



FunFloor

INTERACTIVE FLOOR



LEARNING TO WRITE PACKAGE



GAME CATALOGUE

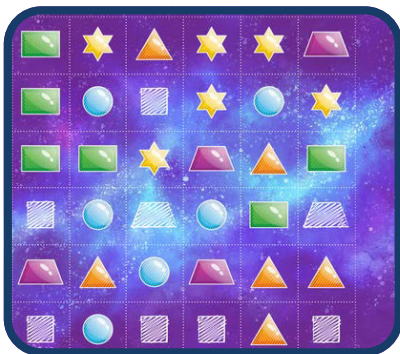


LEARNING TO WRITE PACKAGE

20 GAMES

Handwriting Skills Package combines great fun with study. Pupils make quicker progress in writing skills. The games have been specially designed in order to simultaneously support the development of fine motor skills (i.e. appropriate development of hand dexterity) and eye-hand coordination (i.e. hand-eye cooperation). Interactive pens help them to learn how to write, colour pictures, match relevant elements and point out correct words. This package can be used with highest-level kindergarten groups as well as with first graders.

1. LOOKING FOR FIGURES

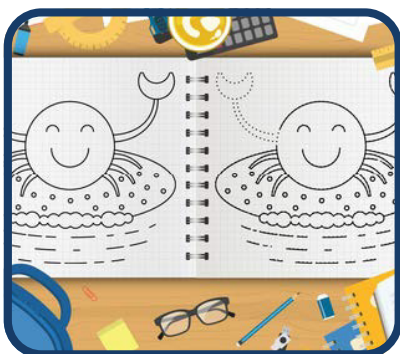


Various geometric figures and the selected pattern appear on the board. The child's task is to identify all the examples of elements before the time runs out.




 1 minute
 1-2
 medium

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

2. DRAWING



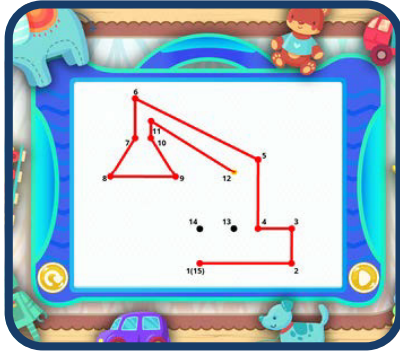
The screen is divided into two parts. An image that is a template is displayed on the left side. The aim of the game is to redraw the illustrations.

 unlimited
 1
 easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
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- exercises memory
- teaching aid



3. JOINING THE DOTS



The players need to connect the numbered dots. As a result, they will see the finished picture.

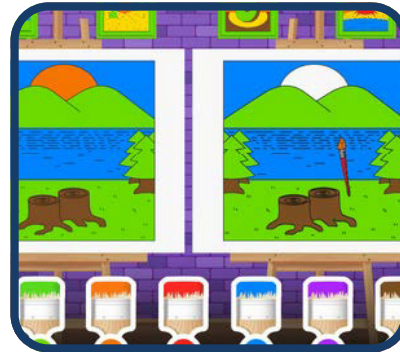
unlimited

1

medium

- strengthens social competences
- develops perceptiveness
- trains reflexes
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- exercises memory
- teaching aid

4. COLORING BOOK



The goal of the game is to color the picture on the right according to the template on the left side of the screen.

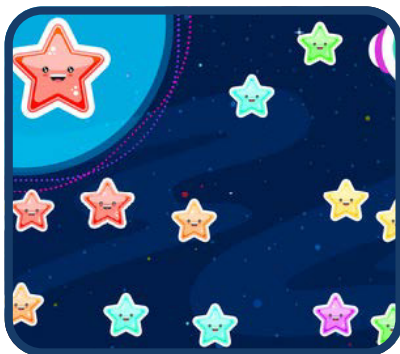
unlimited

1 or 2

easy

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

5. STARS ON THE SKY



A starry sky and a large star in one color appear on the board. The aim of the game is to find stars of the same color and drag them to the big star.

