



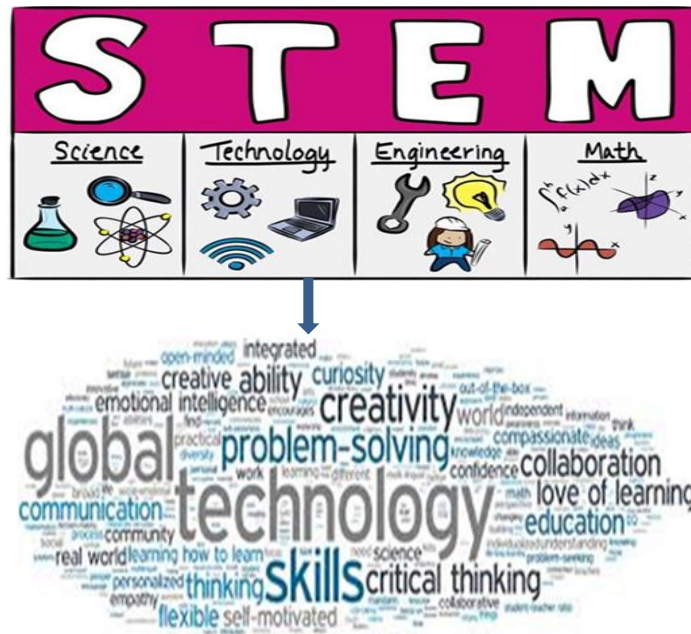
Erasmus+



# TECHNOLOGY CLUB

PROJECT

SCIENCE IN OUR LITTLE HANDS

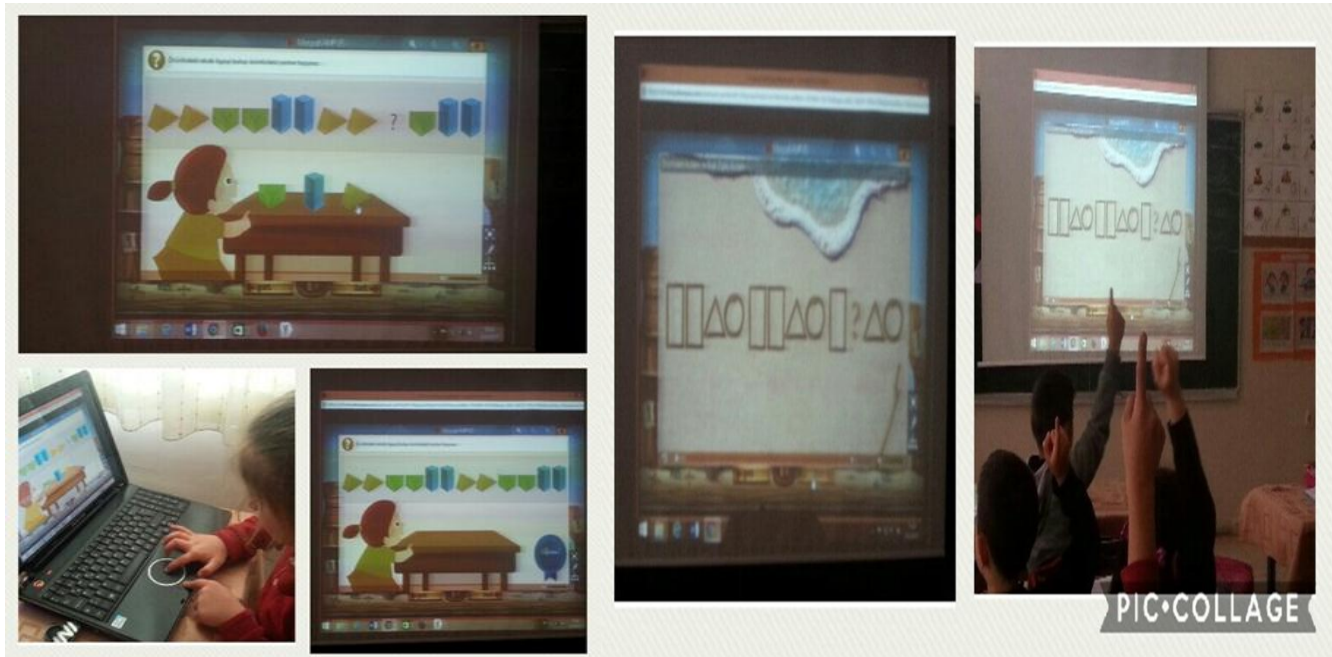


İnönü Primary School,İstanbul,Turkey

February,2018

# TECHNOLOGY CLUB ACTIVITIES

In our school education is provided through utilizing 14 primary, 2 kindergarten, 1 special training and in total 17 classes with the help of using technology.

