



FunFloor

INTERACTIVE FLOOR



EDU PACKAGE



GAME CATALOGUE



EDU PACKAGE

50 GAMES

EDU package has been created in compliance with core curriculum approved by the Minister of National Education. It includes 50 interactive games designed to aid learning by building the curiosity to gain knowledge.

MAIN SECTIONS FROM THE CORE CURRICULUM INCLUDED IN EDU PACKAGE:

1. Shaping the social skills of children: communication with adults and children, harmonious functioning in play and in task situations.
2. Shaping self-service activities, hygienic and cultural habits.
3. Supporting children in developing intellectual activities that they use in learning and understanding themselves and their surroundings.
4. Health education and shaping the physical fitness of children.
5. Introducing children to care for their own safety and that of others.
6. Education through art - a child a spectator and an actor.
7. Education through art - music and singing, playing and dancing.
8. Education through art - various art forms.
9. Supporting the mental development of children through construction games, awakening technical interests.
10. Helping children to understand the essence of atmospheric phenomena and to avoid threats.
11. Education to respect plants and animals.
12. Supporting the intellectual development of children along with mathematical education.
13. Creating conditions for linguistic and communicative experiences in a representative field and communicative function of language (with particular emphasis on acquiring reading skills).
14. Family, civic and patriotic upbringing.





1. FUN IN THE SHOP



A vegetable and fruit shop is displayed on the screen. The child's task is to find the product that appears in the upper left corner of the board and place it in the basket.

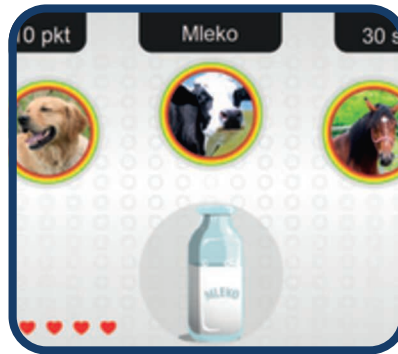
2 minutes

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. CAUSES AND EFFECTS



In the middle of the board children can see an effect of a situation and the three possible causes. The child's task is to point to the correct picture that matches the cause and the effect. For each correct match we get a point.

30 seconds

group

medium

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

3. IN THE BATHROOM



A figure of a child who looks messy appears in the middle of the screen. Children need to use available toiletry items they can see on the board in order to clean the girl up.

30 seconds

1

easy

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

4. AT THE TABLE



A table is displayed on which places for tableware, i.e. a cup, plates and cutlery, are illuminated. A child's task is to set the table correctly (indicating and placing objects in the right places).

30 seconds

1

easy

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



5. IN THE TOILET



The screen shows a figure of a girl or a boy and four entrances to the toilet. The task is to lead the child to the correct toilet door. The game lasts 30 seconds.

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. DRESSING THE DOLL



On the board there is a doll and 3 sets of clothes. Each set consists of a blouse, a dress, a pair of shoes and a hat. The clothes differ in color. The game is about dressing the doll in one set of clothes.

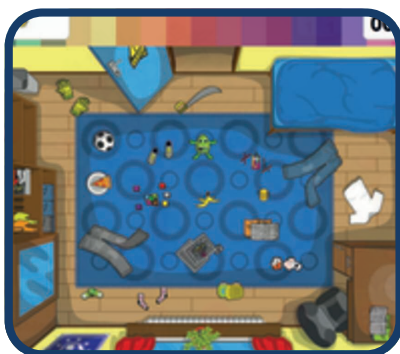
1 minute

1-3

easy

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

7. ROOM CLEANING



On the board, a child's room is displayed where we can see scattered things. The item you need to find appears in the upper left corner of the screen. The aim of the game is to clean the entire room in the shortest possible time.

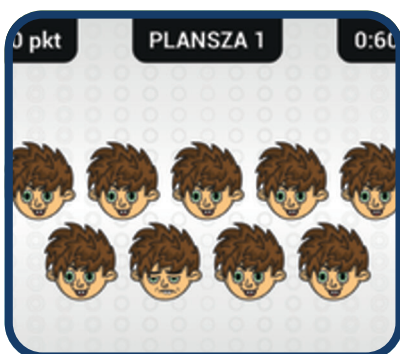
2 minutes

1-2

medium

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

8. ODD ONE OUT



We can see several items on the screen. A child's task is to point out the element that does not fit with the others. A point is awarded for each correct choice. The boards have different levels of difficulty. The game lasts 60 seconds.

1 minute

group

medium

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



9. VEGETABLES AND FRUIT



The aim of the game is to collect as many fruits and vegetables as possible. Objects that are not food create some obstacles. Children need to avoid them not to lose a point.

1 minute

1

medium

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

10. CURE THE CHILD



The figure of a sick boy is displayed on the left side of the board. The aim of the game is to heal the child by using the appropriate items that fall from the top of the screen. You lose a point for each wrong choice.

