



“Europe and Maths”

1. **Name of the activity** – A computer based test as an interactive game “Europe and Maths”, organized as an IT competition

Summary of the activity - Teams of students and a teachers’ team. The electronic test includes questions from a variety of areas - Maths, lifestyle, traditions, culture, folk costumes and musical instruments, celebrities, sportsmen from the participating countries, as well as issues related to the European Union and the Erasmus+ project STEM.

The test has been created with the Easy Quizzy program and was specially developed for the purposes of the STEM project by the Information Technology teachers in the Bulgarian partner school. The test contains multiple-choice questions and questions about a combination of photos and text. The questions are in English.

2. **Themes that the activity tackles**
 - European Union facts and information
 - Maths issues
 - Cultural and traditional values
 - Team work
 - Enhancing language

3. **Target group**

The program easy Quizzy can be useful for everyone to prepare or create various tests. The test is addressed to young people who need to improve their knowledge about Europe and European countries or are interested in Maths related topics. The activity develops English language competences.

4. **Aims and objectives of the activity**
 - To learn more about European countries, partners of the project STEM
 - To become aware of the importance of Maths
 - To work in teams
 - To solve test in an interactive way
 - To share cultural values, national and European identities

5. **Time in minutes**
30 minutes, depending on the number of the questions - about one minute per a question



6. Group size

30 to 40 students divided into 6 groups + a teachers' team. Each team consist of students from the partner countries – Italy, Cyprus, and Bulgaria.

7. Instructions:

A computer based test

Explanation of the types of the questions – 2 minutes

There are different types of questions:

- Questions with only one correct answer – You have to choose it
- Questions with more than one correct answer – You have to choose them
- Finding the matching objects – You have to match them dragging the mouse
- Arranging objects – You have to put various objects into correct order

Explanation of the position of the test on the computer / laptop and assuring that each team has found folder and started the test – 1 minute

Find a folder named IT on the desktop. There is a sub folder named TEST

8. Debriefing and evaluation

After finishing the test each team receives points for each correct answer. The winner is the team with the highest result. The system generates a detailed report with the right and wrong answers.

9. Space requirements and training materials

A conference room, a projector with a computer, 6 tables with 6 computers, chairs for the participants

10. Tips for facilitators

This activity can be adapted to a bigger group or it can be done in the computer lab as a test for each student.

11. Additional information

The IT test

Materials – besides the technical equipment, you may need to prepare labels with the team name or number