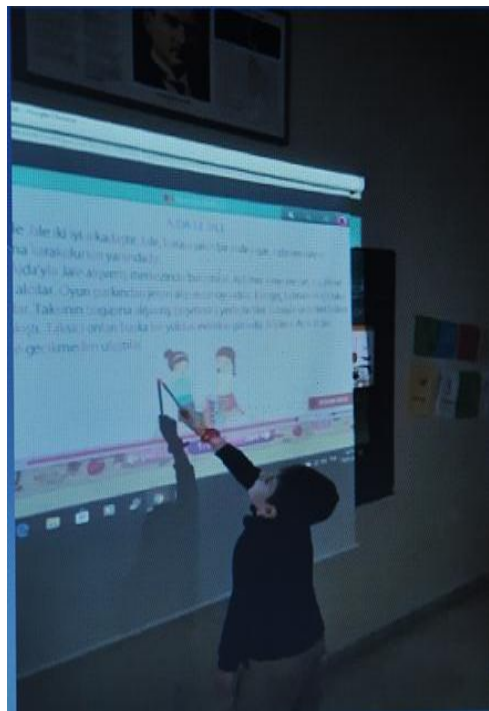


Our Technology Club activities occurred in our school as well as in Saint Joseph High School with the co-work project under the name of STEM (Science-Technology-Engineering-Mathematics).



## ACTIVITY 1:

We use technology widely teaching read & write to our first grade students.

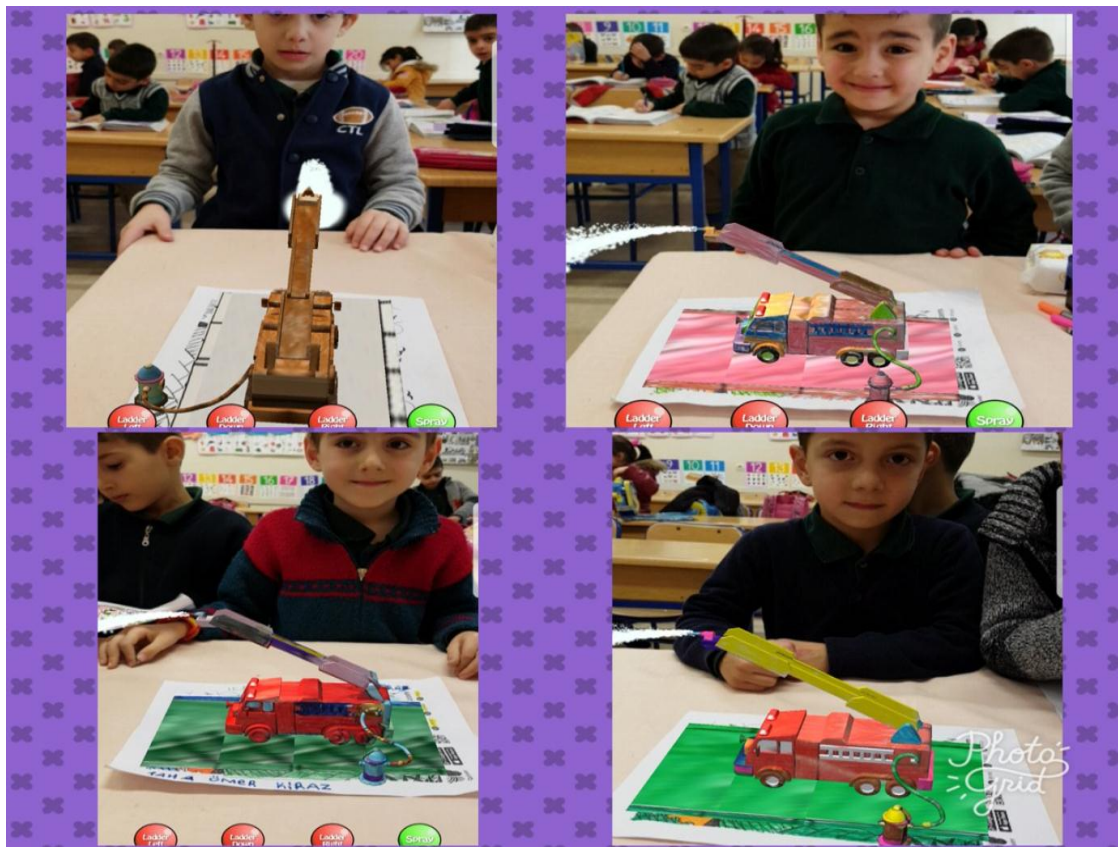


## ACTIVITY 2: Quiver Vision

Quiver Vision is an app which gives the augmented reality coloring experience. Comes with preinstalled pictures. After printed, colored and scanned with the app camera pictures become three dimensional magnificently.



Some examples made by 1st grade students.



