

# NO MEMORIZE ANYMORE COME AND PLAY FOR MORE



PROJECT BOOKLET NO.3, LTTA (C3) IN TRABZON ,OCTOBER 2018

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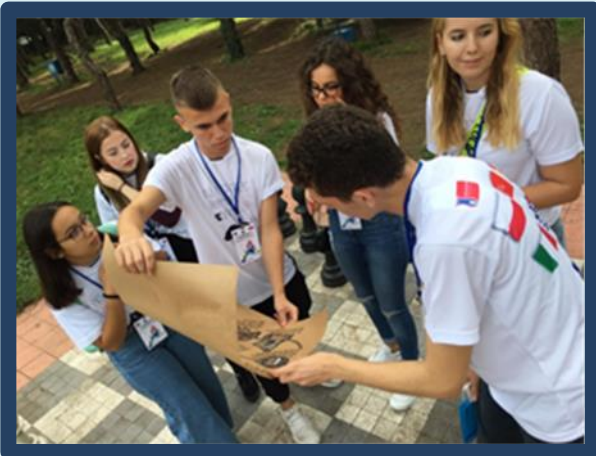
1ο ΗΜΕΡΗΣΙΟ ΕΠΑΓΓΕΛΜΑΤΙΚΟ ΛΥΚΕΙΟ  
ΝΙΚΗΤΗΣ, Nikiti, GREECE



## LEARNING/TEACHING/TRAINING ACTIVITIES

**C3:** The LTTA in Trabzon has aimed to enable students to create a game and integrate the content of a lesson with a game in an amusing way. After the education there was a station game where students could show their creativity and problem solving skills. Thanks to the support of Research And Development Office, the participants had the chance to get hands-on experience by working on engaging activities from a student perspective, learn by doing in both the virtual and real world, face cognitive conflicts and learn by reflection and collaboration.

### Treasure Game



On Monday, we welcomed our guests in the Project Class and we gave information about the culture and history of our school. Then, we split into international groups to play The Treasure Game.

The game idea was based on the main focus of the Project. It speed up the ice breaking process and the students had fun while learning, which is the aim of our project. It developed the ability of working in groups and provided them curiosity for nature. The award was an olive tree as a symbol of peace and we planted it in our front garden.



## Robotics Training



In robotics education, we have been given brief information about robots and autonomous robots. We learned the basics of bricks, sensors and motors. The instructor introduced us the entrance and exit ports on the brick and taught us how to connect motors and sensors.

Two different kinds of programming examples were given through the brick and an activity about how to programme through that was made and EV3 mindstorm code. Then EV3 mindstorm code was introduced. With this code, students were able to make the robot go forward, back, right and left.



Later on, how to avoid the barriers via using the distance sensor was shown. Thanks to the Gyro sensor, turns in wanted values were made. On Tuesday we kept learning about programming and coding.



On the second day we visited to Directorate of National Education. They welcomed us friendly and the headmaster of the Directorate of National Education gave information about the education system in Turkey. Then we went to an advanced technical school for girls. Our guests were informed about the traditional handmade materials.



On Wednesday, in the morning we started to learn the amazing details about Kodu game. After we learnt the game much enough to make our own game, we started to create our universe and game.



### City Tour



In the afternoon we had a city tour. Our tour guide was Buğra who is a student in our school. He made a great tour. First we went to Kanuni House to talk about the history of Ottoman Empire. Then we visited the Trabzon City Museum and Trabzon Museum.



We gave our students a small break to discover the daily life of the city. We went to Ataturk Pavillion and our guide Buğra talked about the history of the Turkish Republic and Ataturk. Our last stop was Hagia Sofia Museum.



In the evening, we went to Akçaabat Ortamahalle Houses which were built in classical Ottoman style. We watched a special folk-dance show later danced to some traditional musics.



## Game Presentations



On Thursday, our pupil Murat presented his game-project by saying “Our Project is a computer game: It is prepared for the students in the mathematics course and it can be called generally as the concept of 'probability' and 'logic'”

After the presentation of Murat, one of our other students Ali Emre presented his game. A collaborative learning game aimed at students aged 7-12. Through an online educational game, we encourage teamwork and improve communicational skills. The game is based on the concept of magic squares with various improvements for educational use.



Students in a classroom/group join a game lobby created by their teacher. Upon start, students are separated into teams. Every student is given a number between 2 and 10. Teams are then expected to fill the given magic square with their numbers. To improve communication and enable fair play, each team is shuffled every round.



## Game Station Activities

These games aim to make students have the abilities such as leadership, knowing themselves in the team, collaborative, cooperative and being able to focus on the target and integrate the lesson subjects to the games.



Games are;

Challenging road is a game to make the team act as a team and aim to develop the coordination skills of the team members having personal strengths and weakness.

Tower (team work, leadership) is a wood game to make the players use their qualifications of mathematical and develop coordination and strategy skills

Canvas (team work, thematic awareness) is a game designed to enable the target audience to act together as a team and develop the team spirit.







## Sümela Trip

On Friday, the last day of our mobility, we went to Sümela Monastery which was made in early-Byzantine period and special for the frescos that it has. Unfortunately, we couldn't get in the building because of renovation process but we still enjoyed ourselves with the unique nature of Black Sea region's mountains and gorgeous forests.



Classico  
Scientifico  
Linguistico  
Scienze Umane

ISTITUTO SUPERIORE

**Elio Vittorini**

LICEO **Gorgia**

