



Federation Navarra de Ikastolas organizes the Conference on the European project Poly-Universe in School Education

(PUSE)

for teachers of Primary and Secondary Education

The main objective of the Conference is to make known the didactic possibilities that the PUSE game has in different educational areas.

Erasmus+ Poly-Universe in School Education (PUSE) is an Erasmus+ project developed to explore the possibilities for Mathematics and Art education: the Poly-Universe Methodology. The project is based on the Poly-Universe game, which is a geometric skill development game by János Szász SAXON fine artist. The novelty of Poly-Universe lies in the 'scale-shifting' symmetry inherent to its geometric forms and a color combination system, which can be used universally and impact the educational system, particularly in the education of geometry and combinatorics. The complexity emerging out of Poly-universe's simplicity makes it more than a game, more than art, more than mathematics: these elements come all together – creating synergy in education.

PROGRAM OF THE CONFERENCE

Title: Working Mathematics and Art in Basic Education

When: June 25

Where: Palace of the Condestable in Pamplona

Duration: 09: 00- 12:30

Invited: Teachers of Primary Education and teachers of Mathematics, Art and

Technology of Secondary Education.

Language: Basque

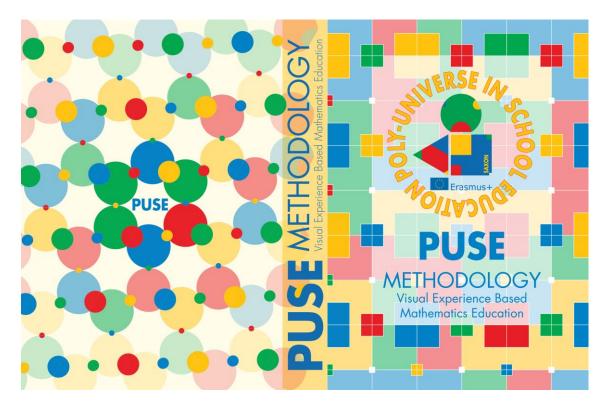




PROGRAM:

- **09:00 09:30.** Registration and credentials
- **09:30 09:45**. Presentation of the project and its characteristics in the world of Ikastolas (Elena Zabaleta and Josu Reparaz)
- 09:45 10:30. Contextualization of the project (Irene López-Goñi)
- Poly-Universe and Mathematics (Jesús Maria Goñi)
- The Madi movement in Art (Idoia Legarreta)
- 10:30 11:00. Coffe break
- 11:00 12:30. Workshops (in different classrooms)

The workshops and the content of these will be developed as follows:







A: PRIMARY EDUCATION 1rst, 2nd and 3th level

Classroom: 16 (third floor)

Title: How to organize the corner of Mathematics and the corner of Art in the first levels of Primary Education. Suggestions.

Workshop managers: Nora Uribeetxeberria (Arangoiti Ikastola) and Irene López-Goñi (NIE)

B: PRIMARY EDUCATION 4th, 5th and 6th levels.

Classroom: 18 (third floor)

Title: A way to learn geometry from a dynamic perspective. Digital possibilities.

Workshop managers: Garazi Larrañaga (Arangoiti Ikastola) and Jesús Mª Goñi

(Textbook creator)

C: HIGH SCHOOL: teachers of Mathematics, Art and Technology

Classroom: Main room

Title: Possibilities of PUSE from a STEAM and MAKER perspective.

Workshop managers: Idoia Legarreta (Zangozako Ikastola)

Deadline to register: June 18th

Each registered institution will receive a book.



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