

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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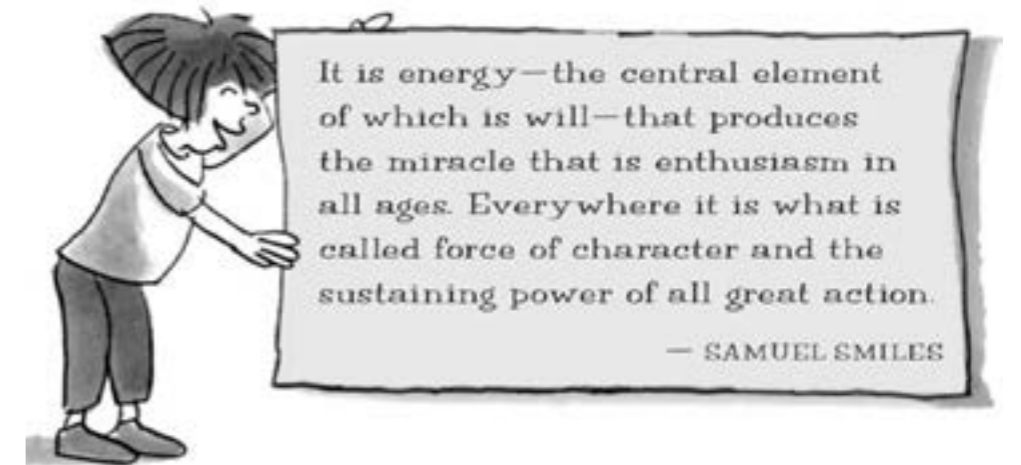
Dear Parents,

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.






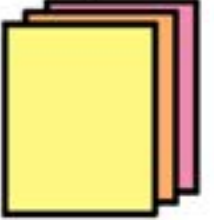
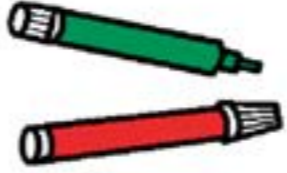





Each of the games included in this booklet takes only a few minutes and can be used anytime — in home or garden or other free time.

