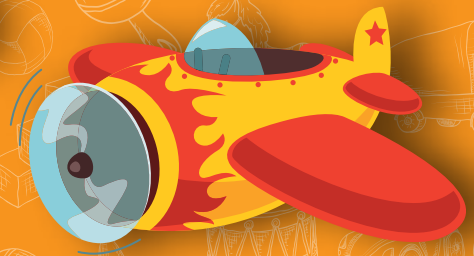




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Akademisi
Ağaoğlu Maslak 1453

3//ENJOY IT
TOGETHER



Number 11

YENİ YAŞAM



HAYATA DÖNÜŞ



NORMALE GEÇİŞ



Aslında yaşam aynı yaşam,
birlikte bu zor günlerde O'na

hep beraber sahip çıkmamızı hatırlattı.

Senin, benim değil ortak hepimizin YAŞAMINA...

**İngilizce ve spor ile yazın mutluluk, eğlence ve
dil gelişimi ile hep beraber olmak için...**



**Okulumuza gelip yeniliklerimizi görerek veya
görüntülü görüşmelerimiz (zoom/skype) ile
2020-2021 kayıtlarımız başlamıştır.**

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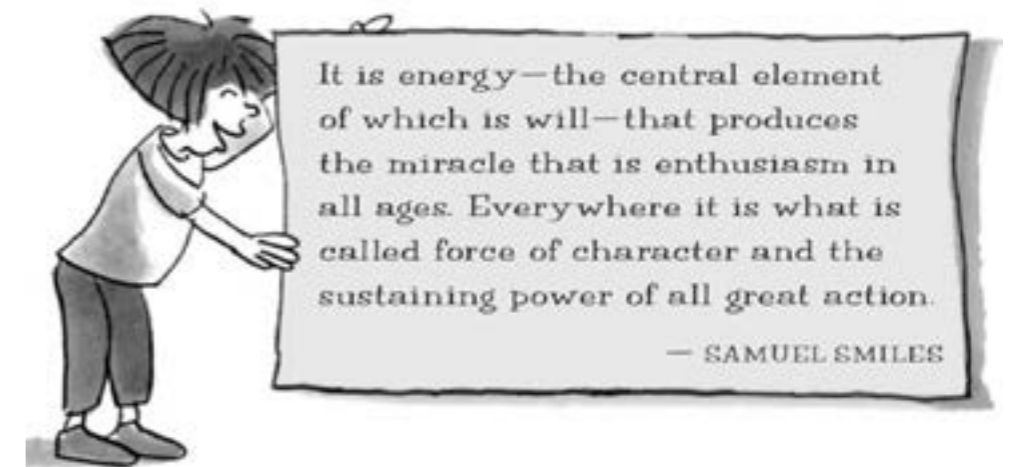
Dear Parents,

The sky is overcast and the children are starting to rub their eyes and yawn. They get bored and tired, but expectant, eyes are directed at you. If you want to keep the children from wandering off on their individual mental journeys, it's time to flip through. Pick out a couple of lightning flashes and magically change the room's prevalent gray back into sunshine.

In this booklet you will find all kinds of energizing ideas — fun activity games, for example, to jump-start circulation. Pent-up energy is the most common cause of irritability, listlessness, aggression, regression, and general bad moods in children. Using no materials at all, or with everyday objects from the junk drawer, the children can happily dive into these games, helped along by their natural curiosity, excitement, and creativity. Variety is important for them, and these games engage all the senses and ranges of motion in various social combinations.

Playing together bonds the group, strengthens the “us” feeling, and enlivens tired children. A re-newed sense of energy and improved general atmosphere will make it easier for children to follow and concentrate on their lessons for a longer period of time. They will be encouraged to take an active part in school / camp / group life, which will improve both their productivity and their social interactions. In the long run, they will have more fun in these types of situations.


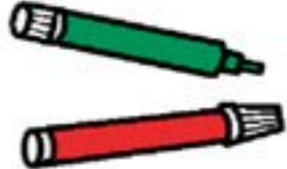


Each of the games included in this booklet takes only a few minutes and can be used anytime — in home or garden or other free time.

