

European Maze, the video game created by students that unites Maths and European culture

LOCATION: Huétor Tájar (Granada)

LENGTH: 1'39"

SUMMARY: Students at the Américo Castro School in Huétor Tájar (Granada) have received an award from the Ministry of Education, after developing an educational app. They created the videogame, called European Maze, together with a group of students from Slovakia, as part of the European Project eTwinning.

VTR:

These students from the Américo Castro School in Huétor Tájar, Granada, have developed the project 'European Maze', an educational app which has won them the eTwinning National Award in Spain, awarded by the Ministry of Education.

Benito Moreno
Director of Studies at
Américo Castro School

"We have taken advantage of all the opportunities that this cooperative project has given us. Our pupils have used foreign languages to communicate with the other students, and they have learned basic IT and object-oriented programming skills."

eTwinning is one of the biggest educational efforts between European teachers. This group of 28 pupils in their second year of high school have learned to use mobile app development tools, and have created a game where you have to go through 14 mazes, each one in the shape of a European country.

Rafael Pérez
Teacher at Américo Castro School

"It was the idea of being able to create their own game, and that they would be able to see their work reflected in a game that their friends could download. So it was very satisfying for them."

They have developed the project in collaboration with another group of students from a school in Slovakia, with whom they have been in constant communication.

Benito Moreno
Director of Studies at
Américo Castro School

"The classroom ceases to be within these four walls, and it's actually as though we had a huge, much bigger classroom, where there are both Spanish and Slovakian students mixed together and working together, with more than one teacher."

Students

"It's been really good to speak to students from another country and to have been able to make a game."

"Being able to work on IT, because I really like it, and being able to see the code behind the game, because it's not just about what you can see."

The game, available on Android, includes mathematical elements, and aspects of European culture and videogame design.