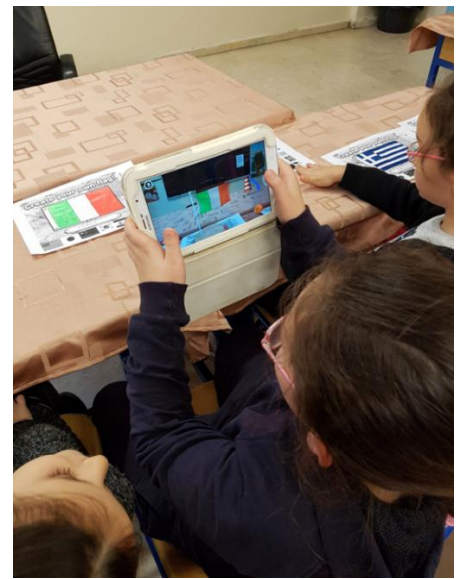
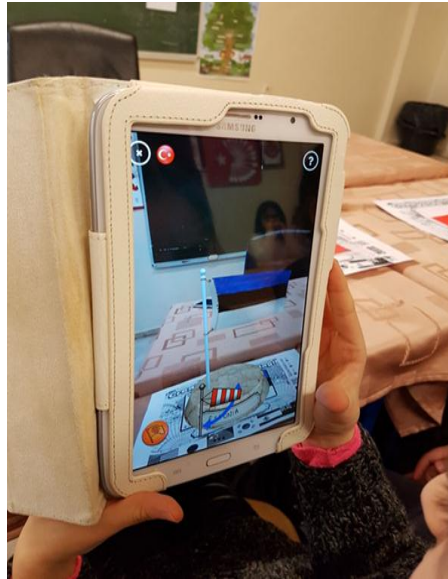
Some examples made by 2nd grade students.



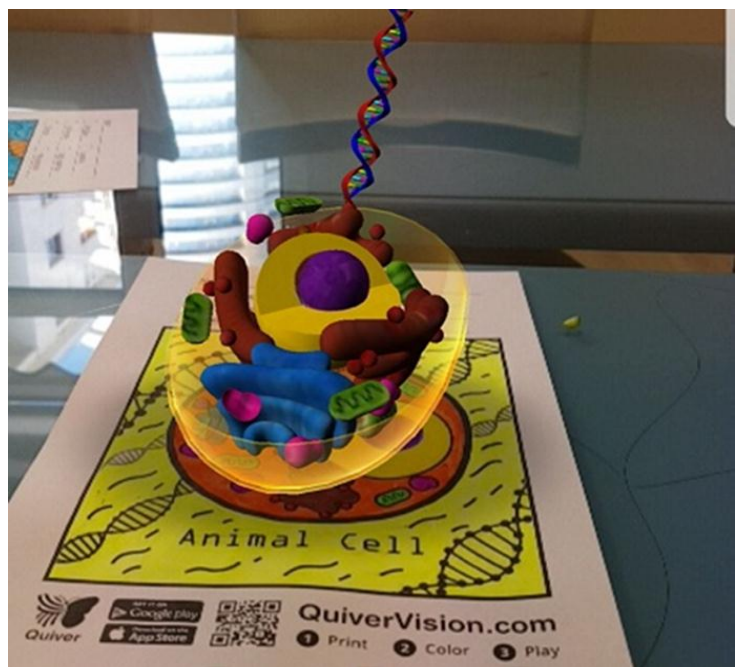
Coloring Country Flags.



Scanning QR code digitizes the picture to a 3D effect.

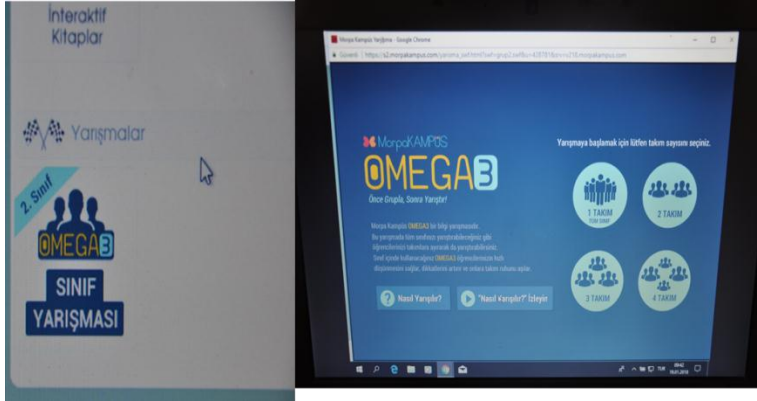


Cell Model created by 3rd grade students.

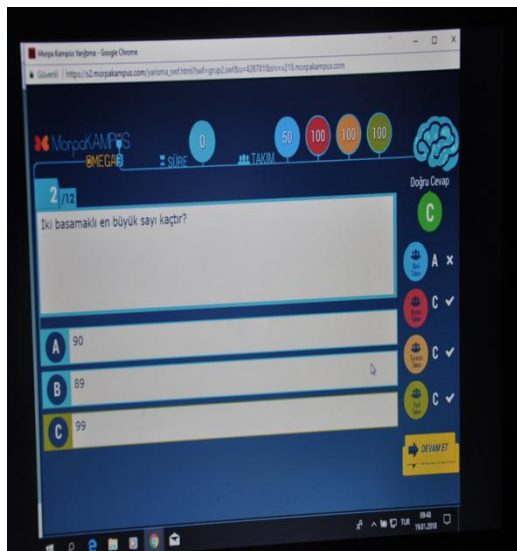


## ACTIVITY 3:Contest Of Knowledge

In class contests are made in order to double check the level of knowledge, apply repetition and entertain the class.