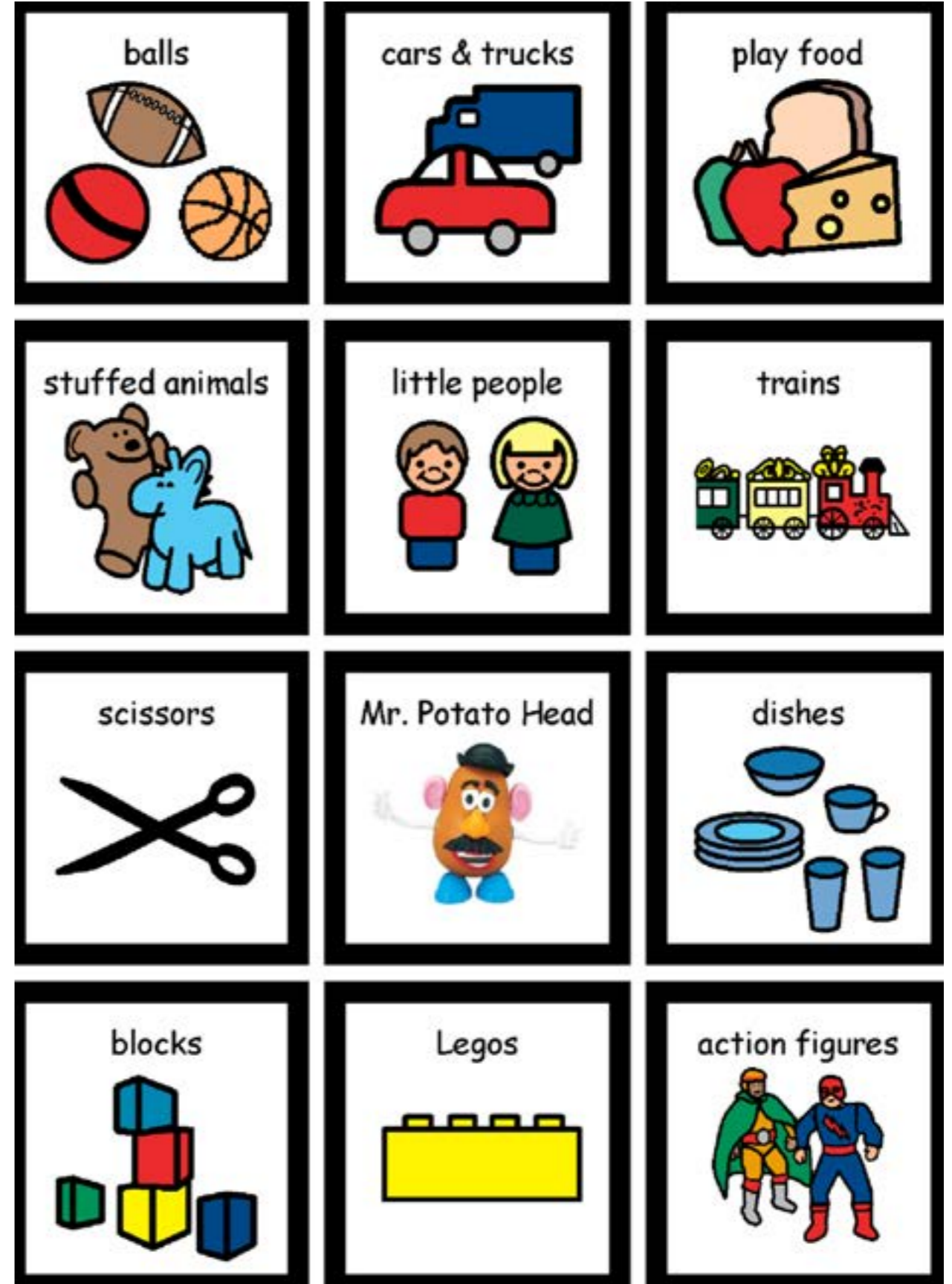


Thank you for your support
Stay healthy and happy!