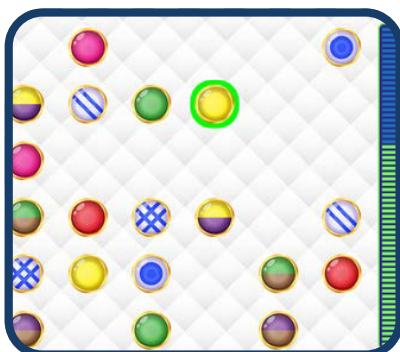
unlimited

1-2

easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
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- exercises memory
- teaching aid

6. PAIRING UP



There are balls of different colors on the board. The aim of the game is to pair up the same items before time runs out.

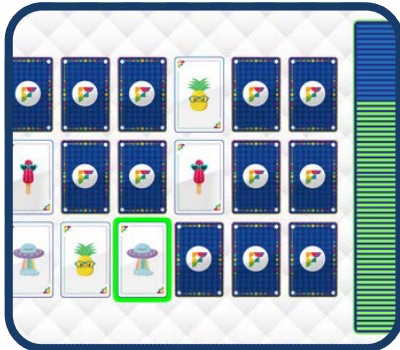
1 minute

1-2

medium

- strengthens social competences
- develops perceptiveness
- trains reflexes
- learning foreign languages
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- teaching aid

7. MEMORY

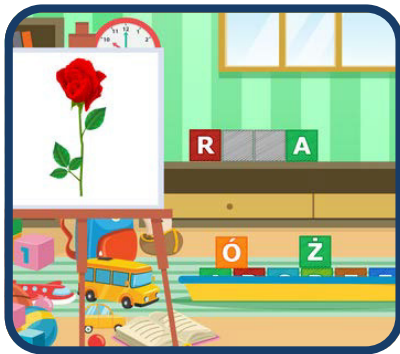


The face-down cards are displayed on the screen. The player turns over the two of them and pairs them up if they are the same. The goal of the game is to discover all possible pairs.

 1 minute
 1-2
 hard

- | | | | |
|--|---|--|---|
| <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 checked="" type="checkbox"/> develops concentration of attention | <input checked="" type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

8. LETTER BLOCKS



An easel with a picture appears on the board. The goal of the game is to use scattered bricks in order to arrange a word that describes the item in the picture.




 unlimited
 1
 medium

- | | | | |
|--|---|---|---|
| <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 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. HIDDEN LETTERS

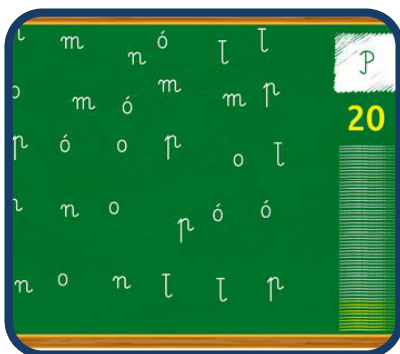


Outlines of a given word and scattered letters are displayed on the board. The game is about recognizing the shapes of letters and matching them in the right order.




 unlimited
 1
 medium

- | | | | |
|--|---|---|---|
| <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 type="checkbox"/> builds spatial orientation | <input checked="" type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

10. THE ALPHABET HUNT



A scattered alphabet and capital letter appear on the board. The child's task is to find all lowercase letters that match the displayed letter before the time runs out.

 1 minute
 1-2
 medium

- | | | | |
|--|---|---|---|
| <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 checked="" type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

11. CAR TRACK

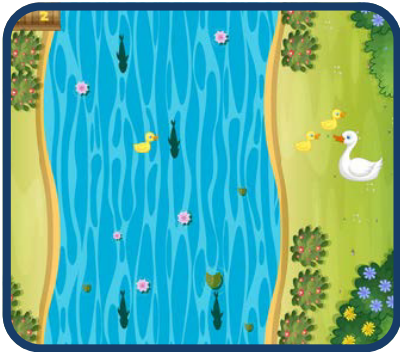


The board shows a car track. The player has to remember the moving car and follow its route with an interactive pen.



