

Scripts for the films about the apps of the story *The secret messages* (4-6)

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 -- “4-6”, and a link to the app in the repository -- “https://...”.

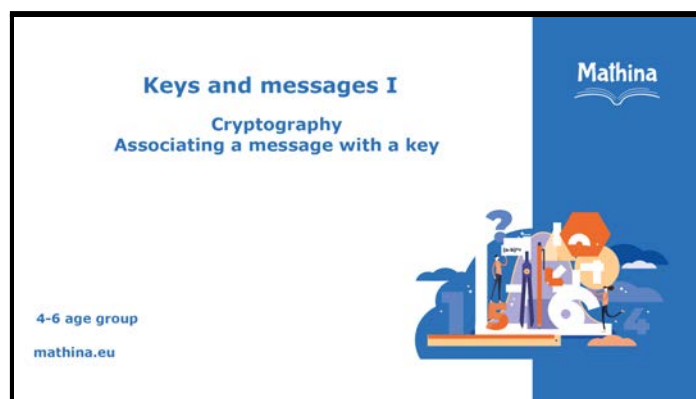
Ending

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

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

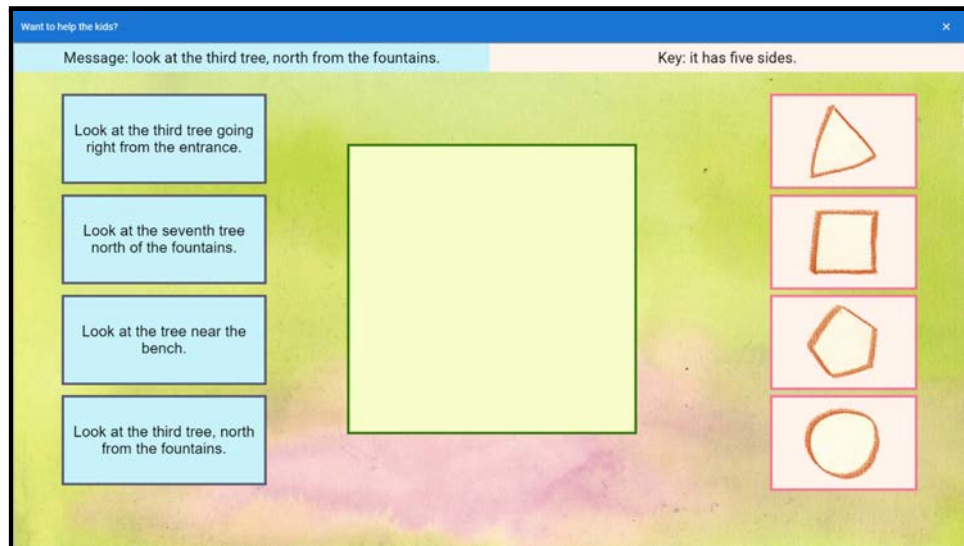
Scripts for the films about the apps:¹

Game 1, Keys and messages I



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

¹ The text in italic represents the content of the voice-over.

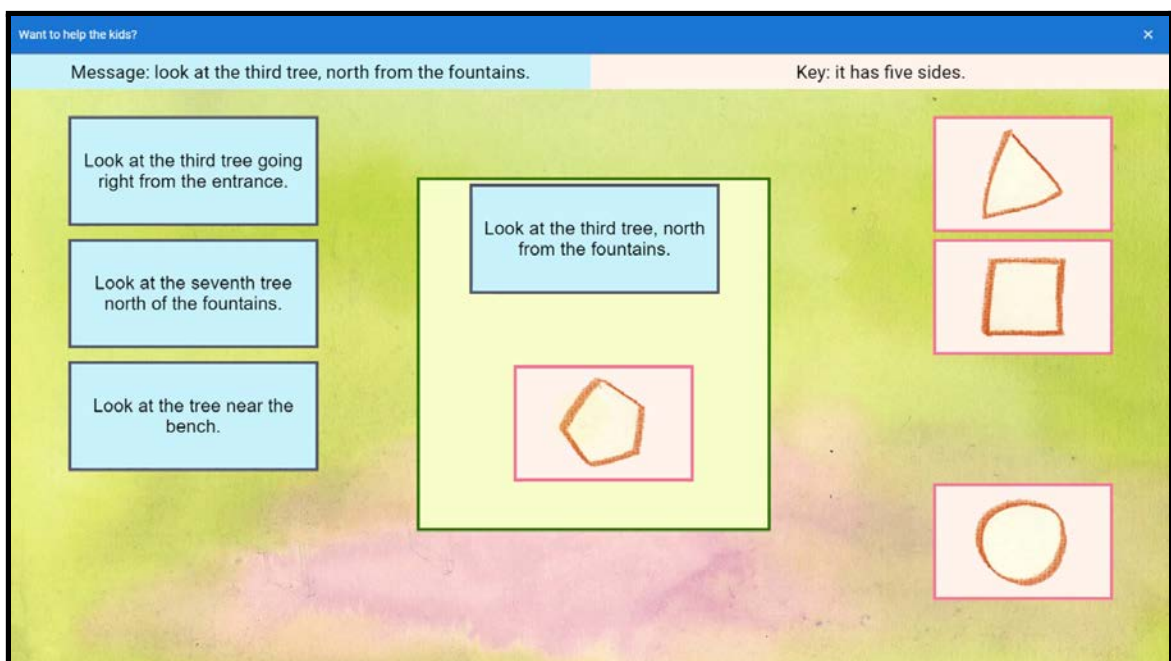
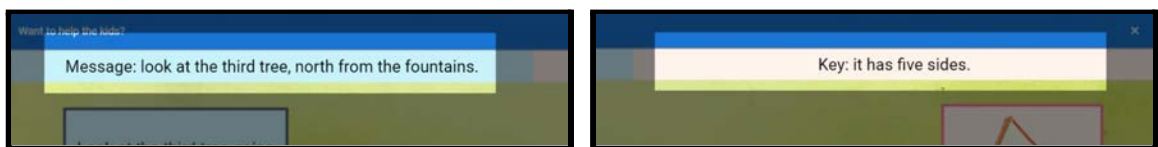


