

Dear friends,

this is my vision of the future Comenius project multilateral school partnership for 2013-2015, concentrated on priorities, not very complicated, useful for students from upper secondary/technical schools (15-19 years old), I think attractive for them and teachers as well.

Topic: **Math around us.**

Acronym: Marus

A brief draft of the project:

1. We are focus on math and science competences.
2. Students broaden their intellectual, linguistic, mathematical, musical, technical, economical knowledge and abilities.
They improve their social, IT, logical and artistic skills.
3. There are 5 schools involved in the project (so far): Lithuania, Hungary, Norway, Turkey/Istanbul, Poland.
4. From the first to the last meeting our students play virtual game "Family life": at the beginning they form families consist of four members; virtual parents earn and spend money, bring children and solve everyday problems; they can win or loss money (lottery, stock market, tax, fines, investment in a bank so on); students don't have one ready program for this task, they can use some different IT tools; rules and expected results we should set together
5. We organise 6 meetings/visits with different leader, topic and tasks:

I. Opening meeting;

- responsible: the head/main coordinator;

- the goal and tasks formulation;

- "**Maths at school - why is it so difficult?**" discussion and handbook "How to avoid maths anxiety?";

arrangements of the game; tasks for next meeting

II. Some history of maths – "Great mathematicians, their achievements and importance for civilisation." presentation made by students

III. "Maths and industry" students visit some factories or technical universities in their region and prepare exhibition in school and brief report about this visit.

IV. "Glittering career of a square/triangle/circle....practical application of geometric figures " -festival of creativity

V. "Maths and art- music, architecture, painting-examples in national and European heritage" (PP presentation and poster competition?)

VI. Summary meeting; virtual game - comparison of results, conclusions.

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