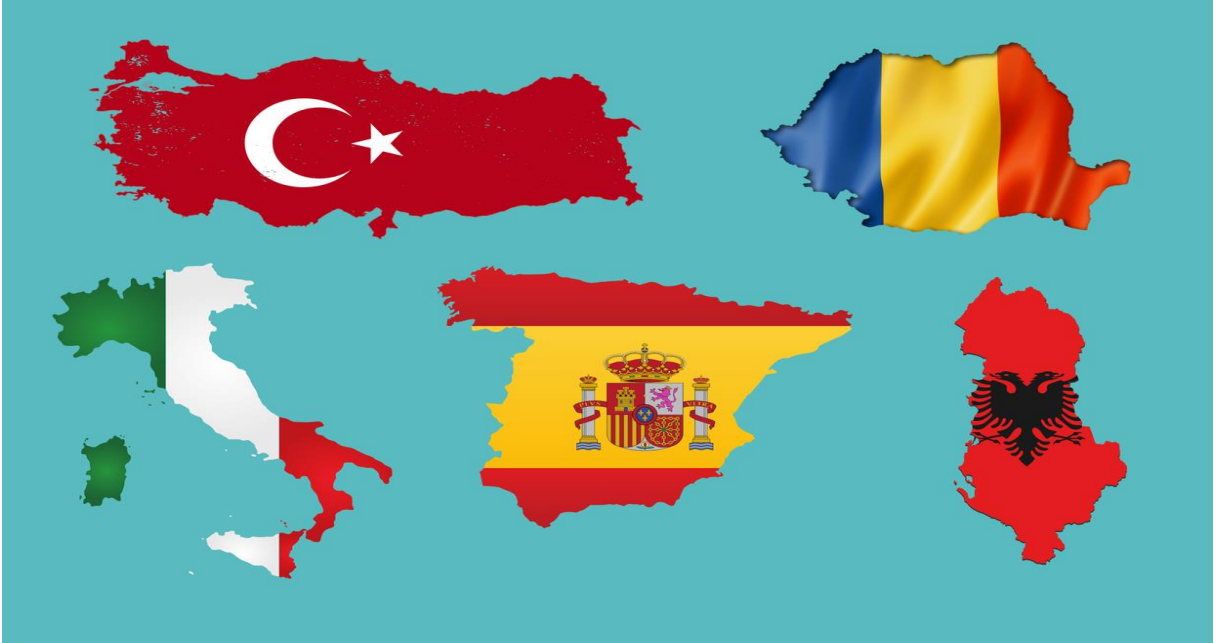


WHO IS THE BOSS? YOU OR TECHNOLOGY?-PART TWO

Bu proje ile öğrencilerin teknoloji bağımlılığını azaltmak, teknolojiyi akıllıca kullanmalarını sağlamak ve iletişim becerilerini geliştirmek amaçlanmaktadır.

Proje kapsamında 5 ülkeden (İspanya, İtalya, Romanya, Arnavutluk, Türkiye) 14 okul katılım sağlamıştır.



Proje süresince öğrenciler kendi aralarında iletişim sağlayarak iş birliği içerisinde, çözüm önerileri sunarak teknolojinin az kullanıldığı çalışmalar ortaya koymuşlardır.

Öğrencilerimizin proje süresince yaptıkları çalışmalardan:

Öğrencilerimiz tabu kartları oluşturdular ve sonra oluşturdukları kartlar ile tabu oynadılar.



While preparing taboo cards

While playing taboo

Öğrencilerimiz 27Avrupa Birliği ülkesi, 5 AB aday ülke ve 2 AB potansiyel aday ülkenin geleneksel çorbalarından birinin yer aldığı bir kitap hazırladılar. Görev alan öğrenciler, evlerinde bu çorbaları yaparak, aileleri ile hem lezzet paylaşımında hem de kültürel paylaşımlarda bulundular.

Ev yapımı çorba kitabımıza aşağıdaki linkten ulaşabilirsiniz.

https://read.bookcreator.com/zIvtyqdmxpTp44HVEdMEAwhSbF72/k2mIPG6N-Q-KaoiEzb_StQw



Öğrencilerimiz “Safer Internet Day 2022” (Güvenli İnternet Günü) ile ilgili farkındalık kazanmak ve kazandırmak bağlamında posterler hazırladılar ve bu posterleri okul panosunda sergilediler.



Öğrencilerimiz bu çalışmada öğretmenlerinin rehberliğinde organize olarak, aynı kişi ile ilgili iki farklı hikayeyi beraber yazdılar. Teknoloji bağımlısı olmayı ve olmamayı vurgulayan iki hikaye yazıldı. Yazılan her paragraf, diğer okul tarafından devam ettirildi. Öğrencilerimiz, farklı seçeneklerin hayatımızı nasıl değiştireceğini bu iki hikaye ile bize gösterdiler.

TWO SIDES OF A COIN
by
Who is The Boss? You or Technology?
Project Team

As 14 partners from different schools and from 5 different countries came together and decided to start this project to show the effects of technology addiction. We wanted to show our students that they would be more organized, happier and better if they were not slaves of technology.

In this project students worked collaboratively. They supported each other and made, prepared, created The Flip Side project through the guidance of their teachers.

STORY OF JACK - SIDE TWO
Jack is a 16-year-old high school student. He lives in the USA. He has many friends both in his school and outside. Everyone around him decides to join social media, so he joins too, but as opposed to his friends, he reads about the negative effects of the excessive use of technology, specifically social media, so he uses it only when in touch with his faraway pals. Even though his friends use technology a lot, the fact that he is a very social person helps him stay connected with them.
In comparison to his friends, after observing their habits, he decides to spend his time much more on beneficial activities on each and every day. He does not depend on being online. As a result, he has coaxed one of his friends to stop playing a musical instrument. Jack has also planned some research and organized a competition among his friends every week. When being online, he prefers reading and doing some researches.
After limiting his time online and starting to do more physical activities, Jack also decides to change his eating habits. He wants to live a healthy life. He attends a cookery course to learn how to cook healthy dishes. At the end of the course, he enters a cookery competition and wins the award \$1000 as he prepares a delicious vegetable dish ever!
By doing numerous activities such as sports, he opens up a new world for himself. He also takes some online courses and other things.

STORY OF JACK - SIDE ONE
Jack is a 16-year-old high school student. He lives in the USA. At school, he is always alone. He cannot get along with other students because he thinks that they do not understand him. Other students think that he is weird and they make fun of him. For school, he always plays computer games, constantly sending messages to whom he meets on the internet. He watches TV series until late at night. At meal times, he is in his room on his screen. He never meets his friends in person with his family. He barely spends time with them. When his family goes out, he prefers staying at home with his close friends, his computer and tablet PC.
One day, while chatting with his virtual friend, his friend suggests that he should try this game out of curiosity. He opens the game and...

Teknoloji bağımlılığını önlemek için açık havada oynanan oyunların önem arz ettiğini biliyoruz. Öğrencilerimiz kendi ülkelerinde oynanan oyunları projede yer alan arkadaşları ile paylaştılar ve sonra seçtikleri bir oyunu okul bahçesinde sergilediler.

