

“KPD5”

KINDERGARTEN PLAY DESIGNERS

PLAY BASED LEARNING

COMMUNICATION BETWEEN COUNTRIES

DISCOVERING OTHER CULTURES

ADDRESSING DIFFERENT AREAS
OF KNOWLEDGE: LANGUAGE,
MATHEMATICS, SCIENCE,
STEAM*

USING AVAILABLE TECHNOLOGICAL MEANS

CREATING GAMES AND PLAYING

PHYSICALL , VISUAL AND
DRAMATIC PLAY ACTIVITIES

*STEAM: The term STEAM is an acronym in English for the disciplines Science, Technology, Engineering, Arts and Mathematics. During the teaching process, the student assimilates knowledge from different areas in an integrated way, using a common project as the basis of study.



**Note: The projects is still in the approval phase by the national support team:
www.etwinning.pt (country's support team)**



PROJECTS

SCHOOL NAME 2023-2024

CLASS - TEACHER: NAME



**SHALL WE EMBARK TOGETHER ON THIS
JOURNEY BEYOND THE HORIZON?**

**BASED ON THE
COOPERATION AND
INTERACTION OF
PARTNERS**

**TEACHERS, STUDENTS AND
PARENTS IN CONSTANT
COMMUNICATION**

SHARING KNOWLEDGE

**CREATING COLLABORATIVE
PRODUCTS**

**COMUNICATING
EFFECTIVELY**

CREATIVITY AND ACTIVE ACTION



WHAT IS ETWINNING?

eTwinning is the largest community of schools in Europe, with more than 770,000 registered teachers. This project's main objective is to create collaborative work networks between European schools, using ICT, in order to develop the spirit of European citizenship.

NATIONAL QUALITY LABEL

Annually, teachers who develop eTwinning projects with their students are allowed to apply for a National Quality Label, which recognizes the quality of the project according to five criteria: collaboration between partner schools; the use of digital media in an educational context; pedagogical approaches; curricular integration; results and documentation.



WHO WILL WE COLLABORATE WITH?

Each project may have participants from different countries. At this initial stage we have already confirmed the collaboration of the following countries:

