



NARMAN LOCAL ACTION GROUP  
JUNE 2022

## FUTURE INVENTORS MEET AT THE FESTIVAL

### PROJECT INFO

#### *Kids on the Stage*

Narman Local Action Group (Erzurum) implemented the "Intelligence Games Festival" project under the priority of "Developing the cultural and social life of the community".

Robotic coding is one of the recent trends in education. Many schools aim to develop students' multidimensional thinking and design skills by establishing robotic coding and science workshops. Robotic coding, which includes many processes such as trial and error, critical and creative thinking, also contributes to the development of students' research and development skills.

#### **PROJECT PARTNERS:**

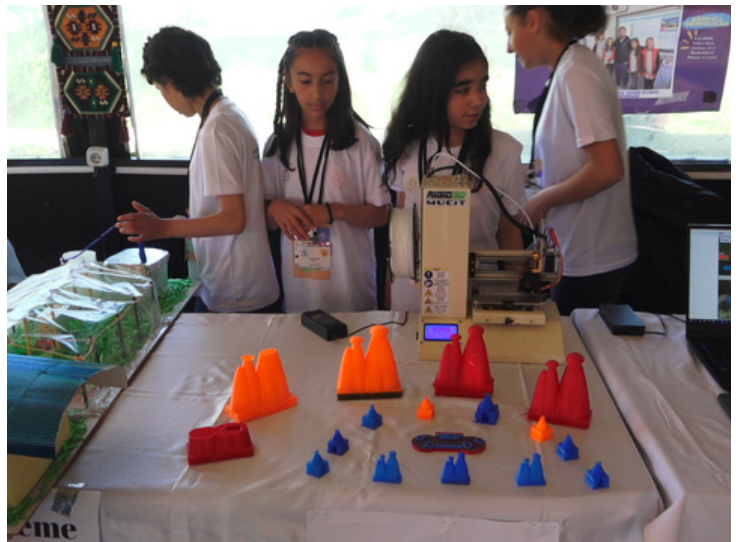
*District National Education Directorate*

#### **PROJECT SUBJECT:**

*Intelligence Games Festival for Kids*

#### **PROJECT BUDGET:**

*20.000 TRY*



## Applied experiments

Due to its location, Narman is one of the regions where it is difficult to reach these innovations and opportunities in education. In order to reduce this disadvantage, the Narman Local Action Group decided to organize a festival for schoolchildren. With the robotic coding booths set up at the festival, workshops aiming to teach while having fun were held.

In the festival attended by approximately 1000 students, it was aimed that children of formal education age participate actively in workshops and experiments. While various intelligence games and design competitions were organized within the scope of the festival, various experiments were carried out in the fields of physics and chemistry. Robotic coding activities and 3D designs prepared and applied by students were displayed live in front of the participants. Students had the opportunity to observe and experience these activities and practices on site. Tangram intelligence game was distributed to the children who came to the festival area and participated in all experiments and games to encourage participation.

In addition to experiments and workshops such as Arduino-Mblock Workshop, Mbot-LEGO Workshop, Woodworking Workshop, 3D Workshop, Volcano Formation, Dance of Foams, Waterbender, intelligence games such as Corridor, Memory, Mangala, Jenga and Mikado are also among the activities performed by the participants at the festival.



## Future inventors

The festival held in the Cultural Park of the Narman Municipality was attended not only by the district center but also by the villages. Transportation of the students in the village to the festival area was financed by Narman YEG. In addition, food and beverage services were provided to the participants from the LEADER budget, while science and technology themed promotional products and intelligence games were presented as gifts.

LAG representatives state that the festival is an important milestone in raising future inventors in Narman, thanks to these experiments and games that most children encounter for the first time in their lives.



For more info:  
<https://hilvanyeg.org>