



Technological club

Project
„SCIENSE IN OUR LITTLE HARDS“

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Kindergarten Mesimumm
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Technology has struggled to find its way into the classroom in all sorts of ways, from projectors and televisions to computer labs and student laptops. Along with improving the way students are taught, it is also vitally important that students learn to use computers to improve their own work and prepare for careers in a world where computers have become as common as the pencil and paper.

Modernizing Education

Education has benefited from the inclusion of technology and computers by making it easier for students to keep up while helping teachers by improving the way lessons can be planned and taught. Students who use computers learn to use word processors for work, and subsequently they learn computer jargon and strengthen grammatical skills. Students can also look up lessons on websites or through email rather than lugging heavy textbooks with them every day.

Improving Student Performance

Students who use computers have been shown to attend school more steadily and perform better than students who do not use computers. Along with getting higher grades on exams, students also stated they felt more involved with their lessons and work if they used a computer. Using computers gets students to become more focused on their work at home, in collaborative projects with other students and on their own.

Learning Job Skills

Computers play a vital role in the modern business world, and many of even the most basic jobs involve technology and computers. Teaching students how to use computers helps them prepare for any number of possible careers, and classes based on computer education can get even more specific. Many classes teach students to use office suite programs, create presentations and data sheets, and learn any number of programming languages.

Efficiency

Computers make the learning process a lot more simple and efficient, giving students access to tools and methods of communication unavailable offline. For example, students can check their grades or lesson plans online, and also communicate directly with their teachers via email or educational platforms such as Blackboard. Students can also send work to their teachers from home or anywhere else, letting them finish work outside the constraints of school hours and teaching them about procrastination and personal responsibility.

Research

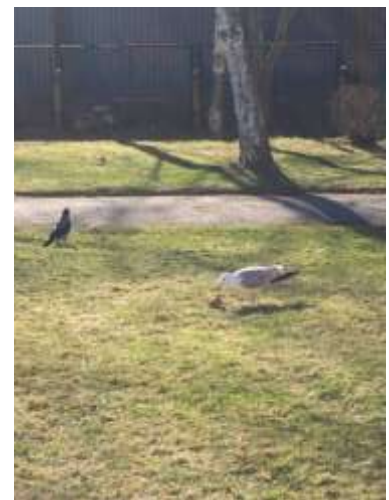
Technology has made research far easier than in the past. Decades ago, students learned history by going to the library and thumbing through history books and encyclopedias. Today, many of those same books are available in digital format and can be accessed online. As the Internet has grown, so too has the available research options. Students can research topics in minutes rather than the hours it used to take.

At the beginning of a way.

Today the child is hit in hands the computer earlier, than begins to speak and go. A task of parents and teachers to show to children great opportunities for the computer, to teach to use it reasonably that there was no dependence and other harm. The computer has to remain the friend for the child.

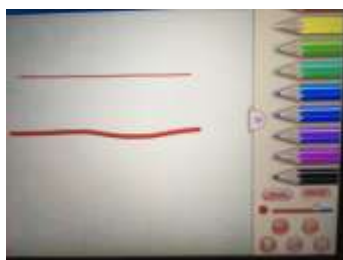
Photography

Aim:	- use of „camera“ function in the tablet; - paying attention to everything nice and beautiful around us
Preparation work:	- cooperation with parents: finding spring evidence, taking photos in a group
Outcome:	Photo exhibition, cartoon production



Drawing

Aim:	- getting acquainted with Drawing programme
Preparation work:	- learn to choose a colour - change the thickness of a line - learn to draw forms - learn to choose items
Outcome:	- making up postcards, flags of countries, drawings and sketches



Teaching and developing games

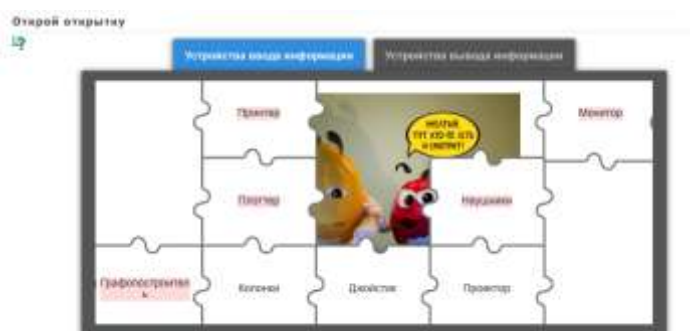
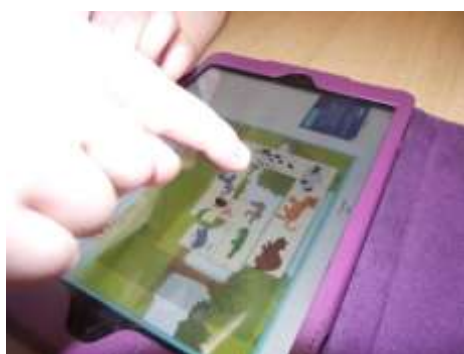
Computer games are dynamic, exciting and unpredictable. In order to win, children have to develop their skills, reaction or finger motility. Even having lost, the child can start up the game again. All this makes learning through computer games fascinating.

