Math Labyrinth Interactive book:
- students in the centre of a situation
- challenge them to begin solving problems and eventually reaching the solution.
- increase the motivation and the students' understanding of the problem
- get out of the labyrinth with a solved problem

Math Labyrinth Interactive book:
- Creation of an Interactive book with real-life mathematical problems.
- Creation of Guidelines for using the Interactive book intended for teachers who will use this particular method of teaching in their classroom as curricular or extracurricular activity

Objectives:
- Collection of good practices
- Math Labyrinth interactive guidebook
- Guidelines for MATH Labyrinth method
- Planning, evaluation and testing reports
- Course development

Results:
- SOU Gimnazija Koco Racin, Veles (MK)
- IIS Oreste Del Prete, Sava (IT)
- Ss. Cyril and Methodius High School of Humanities, Dobrich (BG)
- Cyprus Mathematical Society (CY)
- MASSEE – Mathematical Society of Southeastern Europe, Athens (GR)
- Goce Delcev University, Stip (MK)

Developing new methodologies in learning and teaching mathematics to students of age 14-18 which can be used in any school environment
- developing innovative strategies to implement this method in the curricula based on the intellectual outputs and on the experience and expertise gained from the project;
- implementing the methodology developed through this project and the OERs in at least 20 schools in all participating countries, with at least 1000 pupils, 100 teachers and 100 parents and family members attending;
- partnerships with similar institutions and schools to use OER and ICT in CC