

EUREKIT

Jogos Matemáticos

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EUREKIT project

• Educational and recreative project partially supported by Ciência Viva Program through several projects:

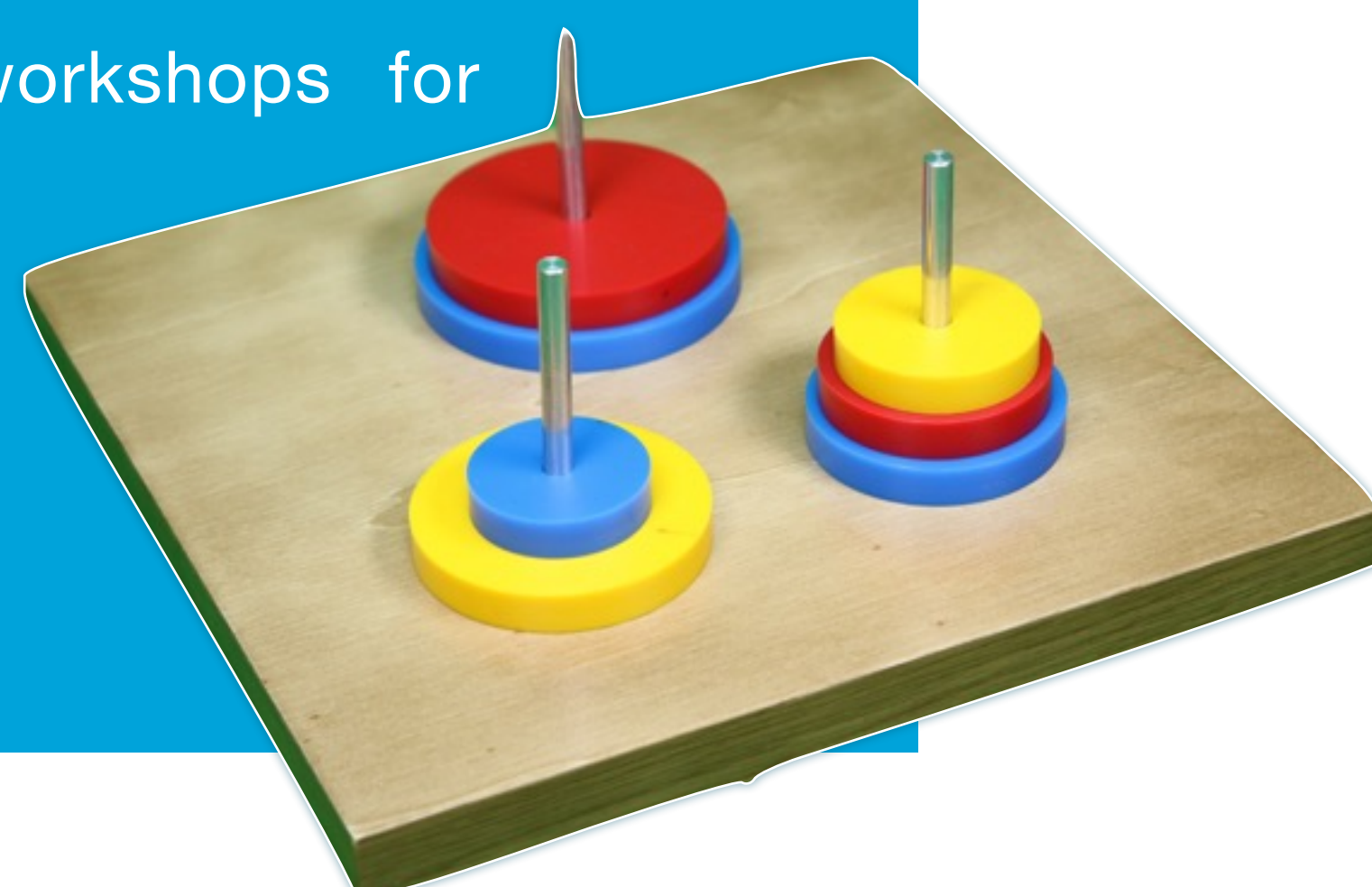
- Eureka, ID 355 (2006-2008)
- Ciência@Bragança, Project n. 16911 (2010-2013)
- Games Lab, EC-ID 268 (2013-2014)

• EUREKIT's main goal is to promote the students interest towards Mathematics and to develop their mathematical skills through game playing



