://gjc.it/category/keywords-separate-with-commas/preschoolers-synergy>

[2] <https://gjc.it/category/keywords-separate-with-commas/kindergarten>

[3] <https://gjc.it/category/keywords-separate-with-commas/learn-english>

[4] <https://gjc.it/category/keywords-separate-with-commas/play>

[5] <https://gjc.it/category/parole-chiave-separate-da-virgole/ict>

[6] <https://gjc.it/category/keywords-separate-with-commas/e-safety>

[7] <https://gjc.it/category/keywords-separate-with-commas/wikispace>

[8] <https://gjc.it/category/keywords-separate-with-commas/skype>

[9] <https://gjc.it/category/parole-chiave-separate-da-virgole/etwinning>