



Global Junior Challenge

Projects to share the future

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Present at [Mediaexpo](#) ^[1], at the [Global Junior Challenge](#) ^[2] and at the [Thematic Weeks](#) ^[3], the interactive carpet is allowing students to discover a new way of studying history.

It takes place in the Mediterranean Basin. It's 200 BC. We're right in the middle of the war between the new emerging powerhouse, Rome, and Carthage, its ancient rival. Students walk along the digital carpet and listen to the story unfolding under their feet ... they will have to make decisions at crucial points. It's a story with different possibilities, with powerful sounds and images, but it also is a role play game. Students dressed as senators choose between peace and war, small landlords are called upon to strengthen the Roman Army. This is a composite tool that allows students to reflect on the great dynamics of history.

Writer Nadia Vittori organizes historic and creative writing laboratories in primary and secondary schools, as well as seminars on the use of narrative techniques and games for teaching history. In the [video](#) ^[3], she explains the operation of the interactive carpet. This is a

didactic technological tool that exploits cases of excellence and attracts students.

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Links

[1] <http://www.mediaexpo.it/spiegaz.tappeto.htm>

[2] <http://www.gjc.it/2006/it/show.php?id=465>

[3] http://www.cittaeducativa.roma.it/ce_news_view.php?id=69

[4] <https://gjc.it/en/javascript%3Ahistory.go%28-1%29>