



# Olympeace

#### **ACTIVITY REPORT**

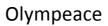
Activity number: 4

Name of the activity: Mascot Design

Teachers	Participating	Number of	Duration of	Location	Working
responsible	teachers	Participants	activitites		method
Aysel ÖZDİNÇ	Aysel Özdinç	15	2 weeks	At school, at	Group Work
				home	

Materials  Final product	Computer  Mascot
Aims of the activity	<ol> <li>Learning the basic rules of how to make a mascot.</li> <li>Using plastic and graphic elements to relate sport and visual comunication.</li> <li>Developing the idea in order to get a concrete graphic and plastic product.</li> <li>Developing cooperation skills and responsibility for their own work.</li> </ol>
Procedure	<ol> <li>Students and participating teachers researched information about mascots. They learned the rules of making a mascot. They worked on concepts, perception and composition aiming to give a clear message.</li> <li>Brainstorming activity to choose the best option.</li> <li>Preparation of drafts and later discussion with the arts teacher.</li> <li>They make the final version.</li> </ol>







# Activity: 4. Mascot Design.

### Teacher's Assessment (From the teacher to the students)

	Students' Attitude	Yes	No	Sometimes
1.	Students were interested in the activity.	Х		
2.	Students were co-operative with the	X		
	teacher and thier peers.			
	Students' Co-operativeness			
3.	Students were able to work in groups or	X		
	pairs.			
4.	Students were able to share ideas and	X		
	knowledge.			
	Students' Autonomy			
5.	Students were able to organise and plan		X	
	their own work.			
6.	Students were able to use different			
	sources of information.			Х
	Students' Creativity			
7. Students have shown original thought,				X
initiati	ve and inventiveness.			
	Concepts learnt by students			
8. Students have learnt different concepts		X		
related	I to the Topic.			
	Presentation			
9. Students have presented their work neatly		Х		
and in	an ordered manner.			

## Students' Assessment (From the student to the activity)

<b>Evaluate the activity:</b> The activity has been	Yes	No	Sometimes
useful			
1. To learn things which I didn't know about the			Х
task.			
2. To enjoy with an extra curricular activity	Х		

3. To learn to co-operate with my peers.		Х	
4. To get to know what a European Project is	Χ		
like.			
5. To get to know other countries much better.			Х
6. To learn what things are called in other		Х	
languages.			
7. Did you like the activity/ task?	Χ		

#### **Final evaluation of the activity/task** (students' opinion)

We searched on the net about preparing mascot and learned the basic skills. We tried to choose a mascot related to the sports and our city. As Ankara is famous for its cat, we chose the Ankara cat. And also the Van cat was chosen as mascot during a worldwide basketball championship in Turkey. So we decided on the cat.

It was funny for us during deciding on it, designing the costumes. It was exciting to wait the tailor finish it. We enjoyed it.