- Simultaneously, the following **voice-over** is heard:

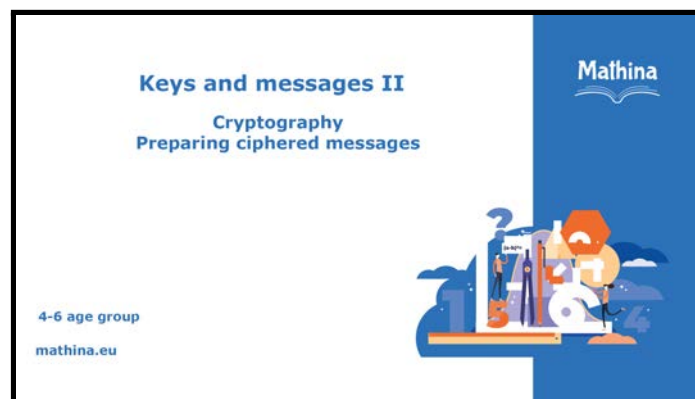
“The kids are experimenting with associating messages and pictures. The user has to associate the correct message with the correct picture”

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

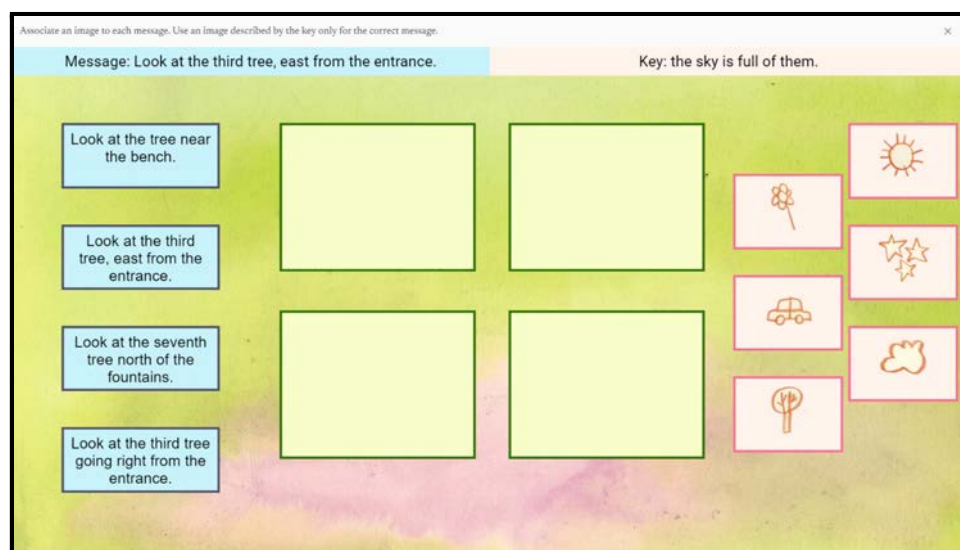
“On the top the user can see the correct message with the description of the picture which has to be associated with it. The user drags to the central box both the correct message and the correct picture.”