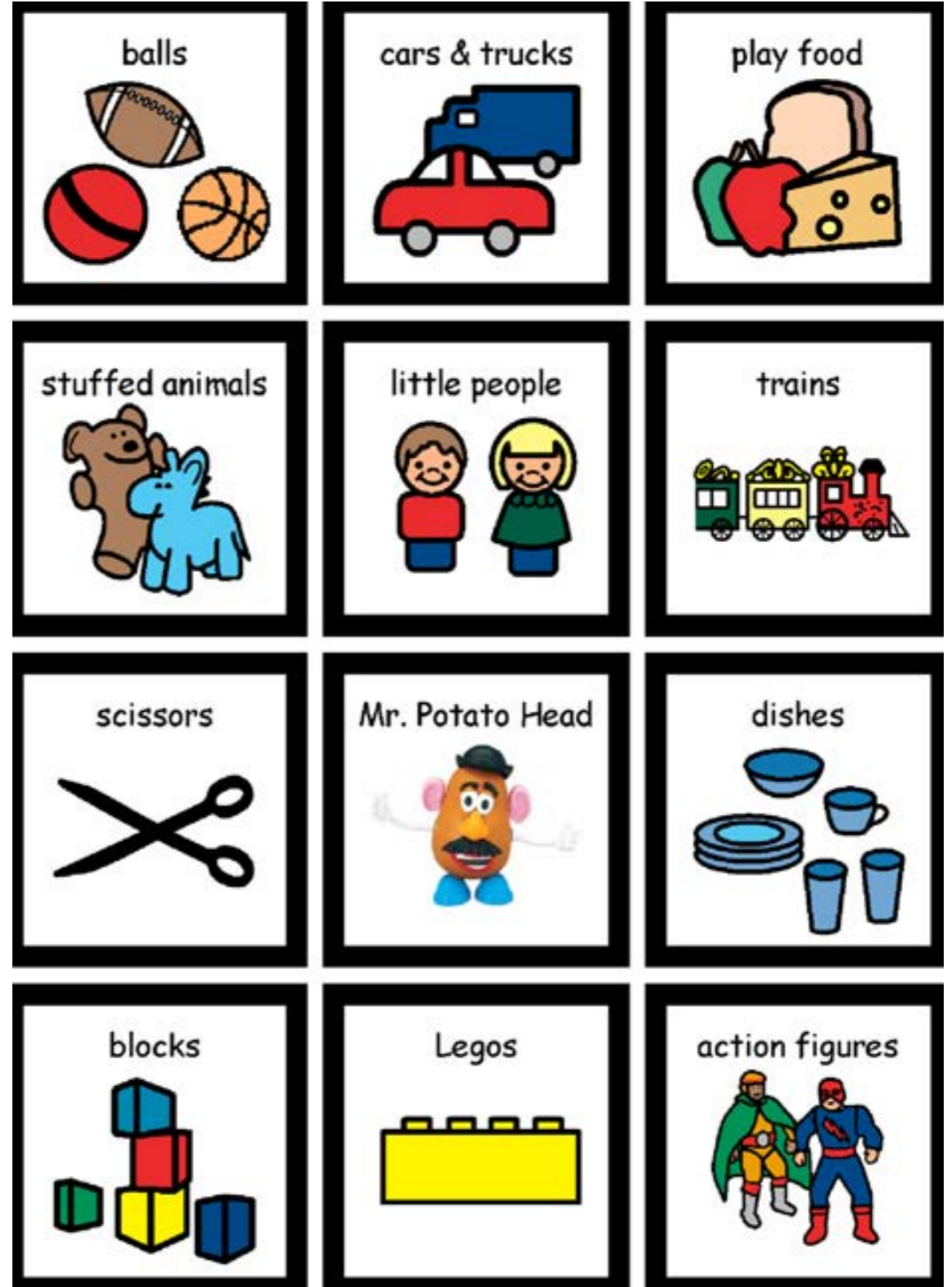


Thank you for your support
Stay healthy and happy!

DCA Foreigner English Department

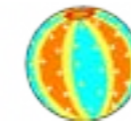
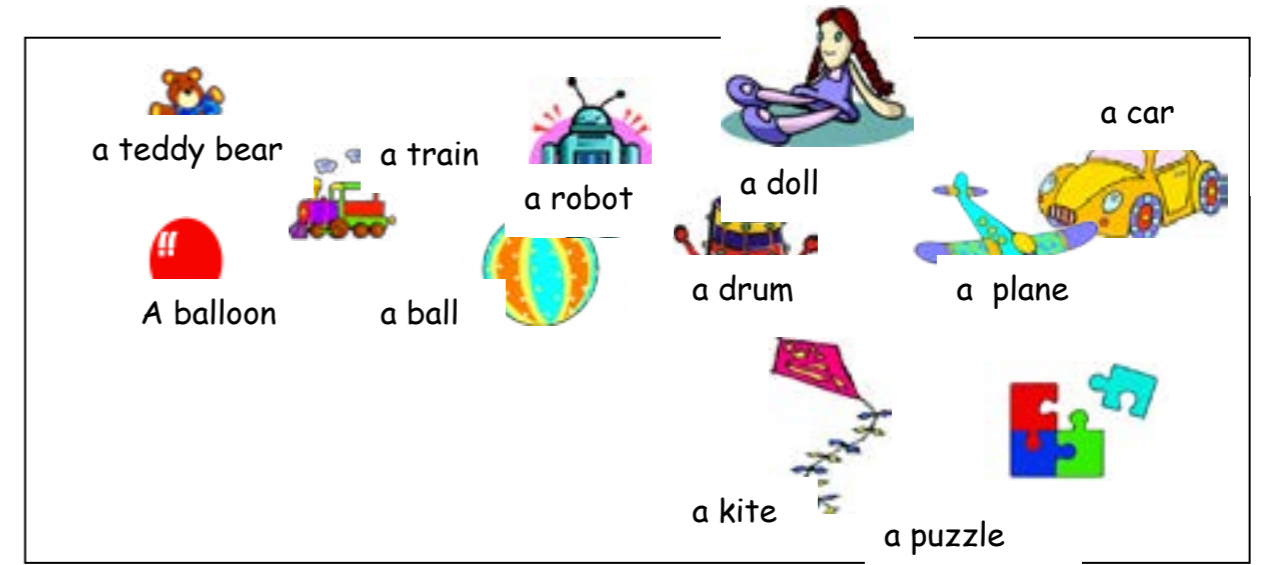
BINGO GAME

