

What can Mathina do for you?

- Improve mathematical thinking among young learners from 6 to 99 years old!
- Make mathematics fun!
- Make you learn while reading and gaming!



What is Mathina?

Mathina is an ERASMUS+ project byfrom Atractor (PT), Bragi Vizualne Komunikacije (SI), Curvilinea Società Cooperativa (IT), Experience Workshop (FI) and Imaginary (DE), which helps to discover Mathematics through interactive tales and stories. Mathina can be used by parents to play with their kids, by teachers as a didactical tool or directly by young learners eager to discover more maths.



Discover more about the project on
www.mathina.eu

What will Mathina be like?

The final output of the project will be an interactive collection of stories, divided according toby age groups and topics, which will enhance the experience of the public, also with stories for children and tales for young learners enriched with puzzles and riddles. Cryptography, geometry, symmetry, logic and much more await you!

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