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SMILE and PLAY- Soft Mobility Integrated Learning in English



Newsletter #1

Coordinator:
Eco Logic (Skopje, Macedonia)

Partners:
ReBike (Rome, Italy)
Primary School Pestalozzi (Skopje, Macedonia)
Zali (Vilnius, Lithuania)

Associated partners:

Primary school Rade Kratovce and Primary School Malina Pop Ivanova (Kocani, Macedonia)

The project Smile and Play aims to stimulate and adopt a new, more creative, and a more innovative method of teaching in the classroom. In the 'heart' of this teaching is the bicycle. Learning about the bicycle, as a clean and sustainable means of transportation, can increase the awareness among the pupils from primary schools, regarding certain sustainable mobility issues in the urban environments. The influence that this project could have on these children is of an immense and important significance. Despite the fact that they could improve their English language skills, and learn a lot of new things related to riding a bicycle, they could also gain a new perspective on protecting the



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environment and what exactly it means to maintain a sustainable development of all-natural resources.

The four pillars, or parts, of Smile and Play are the following:

- teaching a foreign language through **games and practical activities**;
- **competence development** for both pupils and trainers;
- innovative and **learner-centered pedagogical approaches**;
- combining the study of a foreign language with **practical, entertaining and group-focused dynamics** based on sustainable transport issues.

The main purpose and end goal of this project is consisted of:

- ❖ **Promoting the topic of cycling** and sustainable transport through language-based learning and adoption of **CLIL** (translated as Content and Language Integrated Learning.)
- ❖ To **strengthen** the profile(s) of the **teaching profession**
- ❖ Raise **awareness** on **sustainability** and sustainable mobility
- ❖ Introduce **non-formal education approaches** in primary schools



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As a part of SMILE and PLAY, there were organized several trainings and activities, such

as:

Testing of Smile & Play activities in Lithuania

At the end of April, and in the beginning of May, the pupils of the 3rd grade have tested 6 sets of writing activities in the Vilnius Simonas Daukantas pre-gymnasium.





The exercises were related with:

- clothes and shapes;
- traffic signs and transportation;
- travels and "on the bus".

In each lesson, the students were divided into groups. They were competing with each other while completing the writing activities, such as: crosswords, word searches, solving codes, coloring and "making sentences" tasks.

The teacher has created a 'Testing Journal' and marked the testing results as such: duration of the activity, level of difficulty, duration of checking the activity, students' feelings, and other comments.



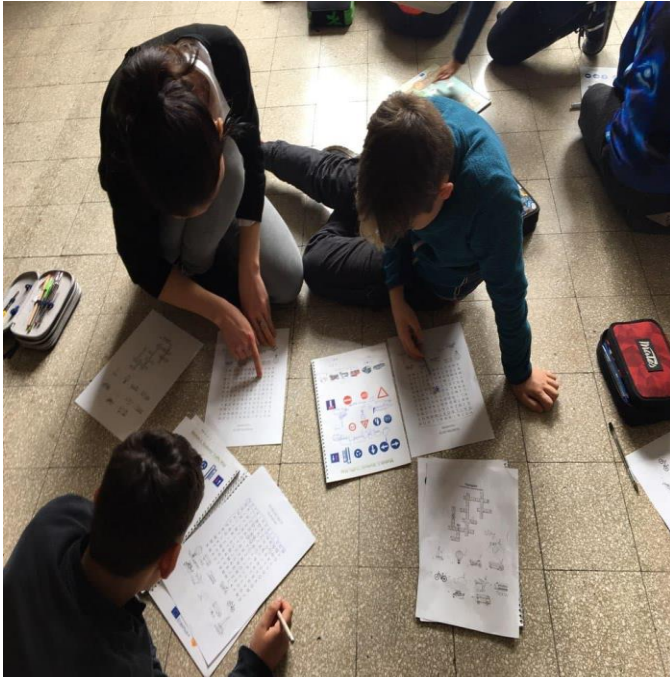
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Organized trainings-testing of Smile and Play, in "Pestaloci"- Skopje



❖ Reading/Speaking

At this training, the students are firstly divided in team groups. Each group receives an article related to the international news, sports, business, entertainment or, social issues. In each team there is a chosen leader that is prepared to read the article. The team leader should present the article, and while doing this, the opposite team writes down questions related to the article. Then, they ask the newscaster a question, and if he or anyone in his team cannot answer it, a score point goes to the team who asked the question. If the newscaster /team answers the question, they get the point.

