



STEM WITH ARTS

Daniela Válková | ZŠ Novolíšeňská | Brno | Czech Republic

Getting to know Brno untraditionally with mathematics

Game not only for pupils of the lower-secondary school with practical and theoretical tasks for getting to know Brno.

The project supports interdisciplinary relationships. Game is about teaching mathematics in the field and supporting group work.

One part of the project is a geolocation game created using an app. Pupils play the game using their mobile phones or tablets while walking through the city. The game is accompanied by a story in which they learn about the history and interesting facts about Brno. Along the way, pupils complete mathematical and logical tasks, so they get to know the city in a non-traditional way with mathematics and it is necessary to involve more senses.

After completing each task, they will receive a card with a given monument, which they will eventually need in order to play a game focused on perception and spatial imagination.



For the use of the offline tour of the city of Brno, an escape game has been created that can be played on a computer or mobile device. In this way, it is possible to get to know Brno, for example, from the comfort of home.