# Video script

## Beginning

The initial image is projected during 5 seconds.

# The tiled floor trap

## Mathematical subject: Reverse thinking

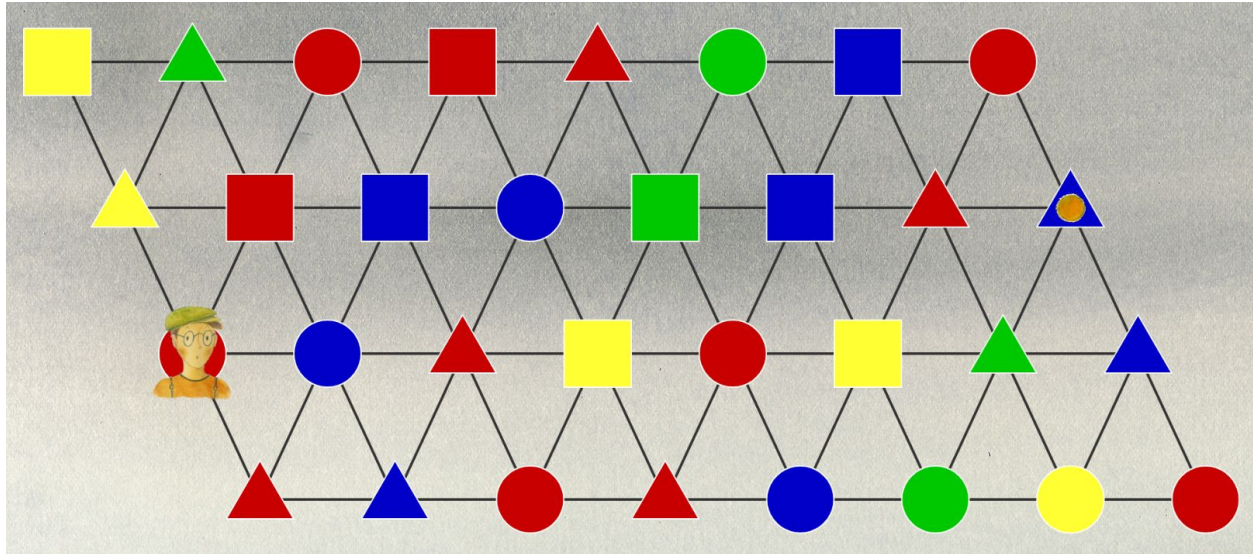Age-group: 7-10



**The tiled floor trap**

**Reverse thinking**

Age group: 7-10

mathina.eu

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**Game**

1. A static image of the app:

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

"*Mathina and Leo would like to enter a skyscraper in order to deliver a birthday gift. In order to get there, first they have to find the right way through a pattern on the floor.*"

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

"*On the app screen you see a pattern of triangle, circle and square tiles colored yellow, green, blue or red. By clicking on the tiles, you proceed through the pattern. The rule is that you can only make a step if either the color or the shape of the next step is the same. If you miss a step, you have to start all over again. By clicking on the green arrow, you get back to the initial page. If you successfully find your way to the door, you see this screen.*
*The app appears twice in the story. In the first version you proceed from the beginning to the end, while in the second version, from the end to the beginning.*"

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

"*This app, in a playful and interactive way, encourages to find a solution by reverse thinking.*"


END

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