<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.



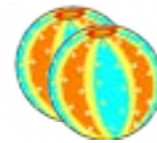
What is this? It's a t__ddy b__r.



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

Foot Circles

How to Play: The children sit up straight in their seats and stretch their legs out in front of them as far as they can go. They lift their heels off the floor and point their toes toward the ceiling. Everyone rotates first the left foot, then the right, making ten circles with each. Next they try to move the left foot clockwise and the right one counterclockwise, both at the same time. This requires an enormous amount of concentration. Afterward, have them shake out their feet and enjoy the energy boost to their feet and legs. If they would like, children can share with the rest of the group how the experience felt to them.



Silly Clapping

How to Play: The children play in pairs; team members turn to face one another. They hold their hands at chest level, palms facing their partners.



One child leads the game for the whole class, calling out, “Right!” Immediately, the partners clap their right hands together. Then the game leader calls out “Left!” or “Both!” and the children clap along accordingly. But now the game leader speeds up. She calls out instructions faster and faster, until finally general confusion and laughter reign, and the leader gives up her role to another player.

Guided Treasure Hunt

Props: Two blindfolds; a treasure item, such as a bag of gummy bears

Within seconds, this simple game can transform a roomful of tired children into a bubbling cauldron of activity.

How to Play: The children are divided into two groups, and each group chooses one child to be the treasure seeker. The two seekers are blindfolded before they are led to the starting point—the chalkboard, for example.

Once the room is completely quiet, the leader silently puts the treasure (a bag of gummy bears, for example) somewhere in the classroom. Then the game begins: The group members guide their seeker to the treasure by calling out directions—but indirectly, without giving the seeker of the other team any hints. This sounds much easier than it actually is.



Lion Hunt

How to Play: The leader starts by saying: "I'm going on a lion hunt. Are you coming with me?"

The children all stand up and shout, "Yes!"

L: "First we have to walk across the meadow." The leader walks in place, and the children imitate her.

L: "Then we get to a lake, and we have to swim." She makes swimming motions, as do the children.

She starts from the beginning, a little bit faster this time.

L: "I'm going on a lion hunt. Are you coming with me?" The children shout, "Yes!"

L: "First we have to walk across the meadow." They walk in place.

L: "Then we get to a lake, and we have to swim." The children all make swimming motions.



L: "We have to hack our way through the bushes!" She waves her imaginary machete, and the children imitate her.