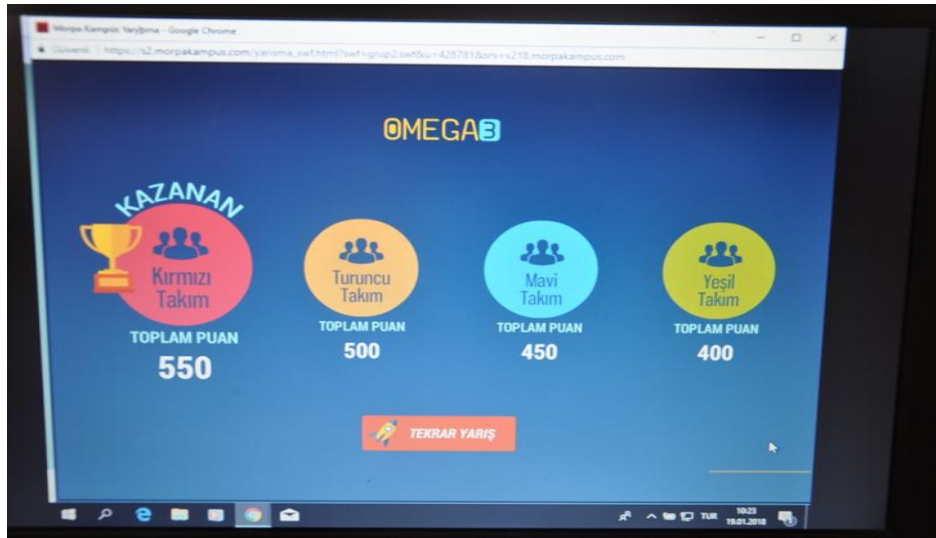


Students are split into 4 groups with different colours and speakers.





Winning team is selected after 12 questions.



## ACTIVITY 4: Who wants 500 points contest

Like in the inspiring TV Show students are asked questions , verified with : Is it your final decision ? , and marked the answer in the app. In case of correct answer the contender is asked to proceed or not. Every next question is more challenging and rewarded with higher points , aiming 500 destination mark .



## ACTIVITY 5:Game questionnaire

Through using a questionnaire asking which games are favorite among our children we found out the following information:

- 1.Minecraft
- 2.Fireboy and Watergirl
- 3.Slither
4. Candy Crush Soda
- 5.Talking Tom Cat
- 6.Angela
- 7.Fifa 17
- 8.Subway Surf

This precious research helps us replacing games of violence tendencies with the ones reinforcing creational, educative, intra-personal and mind mapping skills.

Adınız,Soyadınız:  
Sınıfınız:  
Aşağıdaki soruları okuyup size uygun olan seçeneği işaretleyiniz.

1)Tabletiniz var mı?  
Kendime ait var:   
Kardeşlerimle ortak kullandığım tabletim var:   
Yok:

2)Bilgisayar ya da tablette oyun oynuyor musunuz?  
Evet:   
Hayır:

3)Bilgisayarda ya da tablette severek oynadığınız oyunlardan 5 tanesinin ismini yazınız. (5 ten az yazabilirsiniz.)

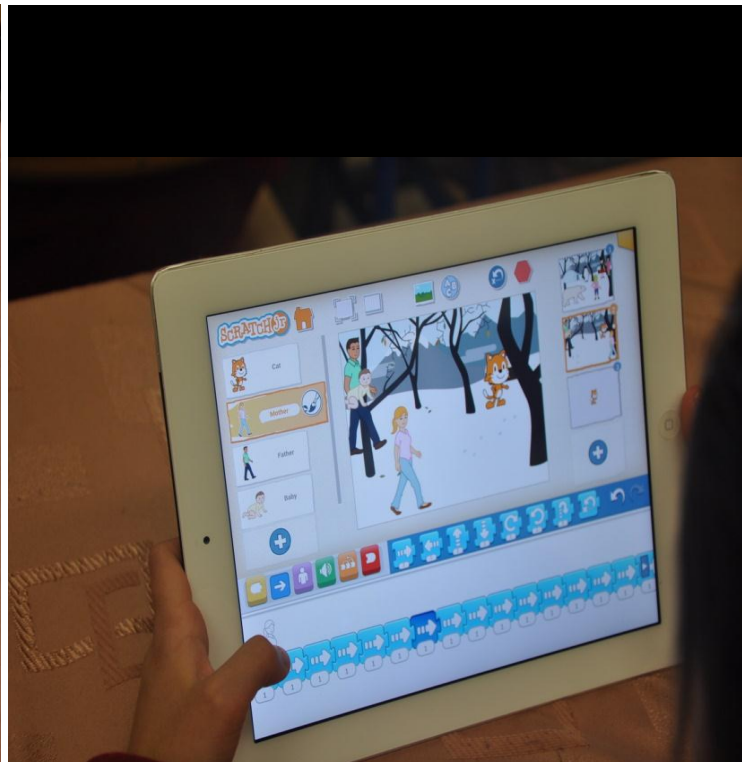
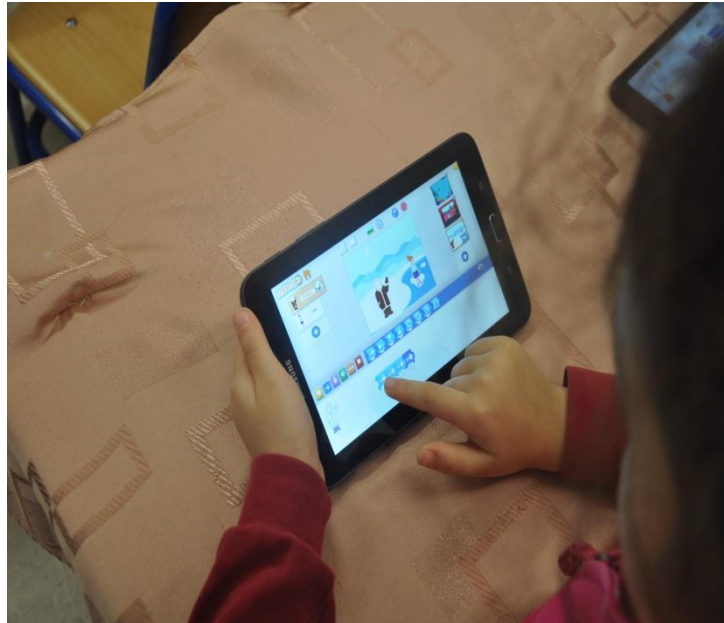
1.  
2.  
3.  
4.  
5.

