

LINGUAMATH



eTwinning



TABLE OF CONTENTS

- Introduction
- Project Objectives
- Expected Results
- Methodology

Math[♥]



INTRODUCTION

PISA 2022

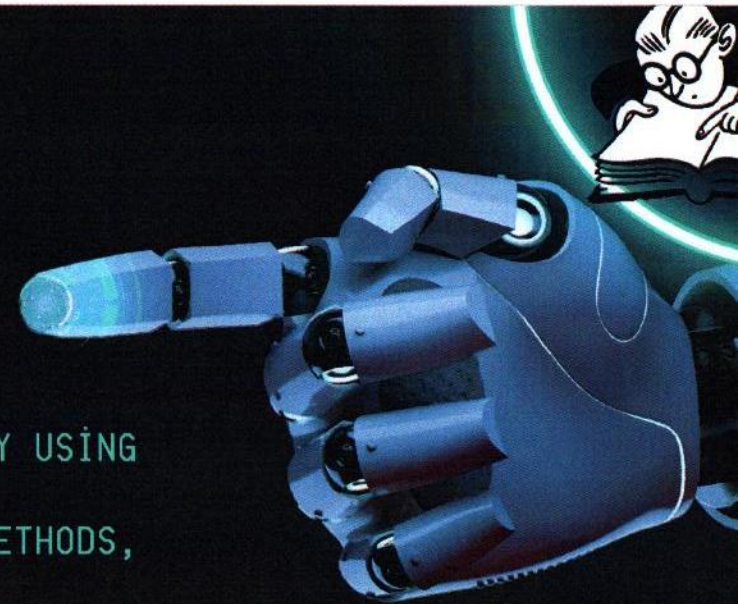
ACCORDING TO PISA 2022 REPORTS, A LARGE PROPORTION OF STUDENTS AROUND THE WORLD PERFORM BELOW THE BASIC PROFICIENCY LEVEL IN MATHEMATICS. WHILE AN AVERAGE OF 23% OF STUDENTS IN OECD COUNTRIES CANNOT REACH THIS LEVEL, THIS RATE RISES TO 37.7% IN COUNTRIES SUCH AS TÜRKİYE (OECD İLİBRARY). STUDENTS IN THE TARGET GROUP OF OUR PROJECT ALSO HAVE DIFFICULTY IN USING MATHEMATICAL KNOWLEDGE EFFECTIVELY IN THEIR DAILY LIVES, WHICH NEGATIVELY AFFECTS THEIR LEARNING MOTIVATION. THIS SITUATION REVEALS HOW NECESSARY INNOVATIVE EDUCATION APPROACHES ARE.

ACCORDING TO UNICEF AND UNESCO REPORTS, AN INCREASE OF UP TO 20% IN STUDENT SUCCESS CAN BE ACHIEVED WITH DIGITAL AND INCLUSIVE LEARNING TOOLS. IN THIS CONTEXT, THE IMPORTANCE OF INNOVATIVE STUDIES TO INCREASE MATHEMATICS AWARENESS AND SKILLS AROUND THE WORLD IS INCREASING.



