

Scripts for the films about the apps of the story *The polyhedron carousel* (15-19+)

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 "Mirror Maze"), the mathematical subject -- "Symmetry", the corresponding age-group -- "15-19+", and a link to the app in the repository -- "https://...".



Ending

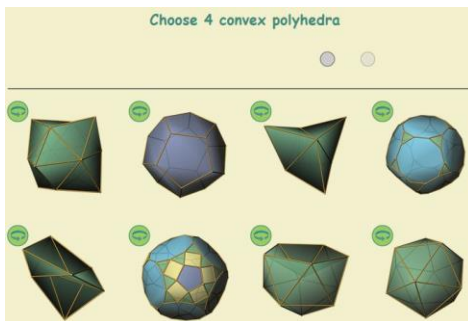
Background: black screen. **White text displayed:**

- 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, Separating convex polyhedra

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




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



“While in the technician’s office, Mathina and Leo are introduced to a new “class” of polyhedra: the convex polyhedra.


The aim of this game is precisely to select the convex polyhedra from among a set of polyhedra.”

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

“You can choose a polyhedron by clicking on it. After choosing 4 polyhedra, you should press this button  .

There are 2 rounds: in all of them, you must choose all the convex polyhedra.

If in doubt about one polyhedron, you can click  . Then, a rotating image of that polyhedron is presented. To stop the rotation, press  . Now, if you want, you can rotate the polyhedron manually. To go back to the main menu, you just need to close the window.

If, at one point, you make a mistake and select wrong polyhedra, you can go back by clicking  . And then you can correct your answer.”

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

3. **Background:** the medals awarded at the end of the game. **Voice-over:**

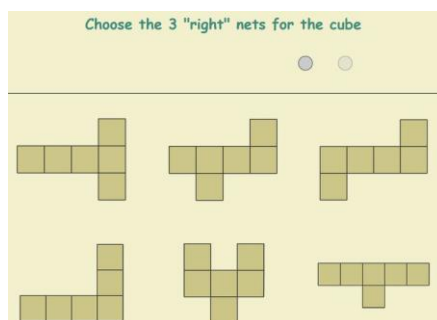
"In this game, I've received one gold medal and one silver medal."

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

"With this app, in a playful and interactive way, it is possible to identify the convex polyhedra."

Game 2, Choosing the right nets for the cube

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




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


"While in the technician's office, Leo makes a new discovery: it is possible to draw nets of six squares in such a way that, when you fold them, you create a cube."

The aim of this game is precisely to select the right nets for the cube."

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

"You can choose a net by clicking on it. After choosing 3 nets, you should press this button .

There are 2 rounds: in both of them, you must choose all the right nets.




If, at one point, you make a mistake and select wrong nets, you can go back by clicking . And then you can correct your answer."

3. **Background:** the medals awarded at the end of the game. **Voice-over:**

"In this game, I've received a gold medal and a silver one."

4. Screen recording. Voice-over:

“Which tools are available in the program?”

- this button () allows you to see the corresponding net being transformed into a cube, by folding it. To stop the animation, press . To go back to the main menu, you just need to close the window;
- this button () restarts the game;”

5. Screen recording. Voice-over:

“With this app, in a playful and interactive way, it is possible to identify “good” nets for a cube.”