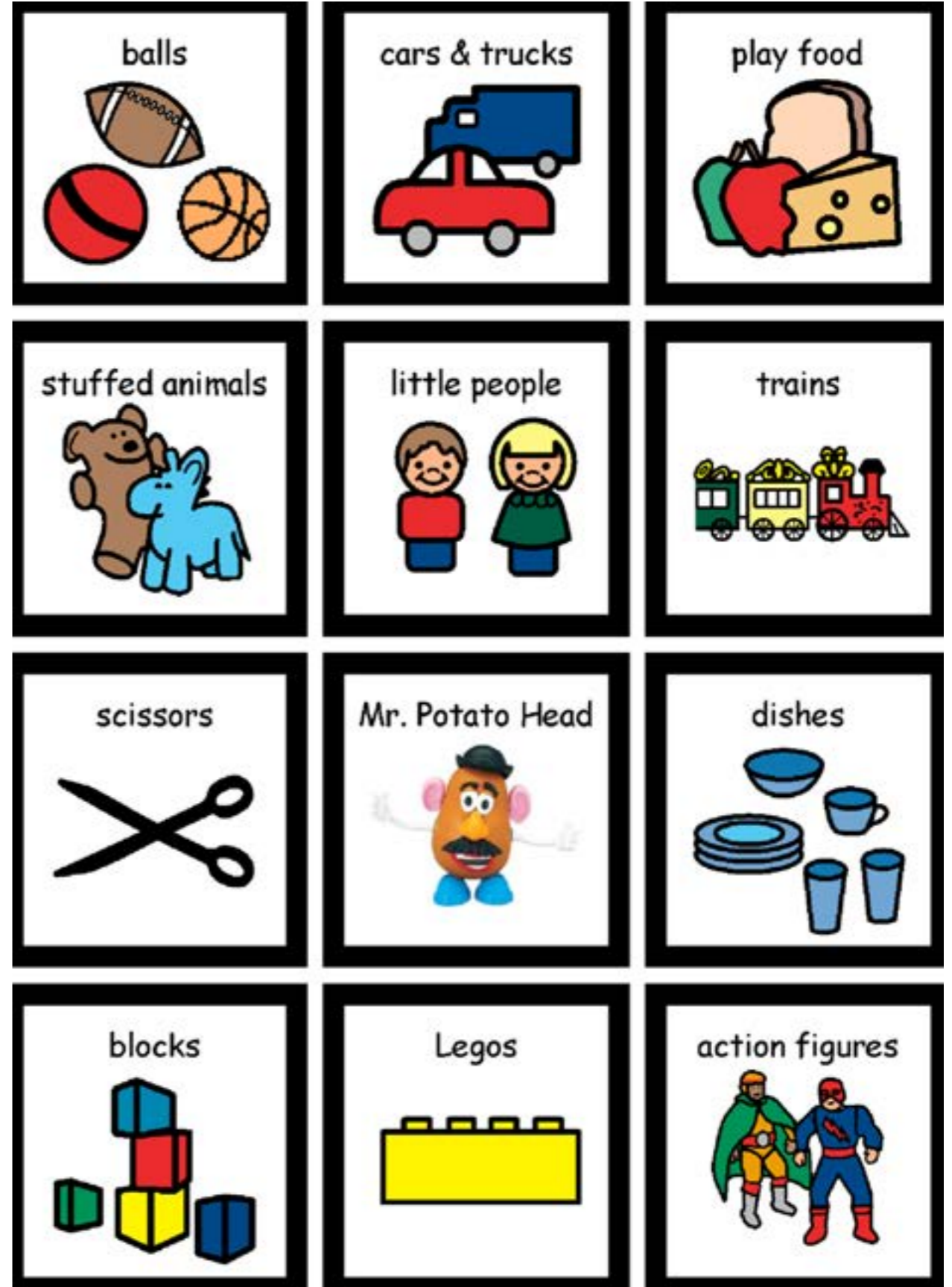
DCA Foreigner English Department

BINGO GAME

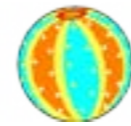
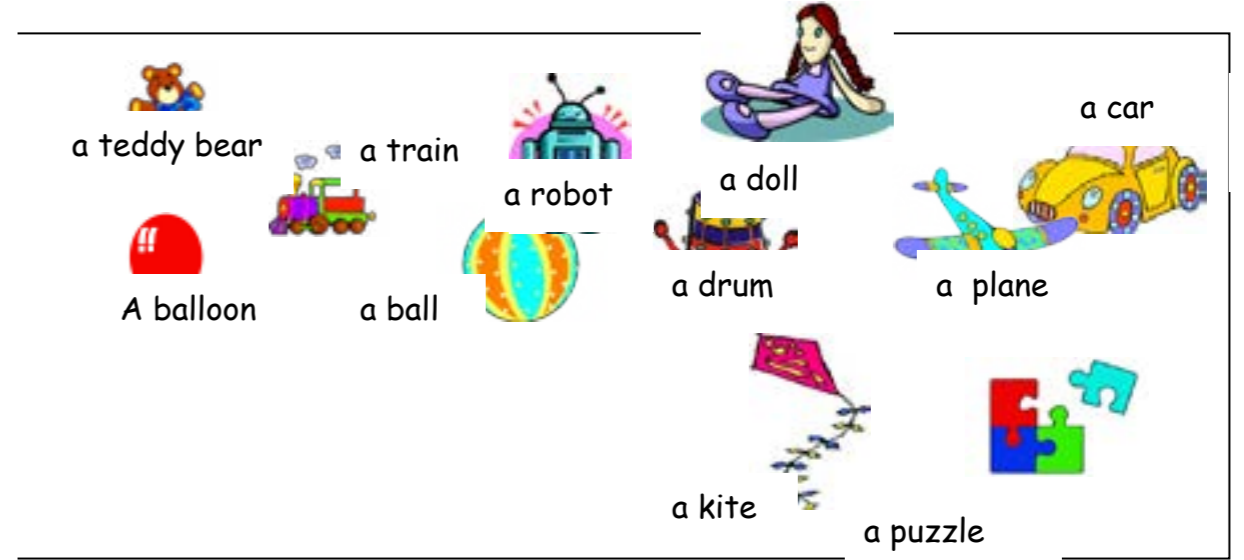
<p>building bricks</p> 	<p>coloring books</p> 	<p>glue</p> 
<p>dolls & princesses</p> 	<p>crayons</p> 	<p>paper</p> 
<p>markers</p> 	<p>musical instruments</p> 	<p>stickers</p> 
<p>play dough</p> 	<p>dress-up clothes</p> 	<p>toys</p> 







Have a Conversation with Your Kids



Is it a car?

.....



Is it a train?

.....



Is it a ball?

.....



Is it a kite?

.....



Is it a puzzle?



Is it a doll?



Is it a balloon?



Is it a drum?



Is it a robot?



Is it a car?

Toys - What is this-these? Write the missing Vowels.



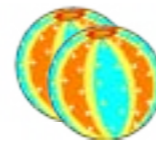
What is this? It's a t__ddy b__r.



What is this?d__ll.



What is this?b__ll__n.



What are these?b__lls.

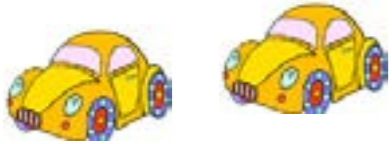


What is this?dr__m.



What is this?

.....p__ztl__.



What are these?

.....c__rs.



What is this?

.....pl__n__.



What are these?

.....r__b__ts.



What is this?

.....tr__n.



What are these?

.....k__t__s.

GAMES FOR PRESCHOOLERS

All Right!

How to Play: Listless, tired, sad, low on energy? Not for long, because now we're going to play All Right! The leader picks one child to call out some instructions; for example, "Let's stand on our chairs!" In response, the others immediately cry out, "All right!" and follow the suggestion. After that it might be, "Let's throw our pencil cases up in the air," or, "Let's shake our neighbors' hands." Each time, all the children yell, "All right!" before following the instructions. After the third time, the person shouting out the instructions chooses a new child to call out instructions by saying, "Now Mariah is going to tell us what to do," and again, the children delightedly cry out, "All right!"