Anketimize katıldığınız için teşekkür ederiz.

İnönü İlkokulu Teknoloji Kulübü

## ACTIVITY 6:ScratchJr

ScratchJr is an introductory programming language that enables young children (ages 5-7) to create their own interactive stories and games. Children snap together graphical programming blocks to make characters move, jump, dance, and sing. Children can modify characters in the paint editor, add their own voices and sounds, even insert photos of themselves -- then use the programming blocks to make their characters come to life.

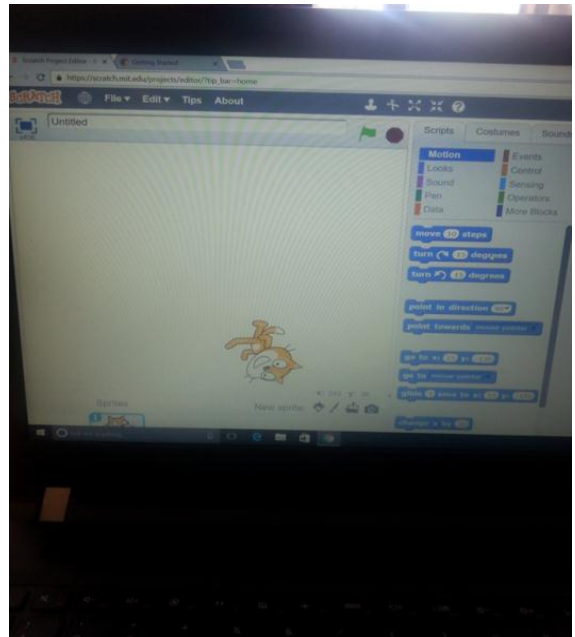
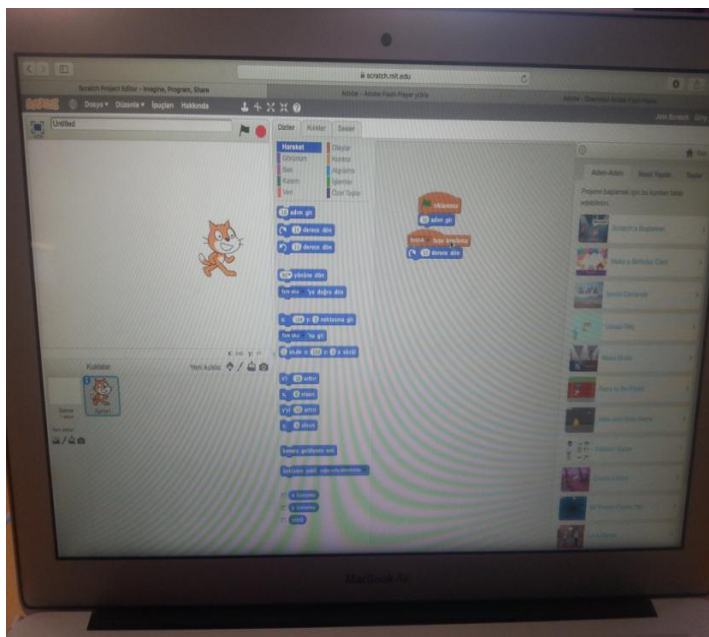


## ACTIVITY 7:Scratch

This program is a graphic programming language which works as a multi media gateway. It helps us to combine pictures with sounds and music , let us design our very own animations, computer games , or tell and share our interactive stories.



