

FunFloor

INTERACTIVE FLOOR



CYCLING CERTIFICATE PACKAGE



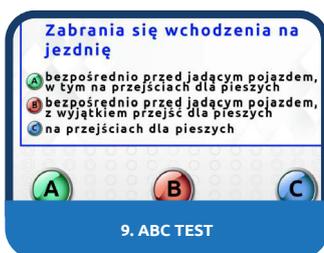
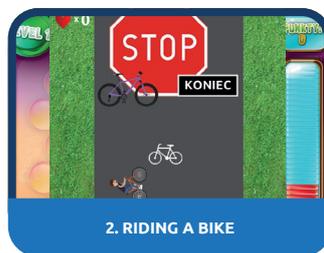
GAME CATALOGUE



CYCLING CERTIFICATE PACKAGE

10 GAMES

Cycling Certificate Package consists of 10 games referring to traffic. It teaches road signs and safety rules, which is perfect for candidates applying for cycling proficiency certificate. Tasks, quizzes and amusing games will make practising effective and enjoyable.





1. CYCLING CERTIFICATE



The board displays a question about the road traffic regulations and four possible answers. The player's task is to indicate the correct answer.

15 minutes
1
medium

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid

2. RIDING A BIKE



The screen shows the bicycle path on which the cyclist is moving. The player needs to avoid the obstacles encountered on the path and remember about obeying the road traffic regulations.

3 chances
1
easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid

3. WARNING SIGNS



The game is about indicating warning signs. The winner is the person with the highest score before time runs out.

30 seconds
1-2
easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid

4. PROHIBITORY TRAFFIC SIGNS



The game is to indicate prohibition signs. The winner is the person with the highest score before time runs out.

30 seconds
1-2
easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid

5. MANDATORY TRAFFIC SIGNS



The game is to indicate mandatory signs. The winner is the person with the highest score before time runs out.

 30 seconds
 1-2
 easy

- | | | | |
|--|--|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input checked="" type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input checked="" type="checkbox"/> builds spatial orientation | <input type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

6. CATCH THE SIGNS



Road signs are displayed on the board. The goal of the game is to catch as many of them as possible before the time runs out.

 30 seconds
 1-2
 easy

- | | | | |
|--|--|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input checked="" type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input checked="" type="checkbox"/> builds spatial orientation | <input type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

7. INDICATING ROAD SIGNS



There are road signs scattered around on the board. The player's task is to point to a road sign that matches the displayed name.

 30 seconds
 1
 easy

- | | | | |
|--|---|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input checked="" type="checkbox"/> builds spatial orientation | <input checked="" type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

8. BATTLE



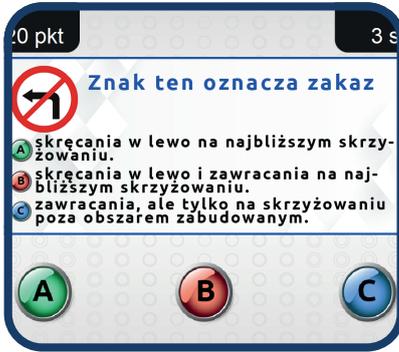
A game for 2 people. A question about the road traffic regulations is displayed on the screen. The players' task is to give the correct answer. Each correct answer is 1 point, while a wrong answer is 1 point for the opponent. Get all the points from your opponent and win.

 5 minutes
 2
 medium

- | | | | |
|--|---|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input type="checkbox"/> develops perceptiveness | <input checked="" type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input type="checkbox"/> builds spatial orientation | <input checked="" type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |



9. ABC TEST



A question appears on the screen with 3 possible answers A, B and C. Only one answer is correct. The player's task is to give as many correct answers as possible. 10 points are awarded for each correct answer.

1 minute

1

hard

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid

10. SIGNS



We see various road signs on the screen. The players need to follow the instructions which they see on the board.

30 seconds

1

easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
- builds spatial orientation
- develops concentration of attention
- exercises memory
- teaching aid