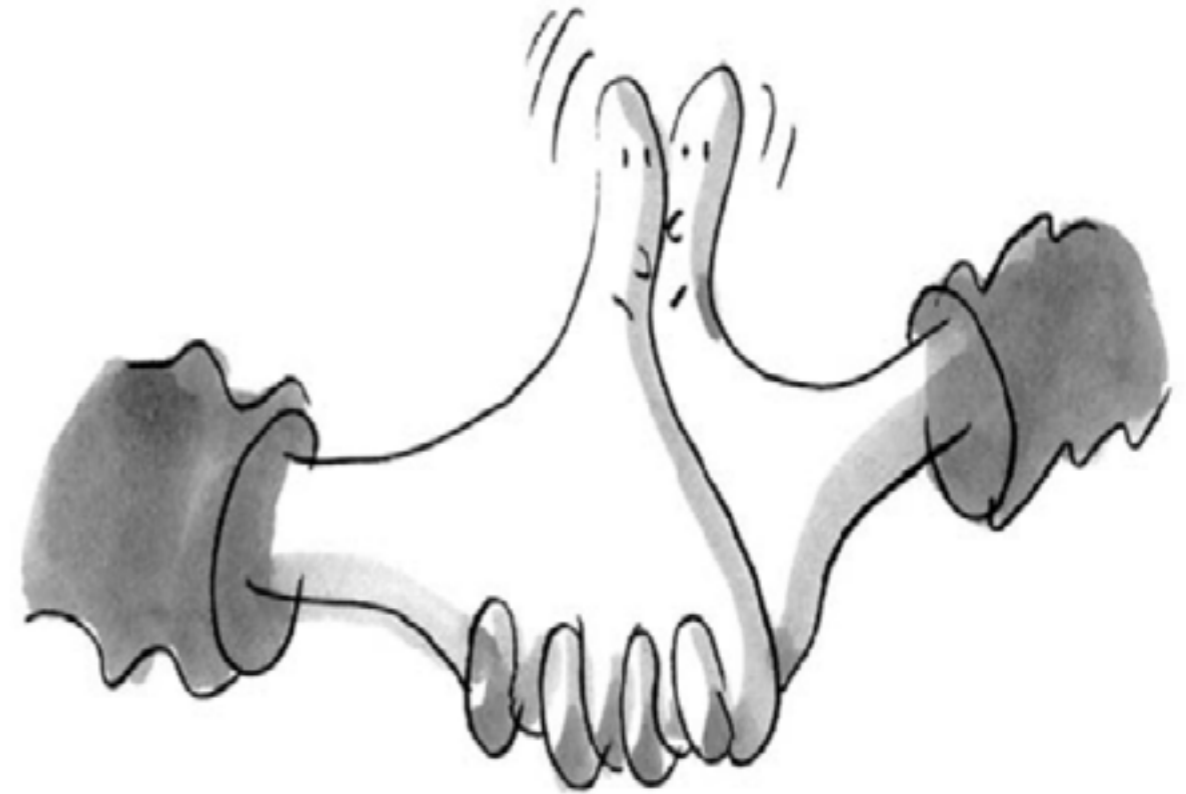
L: "Now we're at the foot of a mountain. We're going to climb up!" The leader and the children all make climbing motions.

The leader starts over from the beginning one more time, even faster, and repeats everything up to this point.

L: "There's a dark cave. We have to go inside!" She bends over to crawl into the hole. Suddenly she screams, "Help, a lion!" Instantly, they retrace the entire route in reverse. They scramble down the mountain, fight their way through the bushes, swim across the lake, run across the meadow, and finally make it back home safe and sound!

Thumb Wrestling

How to Play: Feel like a little wrestling? This competition allows all the children to play at once, and they don't even have to stand up.



First, they pair up and take each other's hands, as illustrated. As soon as the referee gives the signal to start, each player tries to capture and hold down his opponent's thumb. The match is over after just ten seconds. Did any of the wrestlers manage to conquer their partners' thumbs?

Forward, Backward, Forward Again

How to Play: Do the children have to get from the classroom to the yard, or from the art studio back to the classroom? Nothing could be simpler! But they don't just run any which way; that would be much too boring, and it's usually against the rules anyway. In this race, the children take two steps forward, then turn around and take two steps backward (i.e., moving in the same direction they started in and progressing toward the destination). Then they turn around again and take two steps forward, and so forth. Ready? Everyone line up and let's go!



One-Legged Tag

How to Play: As soon as the leader starts the game, the children all hop around the room on one leg, trying to catch the other players. A tap on the shoulder from any other player means the child who was tapped is out and has to go back to his seat. The game ends when only three one-legged hoppers are left in the room.