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| <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 checked="" type="checkbox"/> exercises memory | <input checked="" type="checkbox"/> teaching aid |

12. BY THE RIVER



The screen displays a river in which various obstacles are floating. There are tiny ducklings on one side and their mother on the other. The game is to guide all the little ducks through the water so that they reach the other side of the river safely.



- | | | | |
|--|---|---|---|
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| <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 |

13. MOVING TARGET

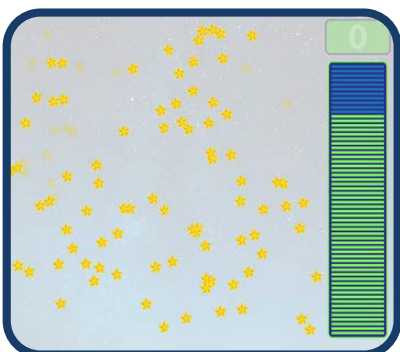


There is a movable shield on the board. The player's task is to hit the very center. The game is divided into 5 stages which differ in the number of shields.

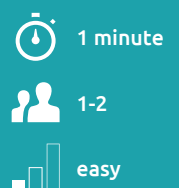


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|--|---|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input checked="" type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages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

14. SPARKLING STARS



A starry sky is displayed on the screen. The aim of the game is to select all the stars so that the sky shines fully. The winner is the person with the better score before time runs out.



- | | | | |
|--|--|---|---|
| <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 type="checkbox"/> builds spatial orientation | <input type="checkbox"/> develops concentration of attention | <input type="checkbox"/> exercises memory | <input type="checkbox"/> teaching aid |



15. PAINTING THE PICTURE



In this game children paint a picture according to the pattern on the left side of the board.

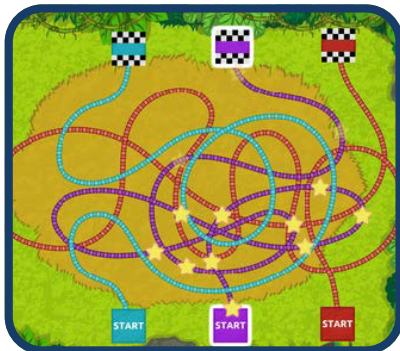
unlimited

1-2

easy

- strengthens social competences
- develops perceptiveness
- trains reflexes
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- develops concentration of attention
- exercises memory
- teaching aid

16. WINDING PATHS



Four winded paths of different colors appear on the screen. The child's task is to walk the entire path, beginning from the starting point, ending at the finish line.

unlimited

1

medium

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

17. SCHOOL BOARD



On the screen we can see a blackboard with words written on it. One letter of the alphabet is displayed on the right. The child's task is to find and select all words that begin with the indicated letter.

unlimited

1

medium

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

18. GREEDY SPIDERS



There are juicy fruits on the board that we have to guard against greedy spiders. The person who saves the most fruit wins.

1 minute

1-7

medium

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



19. WORD FORMATION



Gray fields appear on the board. The goal of the game is to arrange the blocks in the correct order of letters so that they form a word.

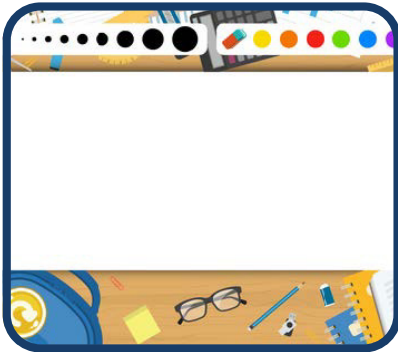
unlimited

1

hard

- strengthens social competences
- develops perceptiveness
- trains reflexes
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- teaching aid

20. SKETCHPAD



A drawing block is displayed on the screen where children can practice writing or drawing.

unlimited

1-2

easy

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