EUREKIT offers

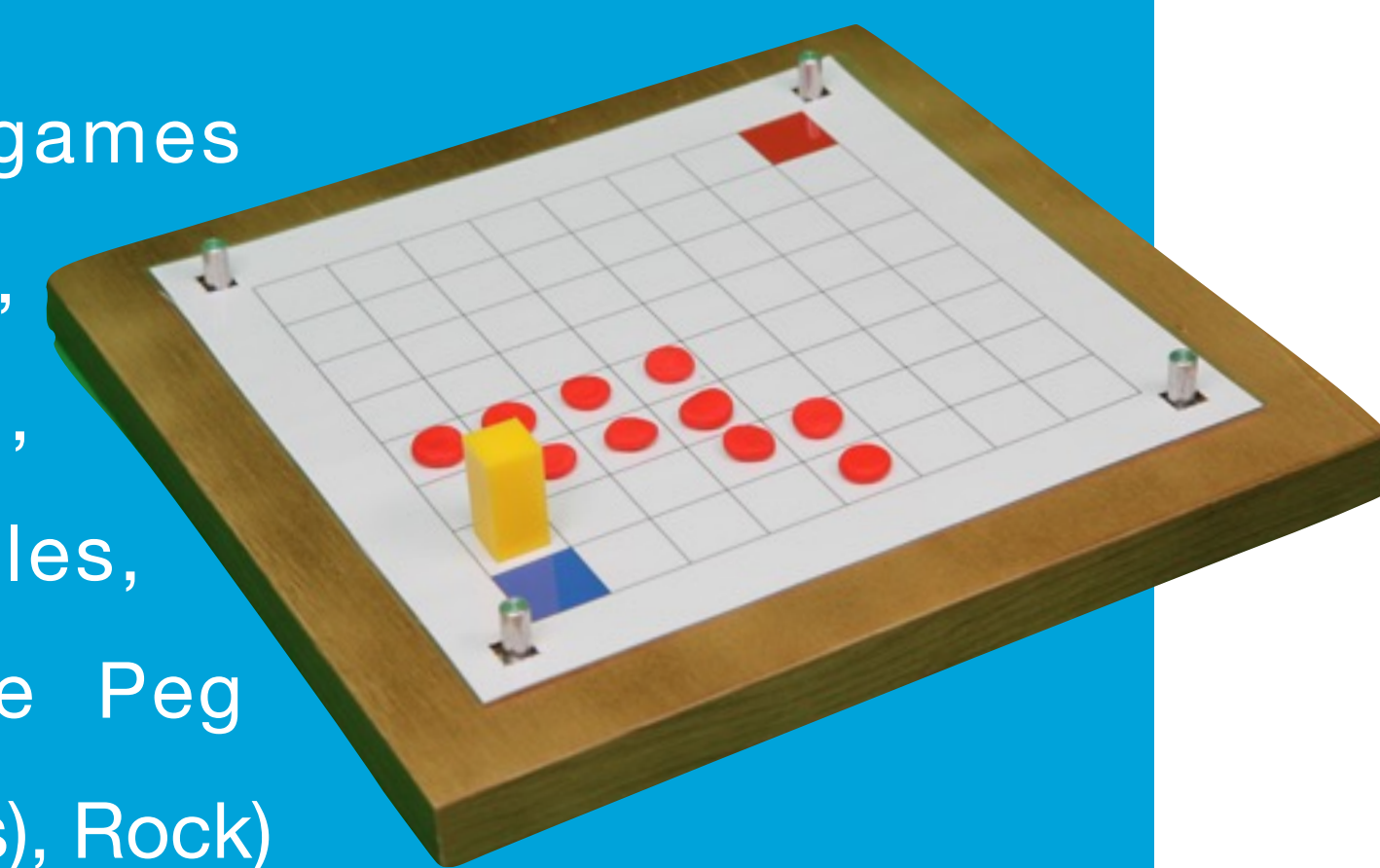
- Interactive Website
- Itinerant exhibition that can be freely requested
- Games Lab
- Formative courses and workshops for teachers
- Workshops for students
- Community support
- Scientific internships



EUREKIT's games classification

EUREKIT's games are organized in the following categories:

- Abstract games (n,k,p games, network I and II, Hex, *Rastros*)
- Cards games (Eurek (four levels), Memory).
- Counting games (*Dominarte*, Sum and Go, *Mancala*, *Ourí*)
- Deterministic games (Hanoi Towers, Soma-Cubes, Tangram, Puzzles, Traffic, Solitaire Peg (different versions), Rock)



Target audience

EUREKIT's—Mathematical Games Exhibition—has more than 30 mathematical games of different categories and distinct levels of difficulty, suitable for students of:

- Kindergarden
- Primary school
- High school
- University