The outcome that was achieved during this training was the improvement of speaking in English among the pupils, a better expression of the English language, and a better understanding with the other students.



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❖ HEADBANZ

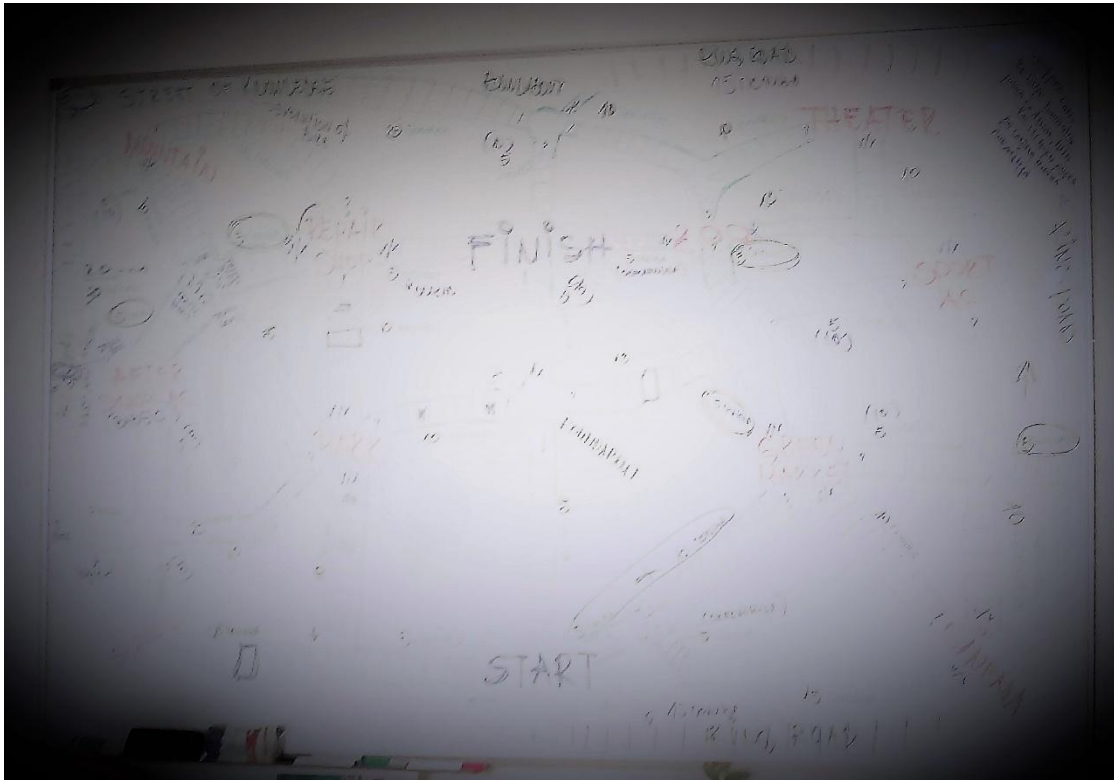
At the training-game HEADBANZ, each player receives three chips and a card to put it inside a headband. Each student asks a YES or NO question to guess who he/she is (or might be). By doing this, the students are able to develop deductive reasoning and problem-solving skills in a thrilling way. By playing this game, the students are also tackling their own imagination while trying to guess who is the other person in front of them. This game is great for improving the listening/speaking skills among pupils, because while one of the students is speaking, the other should listen carefully in order to reply, but he/she also has to be open-minded about the options of 'who the other students could be'.



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❖ Smile and Play draft game

The goal of the project "Smile and Play" is to create an educational game/tool in 4 European languages (English, Macedonian, Italian, Lithuanian). This educational game is intended to be created in a hard copy, but it will also be available online in a (pdf) format, and it will be free of charge to use. The game will be posted on all partners' social networking websites and profiles. As an educational game, its primary purpose will be to increase the interest, as well as the level of knowledge among the teachers, in order to stimulate them to use new innovative methods for teaching and learning. The introduction of the game into the formal education is expected to strengthen the teaching profession, and to improve the process of teaching in primary schools. The main theme of the game is cycling (sustainable transport), and improving the foreign language skills (English).