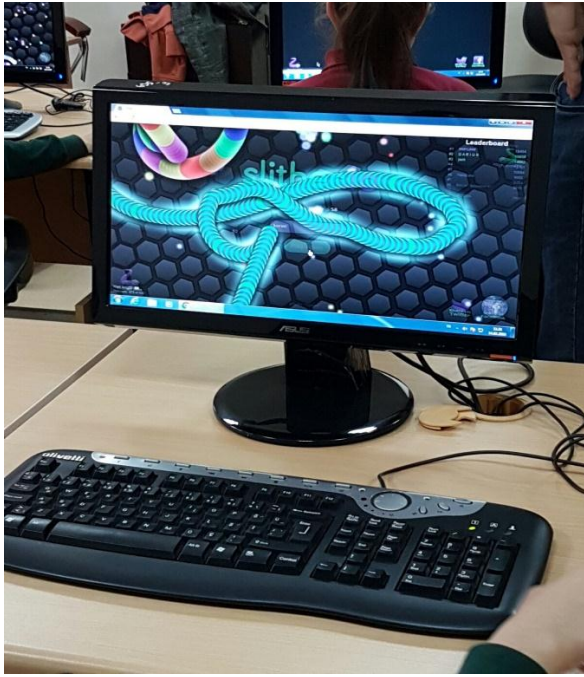
Benefits of these technologies are endless . Simply put, they enable the kids solving daily problems in real life creatively with the help of technology and express themselves in various ways of information era.



## ACTIVITY 8: Web Game Competition

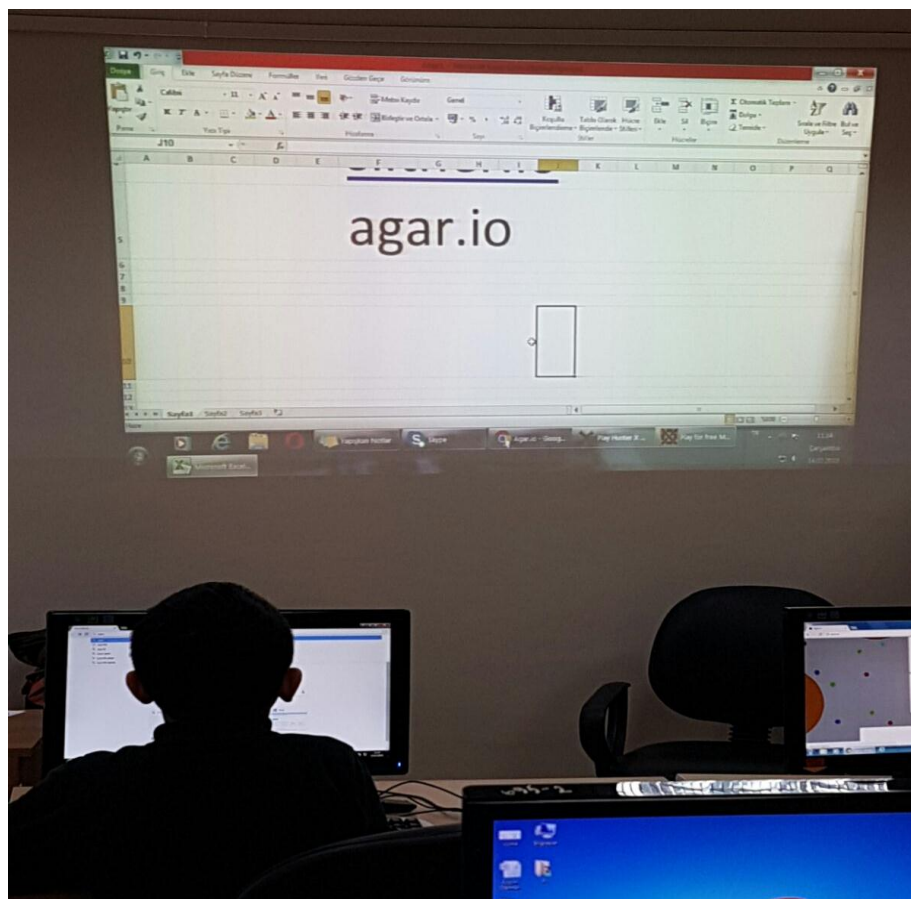
Name of the game:Slither

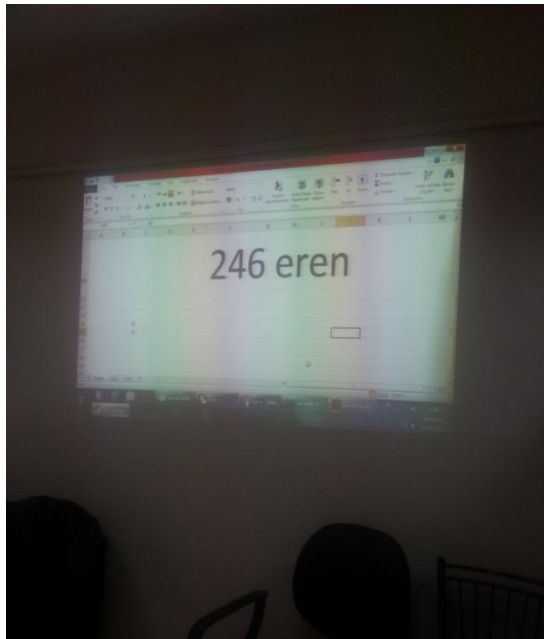
Aim of the game:To stop the opponent snakes explode them and enlarge their own snake by eating leftovers.



