

## Scripts for the films about the apps of the story *The talking parrot* (7-10)

All the games begin and end in the same way:

### Beginning

The initial image is projected during 5 seconds. The title includes: the name of the app (for instance “Key exchange”), the mathematical subject -- “Cryptography”, the corresponding age-group -- “7-10”, and a link to the app in the repository -- “https://...”.

### Ending

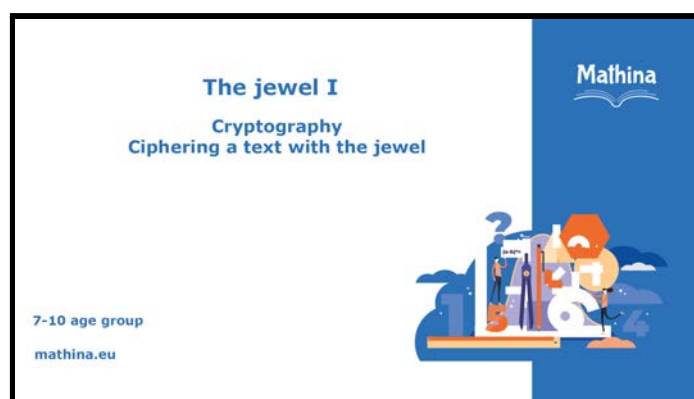
**Background:** black screen. **White text displayed:**

- Mathina Project with the UE logo;
- List of partners with the corresponding logos;
- The educator’s repository address.

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## Scripts for the films about the apps:<sup>1</sup>

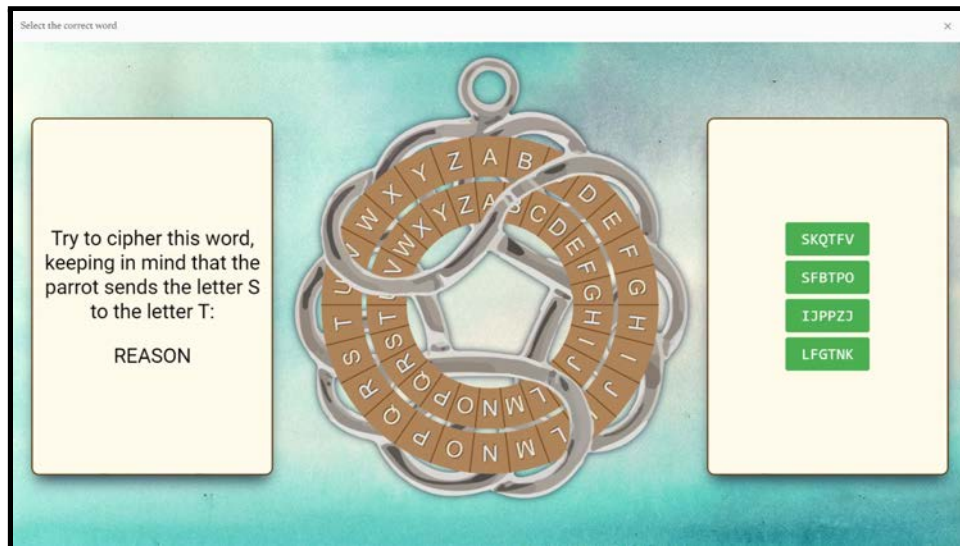
### Game 1, The jewel I



1. **Background:** a static image of the app.

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<sup>1</sup> The text in italic represents the content of the voice-over.

