

Commitment to education

Red Eléctrica relaunches 'entreREDES', the interactive game that will teach the energy transition to 30,000 ESO students this year

- By playing entreREDES, children learn to become efficient and responsible consumers.
- The game, available for PC and mobile devices and completely free of charge, has already been downloaded nearly 20,000 times.
- Around 150 schools in eight autonomous communities are taking part in this year's entreREDES Olympics.

Madrid, 29 March 2022

Red Eléctrica Group has launched a new version of [entreREDES](#), the digital game that teaches ESO students the basic concepts of sustainability through a series of questions and answers about the Spanish electricity system and the energy transition.

"A well-informed society from school age is better able to demand a sustainable energy model. By playing entreREDES, children learn everything they need to become efficient and responsible consumers," explains Antonio Calvo Roy, Sustainability Director of the Red Eléctrica Group.

The main new feature, in addition to the improvement of certain functionalities, is the addition of 1st year ESO curricular content, making it an effective didactic support for all levels of secondary education, from 1st to 4th grade. Its 11,000-plus questions have been reviewed by the Real Academia Española to guarantee the correct use of Spanish.

In entreREDES, the players travel virtually around the country along different lines and substations of the electricity transmission grid. To progress, they have to correctly answer questions about the electricity industry, together with the subjects they are studying in class: Geography and History, Physics and Chemistry/Biology, Mathematics; Language and Literature; and Leisure and Culture.

Among other issues, students learn what renewable energies are and what their contribution to the generation mix is, what interconnections with other countries are, the existence of a cable for the exchange of electricity with the Balearic Islands or what it means that the Canary Islands' electricity systems are isolated. At the same time, they review the curricular content learnt in the classroom.

The game, which is completely free of charge, is designed to be a support tool for teachers in their classes, a revision tool for students at home and a fun tool to share with family and friends. To this end, it includes three different game modes that adapt to the educational needs of teachers and students at all times: Classroom, Challenge and Classic, and is available for both desktop computers (Windows, MacOS and Linux) and mobile devices (Android and iOS).



Students from 100 municipalities compete to see who knows the most about the energy transition

During the current school year, around 150 schools in around one hundred municipalities and eight communities (Andalusia, Aragon, Castile-La Mancha, Castile and Leon, Extremadura, La Rioja, Murcia and Navarre) are using this educational tool to teach and review knowledge in the classroom in a fun, dynamic and interactive way. In total, more than 30,000 students in the 1st, 2nd, 3rd and 4th years of ESO are using the game.

Between now and June, all of them will compete in the so-called entreREDEs Olympics, first in competitions in the schools themselves, from which the winners will go on to the provincial and regional knock out stages, and finally the national competition itself. In teams of four students per year (16 per school), the students are selected to represent their autonomous community in the national final, which will be held in mid-June and can be followed live via *streaming*.

The use of the entreREDEs game in the classroom and the participation of schools in the entreREDEs Olympics has been made possible thanks to the collaboration of the regional education departments around the country.