All the players who are out watch to make sure none of the active players sets a second foot on the floor. If someone gets caught doing that, she is out, too.

(Don't) Follow the Leader

How to Play: This game is fun because kids get to do the exact opposite of whatever the leader tells them. The adult leader stands in front of the group and calls out, for example, “Day!” In unison, the “followers” call back, “Night!” Then the leader calls out, “Yes!” and the children respond with “No!” and so on.

This goes on for a while until the leader starts adding gestures. He might call out, “Up,” and lift his arms up into the air. Immediately, the disobedient followers respond by saying “Down,” stretching their arms toward the ground. Then it might be “Sit!” and all the children stand up. Or he might call out “Left,” and turn that way, while the followers respond with “Right,” and turn in the other direction. Finally, the leader has had enough and cries out, “Everyone stand next to their seats!”—where upon those awful kids politely sit down in their chairs.



Animal Guessing Game

How to Play: This game has two parts: a fairly standard animal guessing game and a practical joke on one of the children.

The leader divides the room into groups. Then she takes one child out of the room and tells him what animal he's supposed to be—a spider spinning her web, for example, or a squirrel jumping from tree to tree. The leader goes back into the room and gives the child a minute to think about his role. Then the actor comes in and acts out the part of the animal. The other children guess. Whoever gets it right earns a point for their group. Then the leader chooses a new actor, and the game continues.

After a few rounds, the leader tells one child to act like a monkey eating a banana. She tells the class, however, that they can guess any animal they like, as long as it's not a monkey eating a banana. The actor thinks he's gotten an easy assignment, but to his astonishment nobody guesses it. He beats his chest and hops around dragging his knuckles in front of the other children, but they guess things like “duck” or “ant” or “elephant” or even “bat.” The monkey's actions get more and more exaggerated, and the children are laughing hysterically. Finally, the leader has an idea; a light bulb goes on over her head, and she calls out, much to the actor's relief, “Maybe it's a monkey eating a banana!”