Wind-Up Mice

How to Play: The adult leader uses a magic word to change the children into wind-up mice. At the leader's signal, the squeaking mice flit to and fro through the room, gradually moving more and more slowly. As their wind-up mechanisms grind to a halt, they barely make it back to their seats, let themselves fall into their chairs, and come to a complete standstill. Some mice may even run out of power before they get to their desks. These mice are frozen in the middle of the room, and the leader has to give their cranks one more turn to help them reach their seats. As a variation, the children can be divided into two groups that take turns being mice, since watching is fun, too!



Wind Power

How to Play: Are the children tired and listless? Maybe they need extra wind power! Following the leader's example, everyone stands up, stretching one arm up and the other down. Then the leader and the children all blow and blow until their arms start to move—like a windmill at first (arms move in a circle), then like a big bird (imitate wings flapping). Once they really get going, the leader can have the children move their arms like a helicopter propeller (hold the arms overhead and circle the forearms around each other). Try each of these three moves a few times.



Song Circle

Prop: A ball

How to Play: Everyone sits in a circle. One child has the ball and starts singing a familiar song. Suddenly, he throws the ball to another player and immediately stops singing. Each catcher takes up the song wherever the last child stopped. If they don't know the words, they have to say so and then start singing a new song. When the song is over, whoever is holding the ball gets to start a new song. The faster the ball is thrown, the more fun the game is.