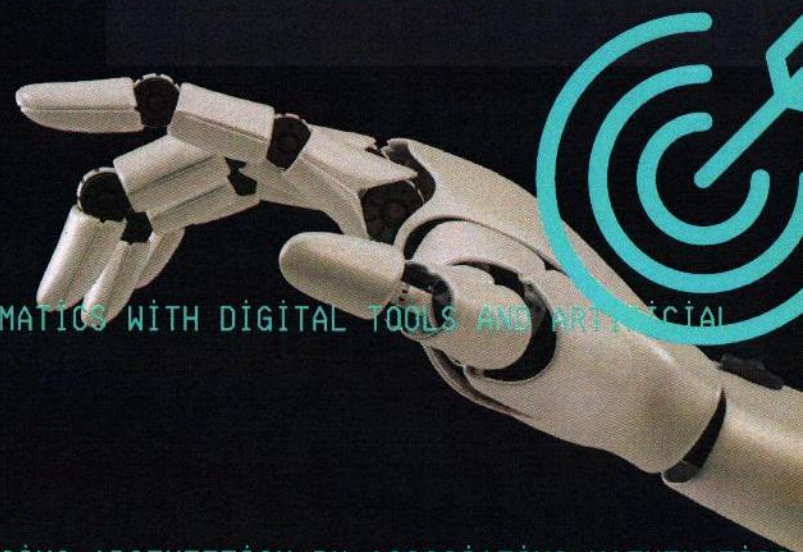
AIM OF THE PROJECT

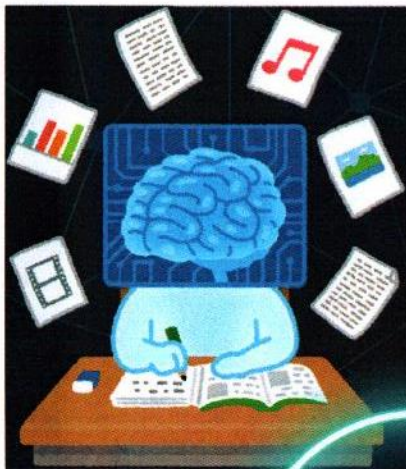
THE AIM OF THE PROJECT IS TO IMPROVE MATHEMATICAL SKILLS BY USING DIGITAL TOOLS AND INNOVATIVE INTERDISCIPLINARY EDUCATION METHODS, TO INCREASE STUDENTS' INTEREST IN MATHEMATICS, AND TO BE AN EXAMPLE TO THE SOCIETY BY INTEGRATING ENVIRONMENTAL AWARENESS AND SUSTAINABILITY AWARENESS INTO MATHEMATICS LESSONS.



PROJECT OBJECTIVES

1. TO IMPROVE THE BASIC SKILLS OF LOW-ACHIEVING STUDENTS IN MATHEMATICS WITH DIGITAL TOOLS AND ARTIFICIAL INTELLIGENCE-SUPPORTED LEARNING PLATFORMS.
2. TO INCREASE STUDENTS' MATHEMATICAL THINKING SKILLS.
3. INCREASING LEARNING MOTIVATION AND INTEREST IN SCHOOL AND REDUCING ABSENTEEISM BY ASSOCIATING MATHEMATICS WITH OTHER DISCIPLINES.
4. TO CREATE ENVIRONMENTAL AWARENESS BY INTEGRATING GREEN EDUCATION SUBJECTS INTO MATHEMATICS LESSONS.
5. TO INCREASE INTERCULTURAL INTERACTION THROUGH INTERNATIONAL COLLABORATIONS AND DEVELOP EU CITIZENSHIP AWARENESS.
6. TO INCREASE TEACHERS' DIGITAL SKILLS AND CONTRIBUTE TO THEIR PROFESSIONAL DEVELOPMENT.
7. TO IMPROVE STUDENTS' LANGUAGE SKILLS AND ALLOW THEM TO PRACTICE THEIR LANGUAGE IN INTERNATIONAL PROJECTS.





EXPECTED RESULTS

01

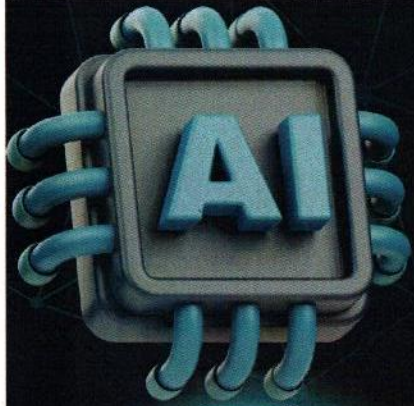
Students experience a 20% improvement in math skills using digital tools.

02

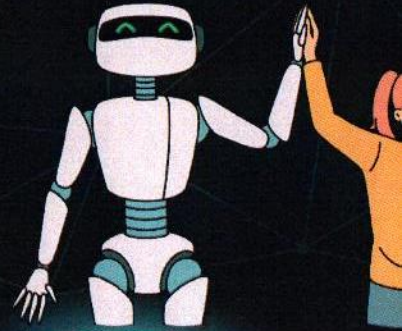
Each student must develop at least 1 mathematics project with the theme of environment and sustainability.

03

Increasing students' learning motivation and commitment to school, and decreasing absenteeism rates.



EXPECTED RESULTS



04

Supporting teachers' skills in using digital mathematics tools and their professional development.