Name of the game:Agar

Aim of the name:Eating the bubbles ,hunting the opponents without getting hunted.





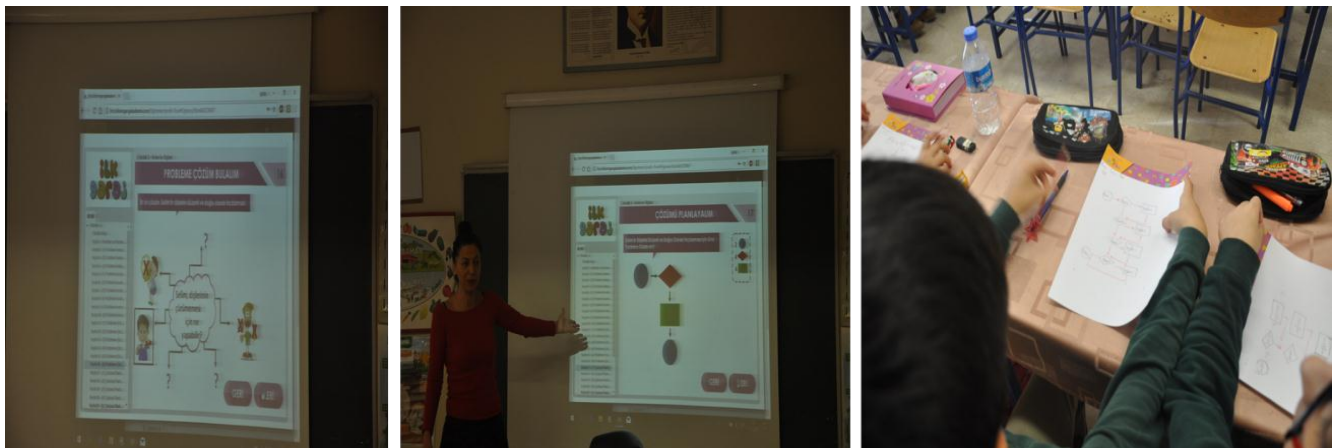
**And the winner is Eren ☺**

## ACTIVITY 9: Propeller Circuit

The idea of this activity is to solve daily problems through using programming languages.



Main task is converting the solutions into coding



Students then establish an propeller circuit using Steve Jobs boxes provided.



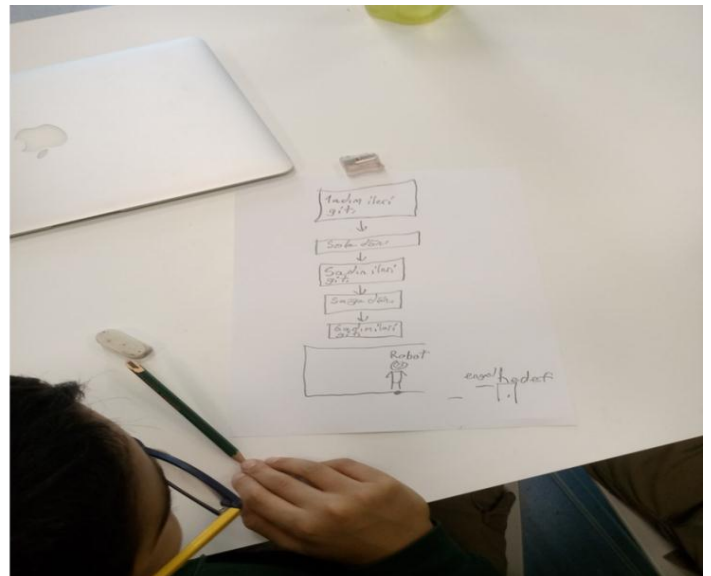


## ACTIVITY 10: Robotic Programming

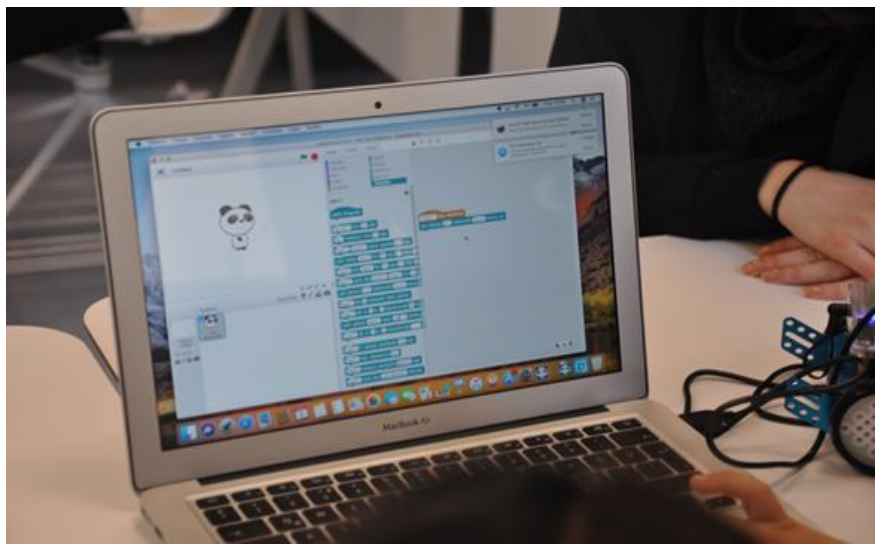
At the very beginning members of the technology club learn the definition and function of 'Algorithm'.



