



FunFloor

INTERACTIVE FLOOR



ECOLOGY PACKAGE



GAME CATALOGUE



ECOLOGY PACKAGE

10 GAMES

We all know how important it is to take care of the environment. Therefore, we have created Ecology Package to educate and raise ecological awareness. It includes 10 games referring to waste segregation and decomposition. We hope, they will not only teach how to segregate rubbish but also develop permanent eco-friendly habits.

1. GENERATE ENERGY



The board shows a landscape with devices that generate electricity. The task is to turn on a light bulb. To do this, players need to activate all visible sources of renewable energy. Then electricity is generated. Whoever produces the most electricity within 30 seconds becomes the winner.

- 30 seconds
- 1-3
- medium

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

2. CLEANING UP THE BEACH



The screen shows a littered beach. The goal of the game is to collect all the bottles. The winner is a player who cleans the beach in the best time.

- 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



3. SAVE THE TREE



In this game children need to take care of the tree that grows among the factories. This is not an easy task, as enterprises pollute the environment a lot by pouring sewage into the river. We need to stop harmful pollution and prevent it from reaching our tree.

50 seconds

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 |

4. ORGANIC TOMATOES



We are on an organic tomato plantation. Our task is to grow as many vegetables as possible. We have to watch out for pests that come from different directions and try to destroy our crop. The winner is the one who grows the most organic tomatoes.

30 seconds

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 |

5. WHAT TAKES LONGER?



There are four items on the board. The task is to arrange them in the correct order – starting from objects which decompose the fastest to the ones which decompose the longest. The player who shows the correct order wins.

30 seconds

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 checked="" type="checkbox"/> teaching aid |

6. WHAT'S MORE ECO?



After the game starts, the clock starts ticking and a question about ecology and 2 possible answers appear in the center of the board. The player's task is to answer 10 questions correctly by selecting the appropriate box.

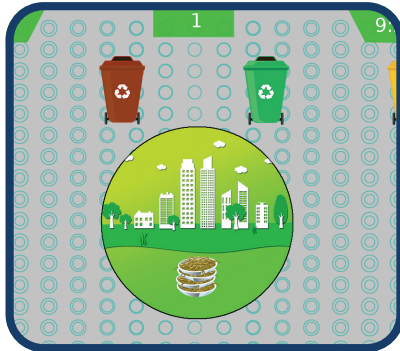
5 minutes

group

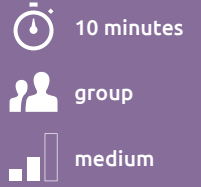
medium

- | | | | |
|--|---|--|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input 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 |

7. WASTE SEGREGATION



There are 4 litter bins on the board. There is an item in the circle that should be placed in the appropriate bin. The player's task is to sort appropriately as much waste as possible before time runs out.

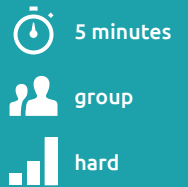


- | | | | |
|--|---|--|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input type="checkbox"/> develops perceptiveness | <input type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input type="checkbox"/> builds spatial orientation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

8. WASTE DECOMPOSITION



On the board we can see a circle with a question in it. The question refers to information about decomposition of waste. There are also 4 answers given. The player's task is to provide as many correct answers as possible within 5 minutes.

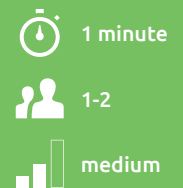


- | | | | |
|--|---|--|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input checked="" type="checkbox"/> builds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

9. CLEANING UP THE FOREST



On the screen we can see a forest full of rubbish. The goal of the game is to catch as much waste as possible within 60 seconds. 1 point is awarded for each caught item, and the point is deducted if the player fails to catch one of them.

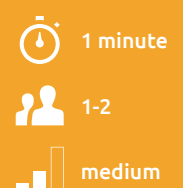


- | | | | |
|--|---|---|---|
| <input checked="" type="checkbox"/> strengthens social competences | <input checked="" type="checkbox"/> develops perceptiveness | <input checked="" type="checkbox"/> trains reflexes | <input type="checkbox"/> learning foreign languages |
| <input checked="" type="checkbox"/>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

10. RUBBISH IN THE RIVER



Tourists on the ship dumped rubbish into the river which is now very dirty. All the rubbish must be fished out before it enters the sea. Hurry up 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 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 |