05

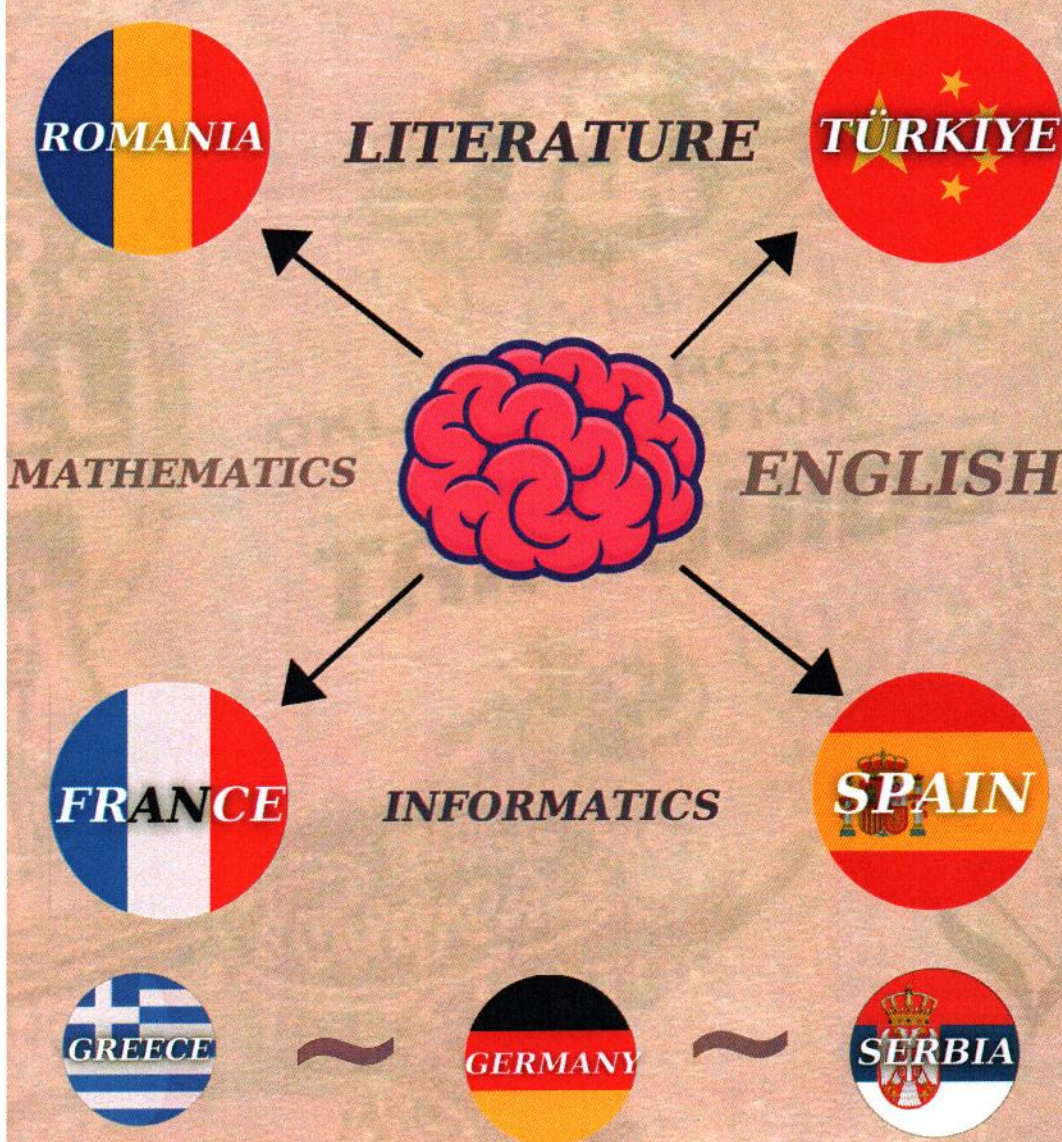
At the end of the project, innovative products such as Interactive Digital Storybook, Mathematics Podcast Series, and Digital Orienteering will be introduced.

