

LABoral to include MathsLAB activities in its Week End programme

Children of 10 years of age and older can participate along with their families after registering.

Starting next Saturday, April 17, LABoral will include MathsLAB activities in its Vistor-Workshop for the week end. MathsLAB, Mathematics and Creativity Workshop, is an experimental classroom that explores the relationship between art and mathematics. It was opened April 8 by the President of the Principality. All at the same time, it is a workshop, an exhibition space, an interactive museum and a play area in which mathematical activities related to different artistic areas, surrounding reality and the visual and technological culture of our times are carried out.

"Matemáticas con... Los Simpson" ["Mathematics with... The Simpsons"], the "Taller de Mosaicos" ["Mosaics Workshop"] and the "Taller de logotipos" ["Logo Workshop"] will become part of the family Visitor-Workshop offered by El Centro de Arte as part of its Public Programme on Saturdays and Sundays in which children accompanied by at least one adult are allowed to participate. The activities, to be held from 12:00 to 1:30 PM, are free for children; adults pay the usual 5 Euro entry fee to the museum. The only requirement to participate is to have registered prior to 3:30 PM od the day before (Friday, April 16).

The objective of MathsLAB is to transmit a new way of understanding mathematics to students and the public in general. It demonstrates how what is a difficult and dry subject for most people can not only be interesting and fun but also beautiful, as well as being directly related to creativity.

MathsLAB features a large projection room for videos and discussions with prjectors, screens, televisions and meeting rooms where the 'MarteMATICAS' presentations will be held on the relationshop between art and mathematics, as well as 'Matemáticas con…Los Simpson' on the many references this series makes to mathematics.

It also has three gallery-workshops with computer equipment and space for creative activity where the workshops will take place according to a previously arranged schedule under the supervision of monitors. The workshops are 'A la busca del logo perdido' ['Seeking the lost logo'] on the analysis and creation of logos, 'Matemáticas con los Simpson' on suggestions made in episodes of the series and 'Mosaicos' for the making of personal mosaics. The MathsLAB space is roudned out with a hall filled with different kinds of items



(canvases, blackboards, computers, digital blackboards...) for reflecting and discovering winning strategies (that allow one to always win) or non-losing strategies (that achieve the goal of not losing).

Visitor-Workshops at LABoral

MathsLAB

DATES:

Saturday, April 17. Taller Matemáticas con... Los Simpson

Sunday, April. Taller de Mosaicos

Sunday, May 1. Taller de logotipos

Sunday, May 9. Taller de juegos

Saturday, May 15. Taller de mosaicos

Sunday, May 23. Matemáticas con... Los Simpson

Saturday, May 29. Taller de juego

Sunday, June 6. Taller de logotipos

INTENDED FOR: children of 10 years of age or older accompanied by at least one adult. Groups a minimum of 4 people and a maximum of 15.

TIMETABLE: From 12:00 to 1:30 PM

FEE: The activity is free for children. Adults pay the usual 5 Euro

entry fee to the museum

DIRECTED BY: LABoral's mediation team.

VENUE: LABoral Centro de Arte y Creación Industrial.

REGISTRATION: 902 306 600

Plantas nómadas

Plantas nómadas [Nomadic plants] is an installation that includes a robot with plants living inside of it as well as a documentary and photos taken by the artist during the creation of his work of art, in addition to a web page.

DATES: April 18 and 24

TIMETABLE: From 12 to 1:30 PM Entre las 12 y la 13.30 horas

Guided tours. Participative itineraries

A new programme of guided tours, designed to help understand and interact with the exhibitions and the works of art.

DATE: Weekends from January to April

TIMETABLE: From 12:00 to 2:00 and from 6:00 to 8:00 PM

VENUE: LABoral Centro de Arte