



# FunFloor

INTERACTIVE FLOOR



## REVALIDATION AND THERAPY PACKAGE



## GAME CATALOGUE



## REVALIDATION AND THERAPY PACKAGE

**25 GAMES**

Revalidation and Therapy Package is a set of interactive activities which improve dysfunction treatment as well as perception development. At the same time, it supports attention span based on the visual-kinesthetic analyzer. As it is developed on the basis of scientific research, knowledge and personal experience, Revalidation and Therapy Package becomes a unique and substantive help in therapeutic work with children suffering from developmental deficits. It will facilitate teachers' work greatly if they can make classes more attractive e.g. by arousing children's curiosity, building new skills on children's current knowledge, or using gradual transition to a higher level.

### 1. PAINT THE RAINBOW



A beautiful meadow with colorful flowers is displayed on the screen. The child's task is to color the rainbow with the colors of the flowers in the correct order.

 1 minute

 1-6

 easy

strengthens social competences

develops perceptiveness

trains reflexes

learning foreign languages

builds spatial orientation

develops concentration of attention

exercises memory

teaching aid

### 2. SEE WHAT I CAN DO



Various items are placed on the board, such as a colorful windwheel, music note sheet, a colored ball, a bell, etc. When we stand on a given item, it starts to move and make sounds. The aim of the game is to learn about items and their functions.

 unlimited

 1-2

 easy

strengthens social competences

develops perceptiveness

trains reflexes

learning foreign languages

builds spatial orientation

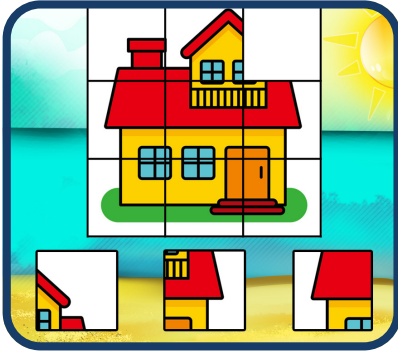
develops concentration of attention

exercises memory

teaching aid



## 3. COMPLETE THE PICTURE



A picture divided into nine puzzles is displayed on the screen. One of them is missing. The game task is the game is to indicate which tile is the missing one.

unlimited  
 group  
 medium

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

## 4. MATCH THE SHAPES

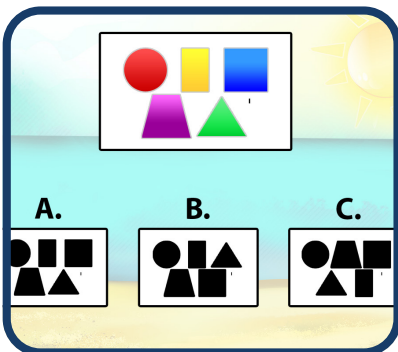


There are shadows of pictures in various shapes on the board. The game is to seek and match the selected shadow to the coloured picture that appears on the board.

1 minute  
 1-5  
 easy

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

## 5. MATCH THE PATTERN



In the middle of the screen there is a simple picture made of colorful geometric figures and three miniatures, one of which resembles the main picture shapes. The task is to correctly indicate the thumbnail of the model image.

unlimited  
 group  
 medium

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

## 6. WHO LIVES HERE?



There is a house on the board with closed windows. There are animals behind the windows. At some point we hear the sound of one of them. The task is to indicate the animal that made the sound.

unlimited  
 1  
 medium

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

## 7. A WORD BEGINNING WITH A LETTER



A single word is heard from the speakers. The task is to indicate the letter with which this word begins.

 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    |

## 8. MORSE CODE



The game starts when we hear a series of long and short sounds. The task is to listen and remember the order of sounds. Then, players need to indicate the appropriate picture in which the sounds are represented by dots (short sounds) and dashes (long sound).

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

## 9. FLOWER



A beautiful flower is displayed on the board. The task is to correctly indicate the parts of the flower that are named by the teacher.




 unlimited  
 1  
 easy

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

## 10. ANIMALS



Pictures of animals are displayed on the screen. An animal voice is heard over the loudspeaker. The task is to listen and indicate the correct picture that corresponds to the sound.

 unlimited  
 1-5  
 easy

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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 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. FURNISH YOUR ROOM



Everyone would like to live in their dream, beautifully furnished room. The game is to arrange the furniture in such a way so as to create a room in which we feel good.

unlimited

1-6

easy

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

## 12. NEAR AND FAR



A nicely decorated room is displayed on the board. Various items are placed in the room. The child's task is to determine whether an object is near or far. A game that teaches perceive distance and perspective.

unlimited

1-2

medium

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

## 13. MOLEHILL



The screen shows a lawn under which the mole family builds corridors. From time to time we see little moles emerging to the surface to wave at us. The game is to catch each mole before it hides back in its burrow.