They navigate their mentors via descriptive talking which symbolize coding instructions. They convert the works into programming language .



A Program like mBlok is essential for mobilizing their robots. It works as a machine language.



**They execute the robotic movement.**

**During the process of Mobilizing Robots**



**The robots pursue an symbol shaped like an numeric 8 tracked with detection sensors on board.**



# ACTIVITY 11: Istanbul Maker Faire

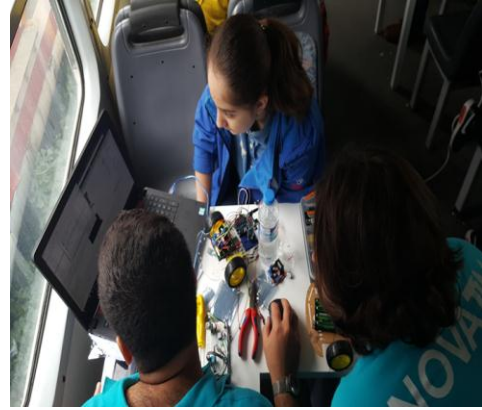
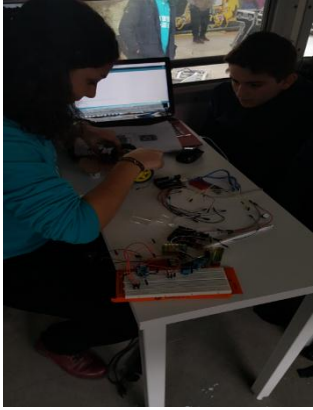
( 27-29 October 2017)



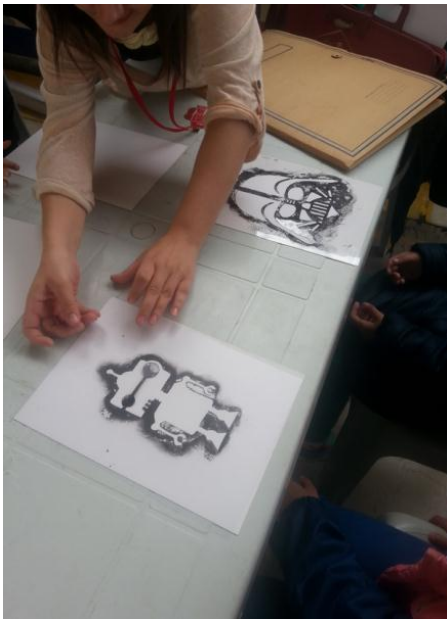
## Wood working workshop



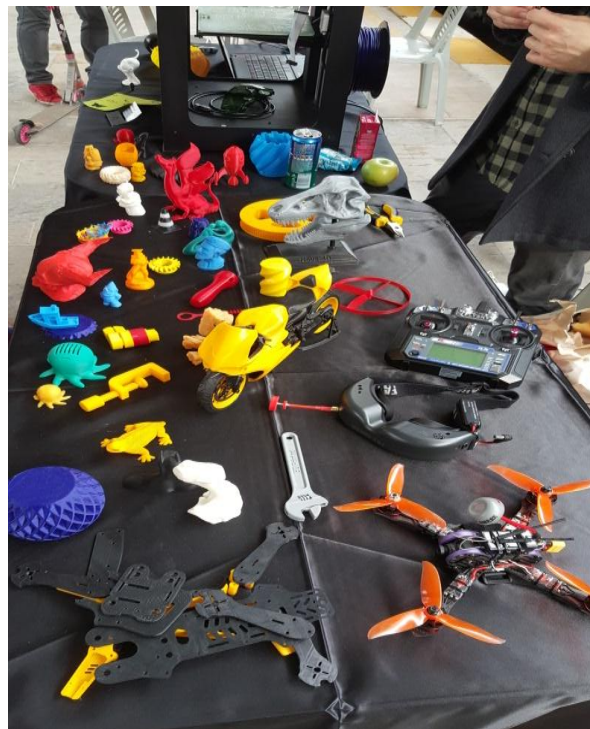
## (PCB) Circuit board assembly workshop



## Star Wars stencil workshop



## Other activities



## ACTIVITY 12: Potato & Citron Battery

Our task is make the clock tick using potato and citron. They act as the + and – poles of the circuit.