Game 2, Keys and messages II



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

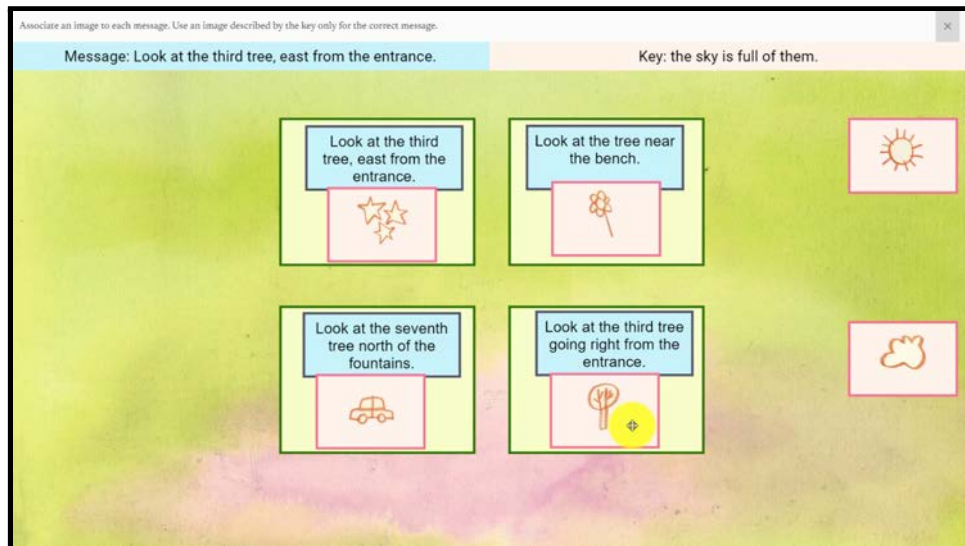


- Simultaneously, the following **voice-over** is heard:

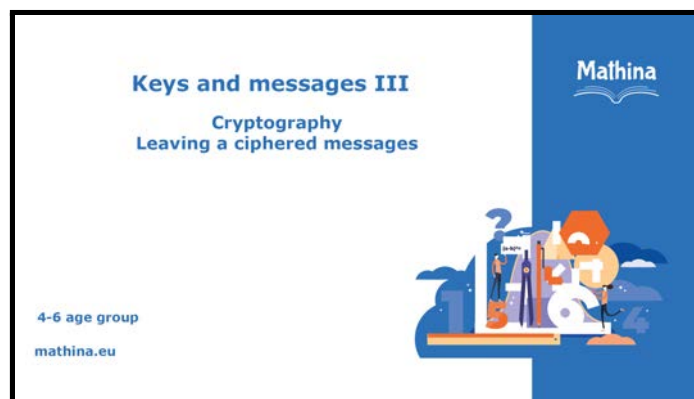
“The kids are experimenting with associating messages and pictures. This time the user has to prepare all the four messages.”

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

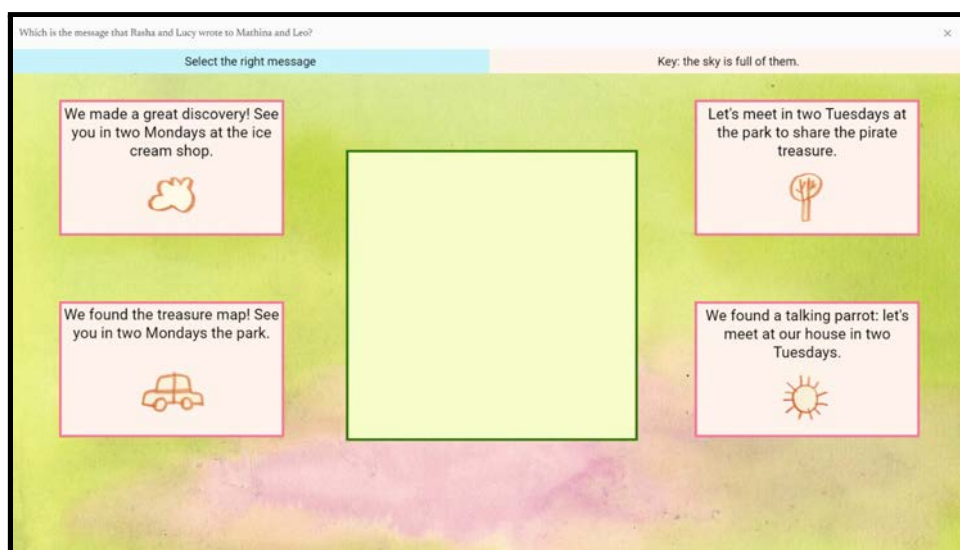
“On the top the user can see the correct message with the description of the picture which has to be associated with it. The user drags to the four central boxes the messages, with the requirement to associate the correct message with a picture fitting the correct description.”



Game 3, Keys and messages III



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



- Simultaneously, the following **voice-over** is heard:
"The user has to find the correct message"

2. A screen recording. Voice-over:

“On the top the user can see the key to identify the message, then the user drags the correct one to the central box.”