Aim:	- to teach children - to revise and consolidate knowledge through developing games
Preparation work:	choice of games, trying them out with children
Outcome:	Children play on their own, at more advanced level



Learningapps.org

This online service provides extensive database of interactive playing exercises in various spheres. **Choice of language as well as difficulty level, creation of one's own exercises** – this is the perfect assistant for acquisition and consolidation of knowledge.



<https://learningapps.org/1761735>

Make up Puzzle by choosing the correct answer



<https://learningapps.org/4132147>

Put pictures in the right order..

Communicative skills

Aim:	<ul style="list-style-type: none">- teaching cooperation- helping each other- teaching playing in turns, one by one- being in a teacher's role (self-esteem)
Preparation work:	<ul style="list-style-type: none">- group games- competitions- teaching solving conflict situations
Outcome:	<ul style="list-style-type: none">- children feel happy for their groupmates' success- children help each other- children are able to make their own presentations



Information search

Aim:	- understanding of where and how the needed information can be found
Preparation work:	- searching together with parents or a teacher
Outcome:	- finding appropriate information

How to decorate a piparkook?



Where to did dinosaurs disappeared?



«Together with Chiro» project



Aim:	- understanding and use of basic terminology - knowledge and following the rules of informational safety - development of emotional intelligence
Preparation work:	-working with workbooks
Outcome:	Getting new knowledge and experience

The author of this project is the Head of the Teaching Centre “Intellekt” **Raissa Baženova**. The project was made on the basis of the practical materials of kindergarten “Mesimumm.

Children learn thorough fascinating stories, exciting games, informative tasks and use of motivating stickers. They get to know about:

- harmless material in the Internet (difference between real and virtual);
- their own emotions (joy, sadness, fear, surprise, interest), they learn to judge their own behaviour;
- basic values.

For teachers it means:

- a different and original point of view on pedagogy;
- family and kindergarten cooperation.

Additional information is available at: www.chirobox.ru, www.intellekt.ee



«The World Wide Web»



Orienting by icons...



Working with workbooks...

Health

There are four basic harmful factors of working with computer: eye strain, cramped posture, radiation and psychical stress. Thus, the topic of health protection and prevention of eyesight problems is very essential.

Aim:	- learning to take care of one's own health
Preparation work:	- exercises for eyes - following the right posture
Outcome:	- children are familiar with and do exercises for better eyesight - they are able to control their posture



Computer – is it „good“ or „bad“?

(childrens' opinions)

+	-
We can play with it	It can discharge
We can watch something there	sometihmes there's no Intenet access
We can work with it	Sometimes the game may freeze (or get stuck)
We can compose an e-mal	There are no games
We can make a present (e.g, to draw something)	

Which games are bad?

- ✓ «Zombie»
- ✓ «Shooters»

Useful links

(games for developing memory, attention, logical thinking, mathematical and painting skills)

- <https://iqsha.ru/uprazhneniya/5-let/>
- <http://www.igraemsa.ru/igry-dlja-detej>
- <http://игрыдлядетей24.рф/igry-dlya-detej-5-let>
- <http://chudo-udo.com/ot-4-do-6-let>
- <http://ru-dety.ru/razvivaushie-igri>
- <http://igroutka.net/razvivayuschie-igry-dlya-detej-5-6-let/>
- <http://playshake.ru/razvivaushie-dlya-detei-5-let>
- <https://learningapps.org>
- <http://malysh.club/>

Games „in a pair“

- <http://allforchildren.ru/online/xo.php>
- <http://www.game-game.com.ua/fortwo/>

Teaching cartoons

Teaching cartoons are essential for any age, they deliver the important information about the world and its system.

- **Once there lived a princess** (how one shouldn't behave)
- **Yoko** (about flora and fauna, how our planet appeared)