Word Ball

Prop: A ball

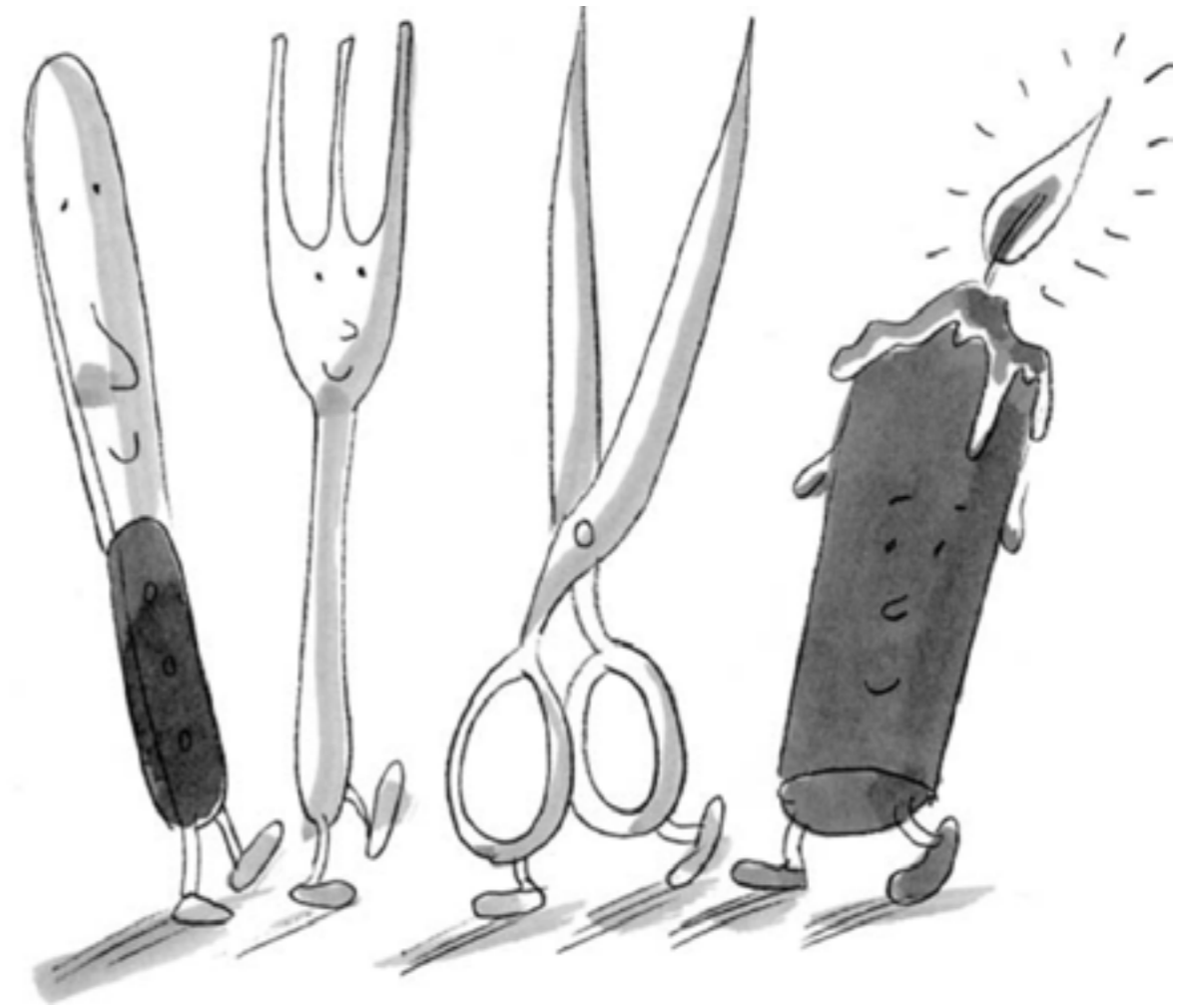
How to Play: The children stand at their seats. As the ball is thrown from child to child, following an order previously made clear to the children by the leader, each catcher has to name a word. The words all belong to a category; they could be related by topic, part of speech, or ending. Whoever drops the ball or can't think of a word within a few seconds must sit down. The last child standing is the winner.



Knife, Fork, Scissors, Light

Preparation: Practice the commands. "Knife": The children all hold their arms straight at their sides. "Fork": The children stretch their arms upward on either side of their heads. "Scissors": They swing alternating arms up and down. "Light": The children switch their hands "on" and "off" like a light, first making a fist and then spreading out their fingers. For all four commands, the children must stand up.

How to Play: The leader gives the first command: "Hocuspocus, all the children turn into knives!" They all jump up and stand like knives. The last one to follow orders, and anyone who acts out the wrong thing, is out and stands to the side.



Multiball

Props: Four balls of different types

How to Play: This is a game to pep up even the most maxed-out kids! The leader chooses eight of the sleepest-looking kids to stand in a circle. One child, picked by the leader, gets a ball and throws it to any other player; this player catches it and immediately passes it on to someone else. The ball is thrown from child to child, making sure that each player gets the ball only once, until it comes back to the first player, at which point round two starts. *Note:* The route taken by the ball in the first round must be exactly the same for the subsequent rounds. Each player has to remember who threw her the ball and to whom she passed it.



Row Your Boat

How to Play: We know you know this song. Even very young children learn it early and are proud of knowing all the words:

Row, row, row your boat

Gently down the stream.

Merrily, merrily, merrily, merrily,

Life is but a dream.

The children sit on the floor in pairs, facing each other. They put the soles of their feet together and hold hands. Then they move their upper bodies back and forth in time with the song, leaning way back and then forward. When one child leans back, the other goes forward, and vice versa.



The faster you sing, the faster the motions get. This game wakes up sleepy children in no time and satisfies children's natural need for movement.

Please, draw your dreams here and it is appreciated if you share them with us.





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