06

Increasing students' knowledge and skills regarding EU citizenship and cultural awareness.

eTWINNING Edition

BREAKING NEWS

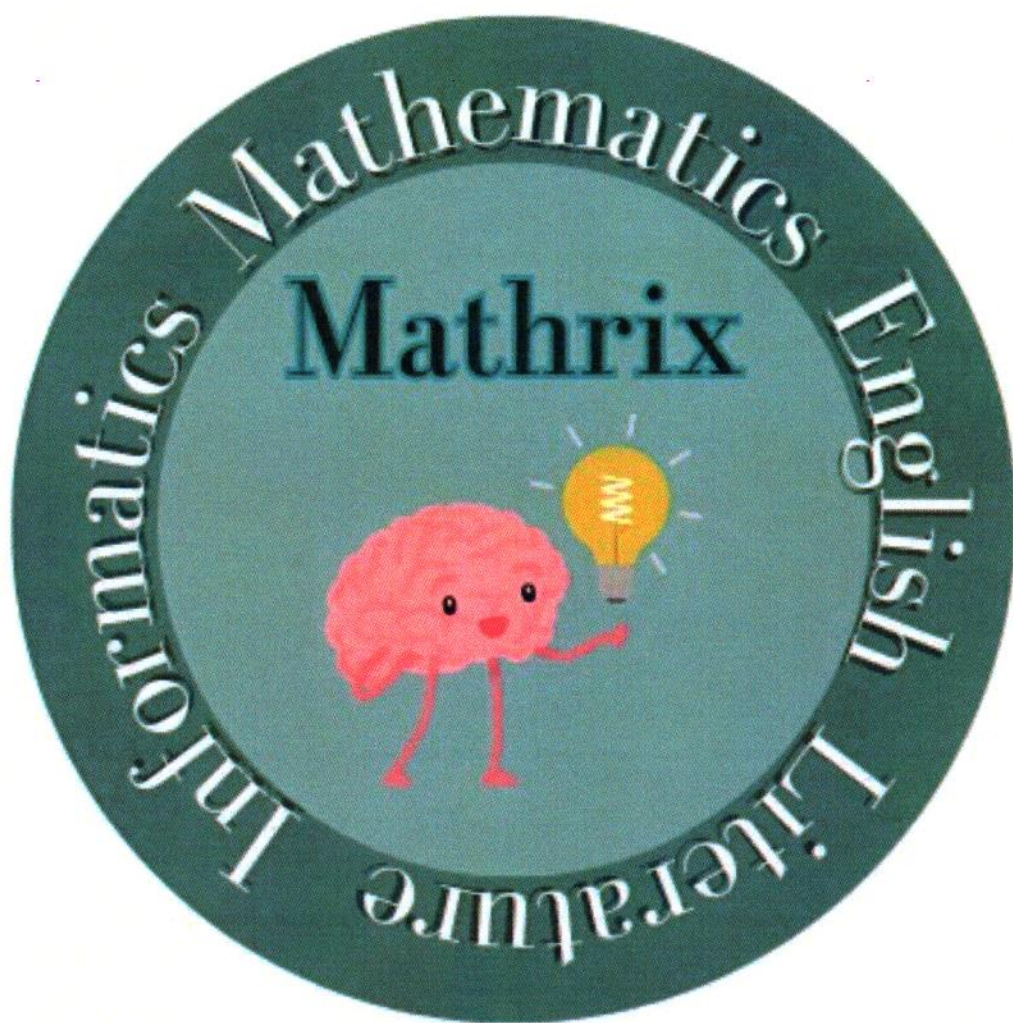


LINGUAMATH
IS
THE
NEW
TREND

*E
T
W
I
N
N
I
N
G*



MORE INFORMATION AT ETWINNING.NET





PROJECT WORK SCHEDULE

OCTOBER

- INTRODUCTION
- LOGO
- POSTER
- FIRST TEACHER MEETING
- PRE-SURVEY FOR PUPILS
- PRE-SURVEY FOR TEACHERS

NOVEMBER-DECEMBER

- PUPILS MEETING
- MATH PODCAST
- NEW YEAR ACTIVITY
- PROJECT INTERIM EVALUATION

JANUARY-FEBRUARY

-
- INTERACTIVE DIGITAL STORYBOOK
- SAFER INTERNET DAY
- PROJECT INTERIM EVALUATION

MARCH-APRIL

- PI DAY
- DIGITAL ORIENTEERING GAME
- PROJECT INTERIM EVALUATION

MAY

- eTwinning DAY
- LAST-SURVEY FOR PUPILS
- LAST-SURVEY FOR TEACHERS
- PROJECT RESULT REPORT

PROJECT INTERIM EVALUATIONS: WILL BE HELD IN ONLINE MEETINGS WITH TEACHERS AND STUDENTS.



Furthermore, ACTIVITIES TO INCREASE CITIZENSHIP AWARENESS WILL BE HELD IN THESE MEETINGS.