



# FunFloor

INTERACTIVE FLOOR



## BRAIN DEVELOPMENT PACKAGE



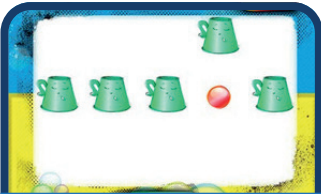
## GAME CATALOGUE



## BRAIN DEVELOPMENT PACKAGE

**12 GAMES**

Brain Development Package develops children’s imagination and motor coordination and teaches them self-control. Moreover, it actively improves their concentration span. Child’s mind is very receptive and infallible, and its memory develops dynamically. Brain Development Package aims to help in play-centred learning. The FunFloor games not only promote friendly competition, but most of all they actively influence the development of imagination and those cognitive elements which are the most important for the proper child development.



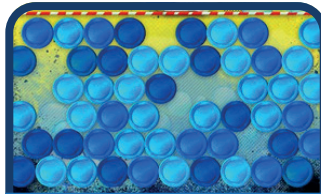
1. CUP GAME



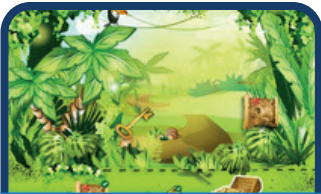
2. SAD FACES



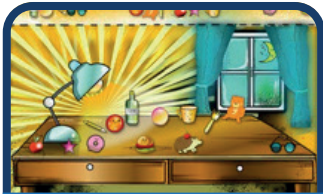
3. THE GAME OF SHIPS



4. DIZZY WITH COLOURS



5. TREASURE HUNT



6. SHORT-TERM MEMORY



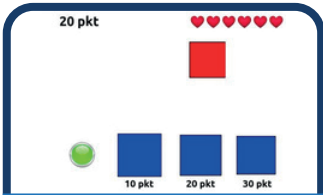
7. WIN AN ENCHANTED ORCHARD



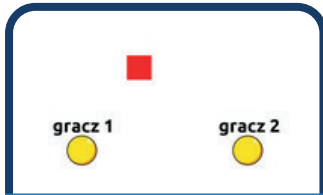
8. COUNTING IN MEMORY



9. QUICK EQUATIONS



10. SQUARES



11. THE FIRST THE BETTER



12. FALLING ELEMENTS





## 1. CUP GAME



The aim of the game is to discover under which cup the red ball is. The gameplay consists of several levels. Each of them differs in terms of the number of cups and the speed of their movement.

- unlimited
- group
- hard

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

## 2. SAD FACES

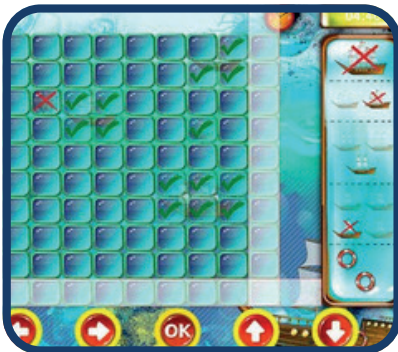


On the board you can see colorful faces displayed in five rows. The game is to find and select sad faces before time runs out.

- unlimited
- 1-2
- hard

- strengthens social competences
- builds spatial orientation
- develops perceptiveness
- develops concentration of attention
- trains reflexes
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## 3. THE GAME OF SHIPS

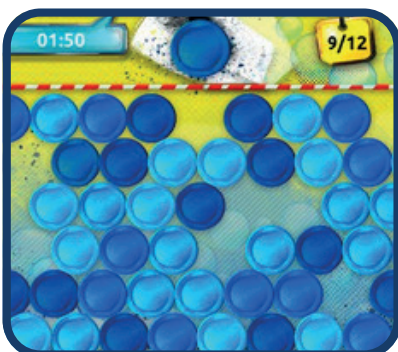


A board with hidden ships appears on the screen. The goal of the game is to find 10 ships under the water fields. The player has 10 minutes and 3 lifebuoys to complete the task.

- 10 minutes
- 1-2
- hard

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

## 4. DIZZY WITH COLOURS



There are disks of different colors on the board. The game is to find twelve discs of a given shade. The player must focus and find all the items as quickly as possible before time runs out.

- 2 minutes
- 1-2
- medium

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



## 5. TREASURE HUNT



The game board presents a view of a fairy-tale jungle. The goal of the game is to find a treasure chest, a treasure map and a key.

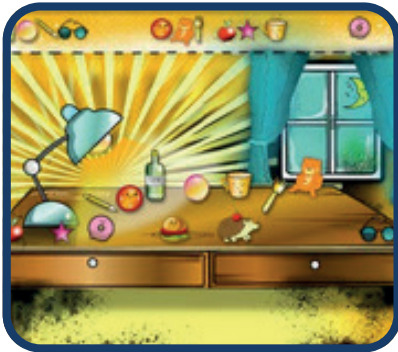
unlimited

1

easy

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

## 6. SHORT-TERM MEMORY



The goal of the game is to remember the items on the desk and point to the item that has been added.

2 minutes

group

hard

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

## 7. IN AN ENCHANTED ORCHARD



An enchanted orchard with apple trees is displayed on the screen. The goal of the game is to count all the apples and choose the correct number from among the three possible answers. The player has ten approaches. The person with the most points wins.

20 seconds

group

hard

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

## 8. COUNTING IN MEMORY



On the board there are numbers and signs of addition and subtraction. An equation displays on the screen. The player's task is to solve the equation in memory.

1 minute

group

hard

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



## 9. QUICK EQUATIONS



There is an equation on the board that must be solved quickly. The player's task is to select the correct answer by indicating one of the three possible results.

- unlimited
- group
- hard

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

## 10. SQUARES

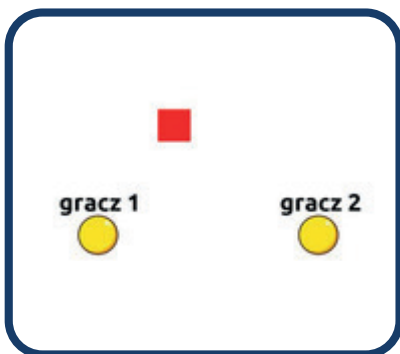


A game that develops perceptiveness and reflex. There are 3 blue squares on the board and one red square that moves from left to right. The player's task is to press the green button at the precise moment so that the red figure falls into one of the three blue squares.

- 10 chances
- 1
- hard

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

## 11. THE FIRST THE BETTER



A red square appears on the screen that moves around the board. The game is for 2 people. Their task is to press the yellow button when the figure turns blue. The person who shows better reflex wins - first come first served!

- unlimited
- 2
- easy

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

## 12. FALLING ELEMENTS



The game is about counting all the colored geometric figures that will appear on the screen and indicating the correct answer.

- unlimited
- group
- hard

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