

SU KOLEJİ 7-11 October "STEAM Literacy"

First Day

The first day started with our introduction and energizer game. Then, a school tour was made and branch classes were visited. A short musical show prepared by the children was performed in the music class. Arrow shooting was done with the teachers and students. Slovakia's presentation and Fibonacci related activities were done.

At the end of the day, Scratch activity and presentation were done by Su College.



Second Day

It started with the Portuguese presentation. They did the experiments they prepared. It was quite fun. Then the Escape room activity was done. It was explained what Fibonacci was and it was reinforced while playing games. They did puzzles together. At the end of the day, we went to the science center called Mercan. A video giving information about planets and astronauts was watched in the planetarium.



GOLDEN RATIO PAINTINGS

Famous paintings with the golden ratio were selected and cut according to the golden ratio. The students were asked to put the painting together like a puzzle. When the students put the paintings together, they take notes of the numbers written on the back one by one. There are 3 numbers from 3 paintings. They write down all the possibilities and try to find the password of the box with the puzzle piece inside.



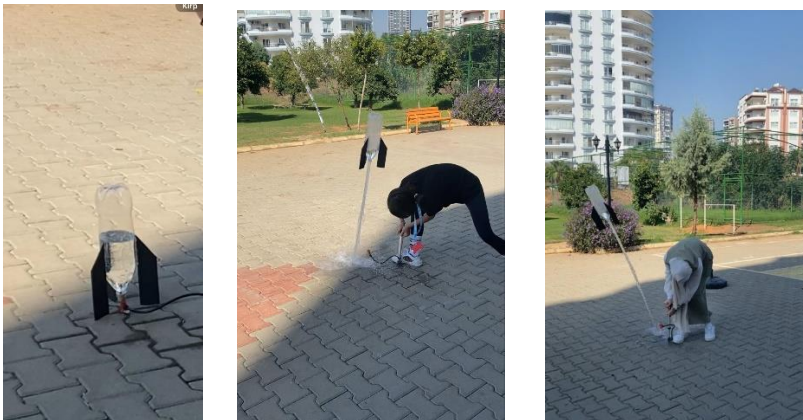
Third Day

We started with the Finland presentation. A bridge was made from spaghetti and then its durability was tested. The students had a lot of fun and understood the importance of teamwork. Lego coding was done in the robotics room. The legos danced together by coding.

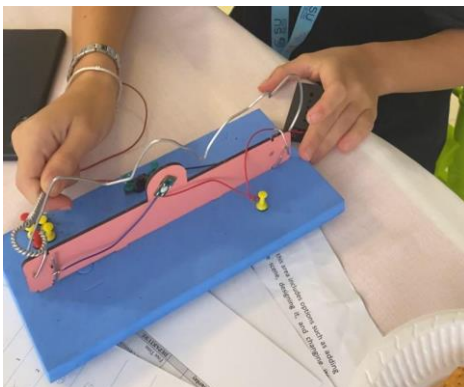
Then, 2 science experiments were done. There was a trip to Mersin



Rocket Experiment



Ring Game and Home Alarm System Experiment



Fourth Day

There was a boat trip. All the people swam and had fun.

Fifth day

The program was evaluated. Each country brought special foods to their own country as part of the culture day.

Certificates were distributed.