Waves of Silliness

How to Play: All the children stand in a circle. The leader chooses one to start a wave of silliness; for example, by wiggling her whole body. Her left-hand neighbor imitates her, as does the next person, and so on until the wiggly wave comes back to the person who started it. Now it's the child on her right's turn to come up with some kind of silly motion. The faster the wave moves, the funnier the whole thing gets. The game continues until everyone is laughing, energized, and ready for the next activity.



Auntie Zehra's Stroll

How to Play: The adult leader begins by saying: "Auntie Zehra is walking through the park."

In unison, the children ask: "How is she walking through the park?"

The leader responds, "Auntie Zehra always walks like this," and demonstrates how Auntie Zehra shuffles, or hops, or waddles, or skips. The children all imitate the walk.



But the leader has already spotted another relative, and calls out, "Uncle Murat is walking through the park," and the game starts over. Once the children understand how the game works, they can take turns leading it.

Tip: This game is also good for vocabulary practice. Try using several different movement words, like "amble," "shuffle," "saunter," "stride," etc., or different adverbs, like "cautiously," "stealthily," "anxiously," "sullenly," etc.

Indoor Snowball Fight

Props: A lot of old newspapers

How to Play: In the absence of snow, children can ball up pieces of old newspaper. Once each child has a supply of at least ten balls, the fight begins. After three minutes, the fight is over; the children collect the balls and put them in the recycling bin.



Pick-Me-Up Tip: A smile is enchanting and enlivening, and it can create a good atmosphere. Be conscious of this, and try to smile more often. You will be surprised by how quickly your smile is returned to you. Try signing your next homework corrections with a smiley face instead of your initials.

Dancing on Paper

Music: Lively

How to Play: Things that initially seem strange to adults are often fun for younger children right away. To start, the children stand at their places and move their upper bodies, especially their arms, shoulders, and heads, freely to the music. Then each takes a pen and transfers the movements onto a piece of paper lying on the table. This should not be a drawing! The lines and circles should look more like traces left behind by ice skaters. After a couple of minutes, everyone stops drawing.



If they wish, the children can take the drawings home and color in all the different areas they have created. This makes some interesting mosaic pictures that would surely be worth hanging up in your room.

Paper Race

Props: A sheet of paper for each child

How to Play: All the children stand next to each other at the starting line on the playground. Each child receives a sheet of paper, which she should hold against her stomach or chest, and waits for the starting signal. Then they all take off; by the third step, at the latest, they should all lift their arms above their heads. The “airstream” will cause the sheets of paper to stick to their bodies. The first person to cross the finish line without losing the piece of paper is the winner.



Note: If a player loses the sheet of paper by running too slowly, he must go back to the beginning and start over.

Mirror Image

How to Play: The leader picks one person to stand then chooses another child to walk from mirror to mirror, making a funny face in front of each one. The mirror imitates the grimace and “freezes” it as soon as the child moves on to the next mirror. This both looks funny and requires a lot of concentration. An observer—either the leader or someone chosen by them—decides which “mirror child” did the best job; that person gets to be the next one to clown in front of the mirrors.



Once More with Feeling

How to Play: First, the children decide on a song that everyone knows: “Twinkle, Twinkle, Little Star,” for example, or “Jingle Bells.” One singer is picked by the leader to choose a particular mood; for instance, irritated, sad, tired, angry, excited, or happy. The children sing the song together with plenty of emotion; exaggeration is of course encouraged.



Hand Sandwich

How to Play: One person puts her hand on the table, and another puts his on top of it. In this way, they continue building the tower until all the children have their hands in the sandwich. Ready? The person whose hand is on the bottom carefully pulls it out and places her hand on top of the pile. Then the next person's hand is pulled out and placed on top, and so on. This goes faster and faster until you have a mixed-up mess, and the sandwich is declared "eaten up."



Good Posture

Props: A textbook for each child

How to Play: Straight posture is good for the lungs, and as a result it improves oxygen content in the bloodstream. Here's how to make posture training fun: All the children sit up straight in their chairs; each places a textbook on his head and tries to balance it. Now they continue whatever they were doing. If a child loses her book, she quietly sets it aside. The winner is the one who balances the book the longest.



Upstairs, Downstairs

How to Play: The children line up at the bottom of a flight of stairs. They take three steps up, then two steps back down; then they take three more steps up, and two back down, and so on until all of the children have made it to the top.



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