



Mathematics

Dear Teacher! Dear Team Leader!

When designing our game called “Mathematics” we aimed at taking advantage of the opportunities offered by digital technology, and creating an exciting, dynamic program that conveys knowledge outside the walls of the classroom. In the course of this game taking place at Agora Science Centre students will impersonate secret agents. Their assignment is following a spy, reveal the plans of the network, and stop the informer. During the activity they have to solve a series of mathematical and logical tasks to uncover the details of the story. Each correct answer adds a piece of information allowing to get closer to the final solution. Players can find the answers for the questions by using the interactive tools of Agora Science Centre.

One of the novelties of this activity is its format. Participants receive all the information and tasks on their phone through an application by reading QR codes. After downloading the application it will display the game interface.

Instructions for the ideal game experience:

Recommended group size: 4-5 people

Recommended age: 13-18 years

Estimated game duration: 60 minutes

Field of science: mathematics

Required tools: smartphone (with charged battery), paper, pencil, calculator

Before the game:

Before the game begins, players can download the **Action Track** app from the Google Play Store or the App Store. A QR code giving access to the game is provided on site.

Before starting the game the participants are divided into groups of 4-5 people. When the groups are created a member of each group starts ActionTrack and scans the QR code for the game. The first station is located at the ground floor, while others can be found in the interactive space.

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Erasmus+



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