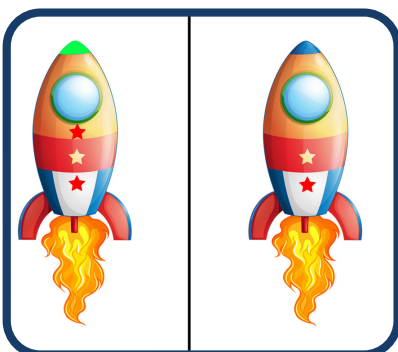
30 seconds

1-2

easy

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

## 14. FIND THE DIFFERENCES



There are two pictures on the board that differ in two details. The child's task is to highlight all the differences.

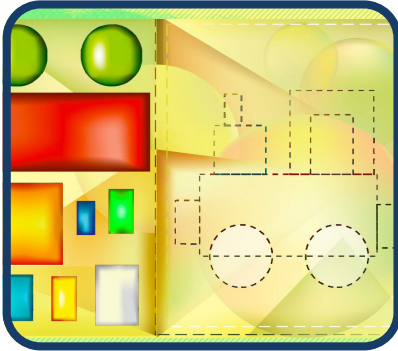
unlimited

group

medium

- strengthens social competences
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- teaching aid

## 15. PUZZLE

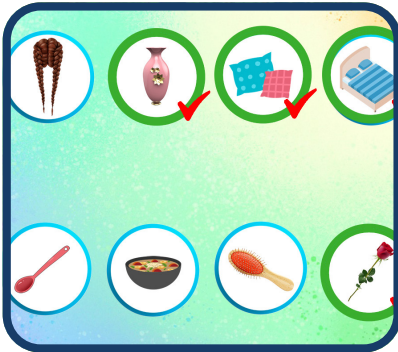


On the board there is an outline of a picture made of non-colored geometric figures. The game is about matching colorful shapes to the right places in order to create a picture.

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

## 16. MATCHING PAIRS



There are several pictures on the board that logically match, e.g. a soup - a spoon. The child's task is to combine pairs of appropriate items.




 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    |

## 17. COMBINATIONS



Various illustrations are displayed on the screen. The task is to match 3 pictures that match each other thematically, e.g. bicycle-helmet-bicycle bell.




 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    |

## 18. SEARCHING FOR OBJECTS



Various pictures and a white field are displayed on the board. We place a prop, e.g. a book. In the white field. The task is to select all the pictures that belong to the same category of items as the prop.


 unlimited  
 1-2  
 medium

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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 |
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## 19. EMOTIONS



The game is about finding and selecting pictures that express the same emotions.

 unlimited  
 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 |
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## 20. ICE CREAM FLAVORS

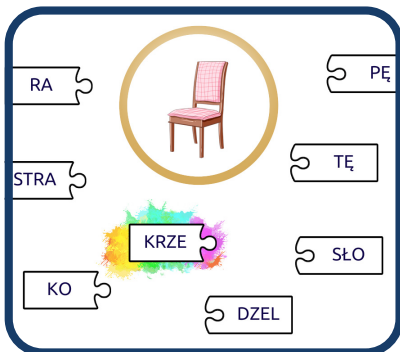


We are located on a sunny beach. The game is to create an ice cream dessert according to the customer's order.




 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 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    |

## 21. SYLLABLES



Various syllables are scattered across the board. The task is to correctly combine syllables to form words.




 unlimited  
 1  
 medium

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

## 22. WORDS



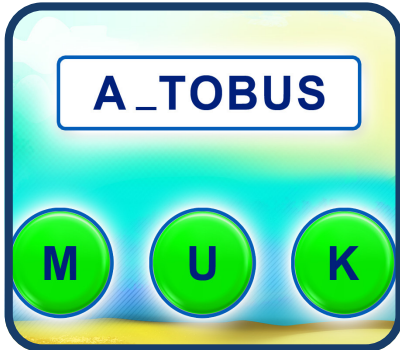
Various words are scattered across the board. From the speakers we hear the voice actor who says one word from the list of words on the board. The task is to mark that word and then it disappears from the board. The game is to clean the board off all words.

 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 |
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## 23. COMPLETE LETTERS



In the middle of the board there is a word with one letter missing. The task is to select the missing letter from the given possibilities so that a complete word is formed.

unlimited

1

medium

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

## 24. ANIMALS AND LETTERS



There is a picture of a pet in the center of the board. The task is to indicate the letter with which the name of the animal begins.

unlimited

1

medium

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

## 25. FIND THE WORDS



Various words and a category are displayed on the screen. The task is to find all words that belong to a given category.

unlimited

1

medium

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