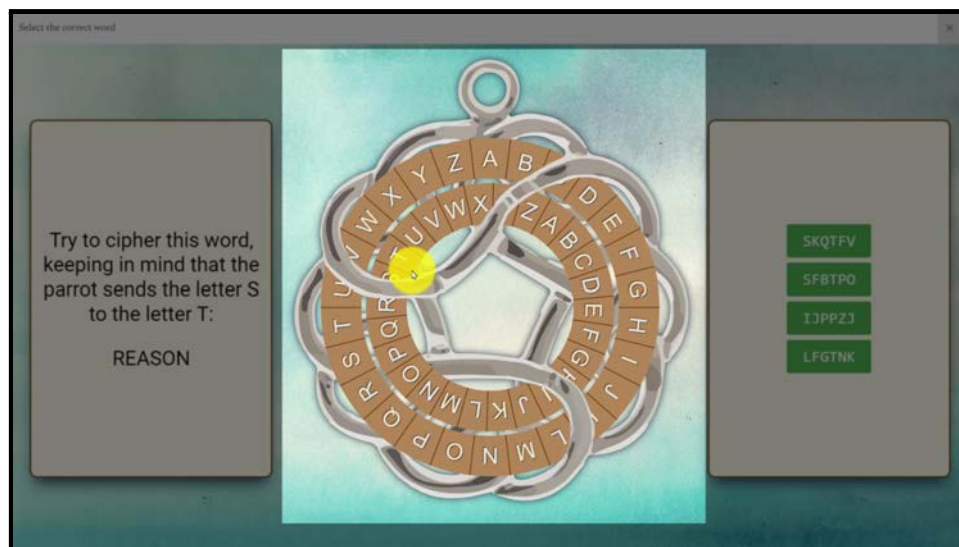


- Simultaneously, the following **voice-over** is heard:

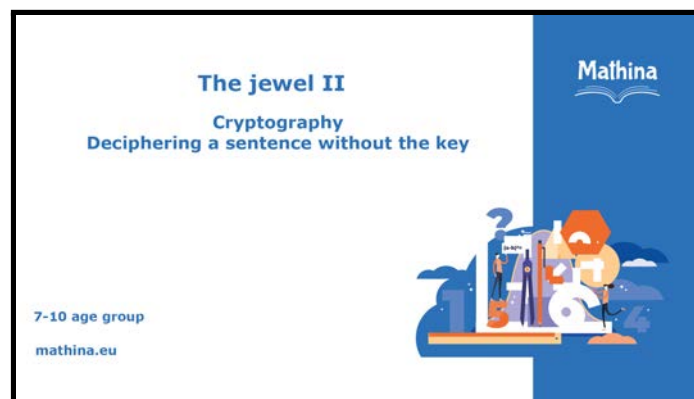
*“Mathina is trying to understand how John - the parrot - speak”*

2. A **screen recording** is projected showing someone solving the app. **Voice-over:**

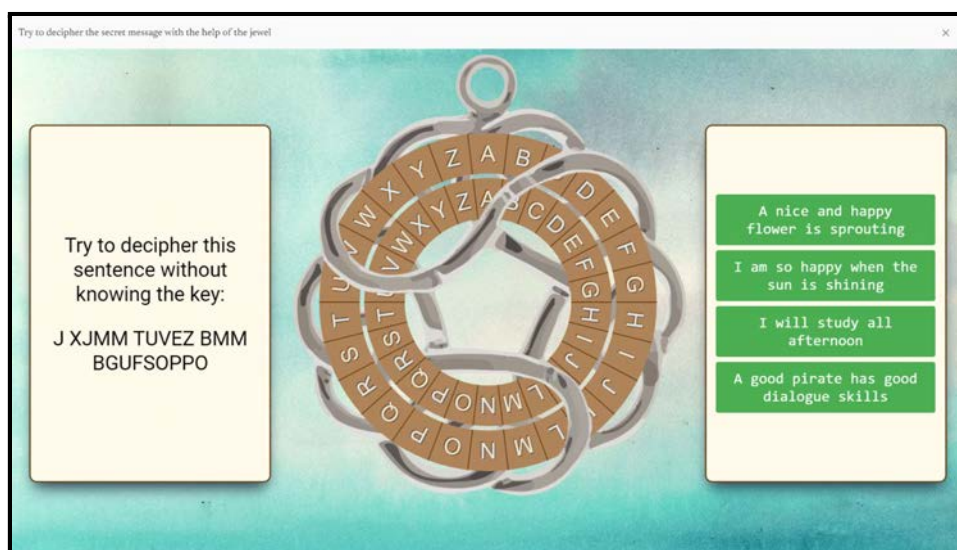
*“On the left, the user can see the word to be ciphered, and the rule, that is the letter S is sent to the letter T. In the centre there is the jewel, which has two disks which the user can rotate in order to match the rule. On the right, four buttons are used to choose an answer.”*



## Game 2, The jewel II



1. **Background:** a static image of the app.



- Simultaneously, the following **voice-over** is heard:

*“Now Mathina has to decipher a message. There is only a problem: the key - that is the rule of associating the letters - is missing.”*

2. **Screen recording. Voice-over:**

*“On the left, the user can see the sentence to be deciphered. In the centre, there is the jewel, with two disks that the user can rotate in order to have some help in finding the correct answer. On the right, four buttons, are used to choose an answer.”*

