



FunFloor

INTERACTIVE FLOOR



CODING PACKAGE



GAME CATALOGUE



CODING PACKAGE

10 GAMES

Coding Package is a perfect introduction into computer programming. Available in 3 options - kindergarten, grades 1-3, grades 4-8 - with suitable difficulty level. Each package includes 10 games which develop critical thinking and mathematical skills, as well as increase ability to memorise and concentrate.

1. STRAIGHT TO THE POINT



There are square boxes and the starting point on the screen. The goal of the game is to walk across the board to mark the entire path and reach the hidden treasure. There are individual instructions on the screen to help the player. Children must follow them properly.

 up to 5 min.

 1-3 os

 medium

- strengthens social competences
- builds spatial orientation

- develops perceptiveness
- develops concentration of attention

- trains reflexes
- exercises memory

- learning foreign languages
- teaching aid

2. MATHEMATICAL PATHS



The screen displays three paths made of fields with numbers on them. The goal of the game is to sum all the numbers along the path and choose the number that has the highest score.

 up to 5 min.

 1-3

 hard

- strengthens social competences
- builds spatial orientation

- develops perceptiveness
- develops concentration of attention


- trains reflexes
- exercises memory

- learning foreign languages
- teaching aid


3. QUICK GAME



A game for two. The board is divided into two parts: blue and green. The screen displays a question and two possible answers. A point is awarded for each correct answer.

 3 minutes

 2


 hard

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

4. SYMBOLIC BLOCKS



There are colored blocks on the screen. A sequence of symbols is displayed at the top of the board. The goal of the game is to mark the blocks that have been assigned to specific symbols. You have to do it in the correct order.

 up to 5 min.

 1-3

 medium

- strengthens social competences
- develops perceptiveness
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5. CONNECT THE DOTS



There are points on the board. Each of them has a specific symbol assigned to it. At the top of the screen there are key symbols with assigned numbers. The aim of the game is to connect the points in the order from the smallest to the largest.

 up to 5 min.

 1

 medium

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

6. MEMORY OF THE MASTER



A board with various symbols is displayed on the screen. The goal of the game is to remember and recreate the order of the highlighted symbols.

 up to 5 min.

 1

 medium

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

7. MIRROR IMAGE



The goal of the game is to match the mirror image to the displayed illustration, which is a pattern. After each correct choice, you go to the next, more difficult stage. The person who gets the most points before the time runs out wins.




 up to 5 min.
 3
 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 type="checkbox"/> teaching aid |

8. MAGIC MAZE

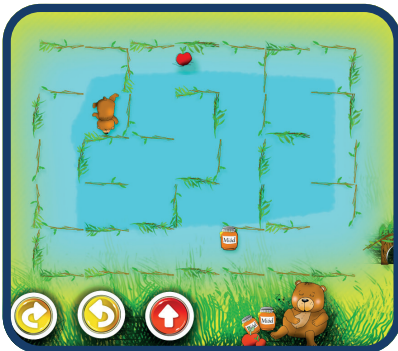


A maze appears on the screen and a hedgehog which wants to return to his house. The goal of the game is to programme a path that will lead the hedgehog out of the maze.

 2 minutes
 1
 hard

- | | | | |
|--|---|---|---|
| <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 type="checkbox"/> teaching aid |

9. SWEET MAZE



The board displays a maze with treats hidden in it. The goal of the game is to help the teddy bear collect the sweets before nightfall. The player needs to guide the teddy bear with the arrows so that he can find the shortest path.


 2 minutes
 1
 hard

- | | | | |
|--|---|---|---|
| <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 type="checkbox"/> teaching aid |

10. NUMERICAL PLATFORMS



A game for two. A number is displayed in the middle of the screen. The aim of the game is to catch as many numbers as possible until the sum of them is equal to the number in the middle.

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