2,5 minutes

1-5

medium

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

11. BUILDING EVACUATION



A view of the waiting room is displayed. The goal of the game is to leave the building as quickly as possible. Pay attention to the arrows that will help you complete the task correctly.

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

12. CROSSING THE ROAD



On the board we can see a street and some cars driving along. The task of a child is to cross the street according to the traffic rules. For each safe passage we get a point. The person with the highest score wins.

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


13. RUNNING AWAY FROM THE TIGER



A tiger that has just woken up appears on the board. The child's task is to collect as many treasures as possible. Watch out for the tiger. If he catches us, we lose one life out of three.

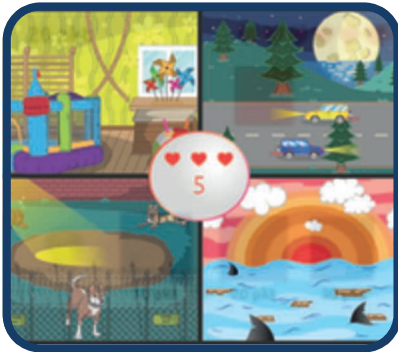
 3 chances

 1-4


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


14. A SAFE PLACE TO PLAY



Four pictures are displayed on the screen. The game is about choosing the right picture that represents a safe place to play.

 3 chances

 1-4

 easy


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


15. PANTOMIME



A mime character is displayed in the middle of the board. The mime takes various positions, e.g. standing on one leg, doing a squat, a gymnastic bridge, etc. The task of the children is to imitate his movements.

 2 minutes

 group


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


16. DRUMS



Drums are displayed on the board. When the child stands on individual drums and cymbals, the instrument makes the appropriate sounds.

 unlimited

 1-3

 easy

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

17. COLORFUL PIANO



The board displays a colorful keyboard on which the child can compose melodies. When we stand on the keys, they make the right sounds.

 unlimited

 1-8


 easy


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


18. MUSICAL INSTRUMENTS



Musical instruments are displayed on the board: a guitar, a trumpet, a piano and a saxophone. When we stand on a given instrument, we will hear the melody being played.

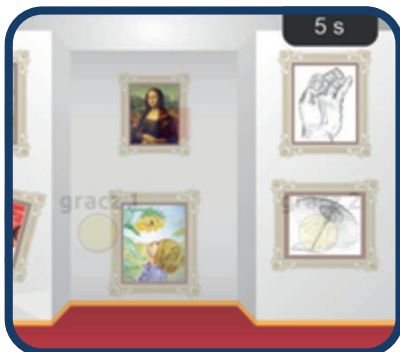
 unlimited

 1-4


 easy


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


19. FALLING PAINTINGS



On the screen we can see an art gallery. After a while, some paintings start to sway. You have to stand on them and keep them from falling. If we don't make it in time, the painting will fall.

 2 minutes

 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 |


20. BUILDING A HOUSE



In the middle of the board there is an outline of a house and its individual elements: windows, bricks, doors, roof tiles. The task of the child is to build a house, paying attention to its highlighted parts. The clock measures the time in which the task will be completed.

 1 minute

 1-2

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



21. STORM



Three houses are displayed on the board. The task of the child is to find the treasure that appears on the individual houses. At some point, clouds appear in the sky and it starts to rain. It's time for you to shelter in one of the houses. The game lasts 60 seconds.

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

22. ANIMALS



There is a landscape on the board with 4 pictures on it. The task is to match the animal to its natural environment correctly.

unlimited
 1
 medium

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

23. GROW A PLANT



A flower grows in the meadow. The task of the child is to grow a beautiful large flower. The temperature increases or decreases randomly. The child must take care of the correct temperature. It's necessary to remember about watering so that the flower does not wither.

1 minute
 1-2
 hard

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

24. SEASONS



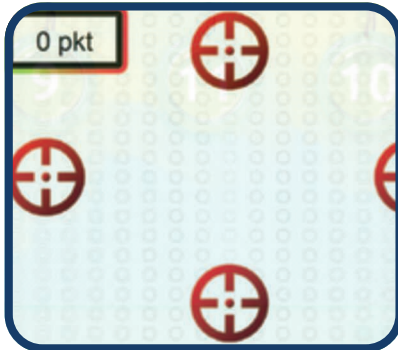
The map shows a meadow with holes dug in the ground. The game consists in performing an activity according to the season. Planting plants should be done in spring, watering the garden - in summer, raking leaves - in autumn and feeding the animals - in winter.

1 minute
 1-3
 medium

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



25. DIRECTIONS



In the center of the board, an arrow appears indicating the direction: left, right, up or down. The child's task is to listen carefully to the messages and follow the arrows. The game lasts a minute. One point is awarded for each correct move.

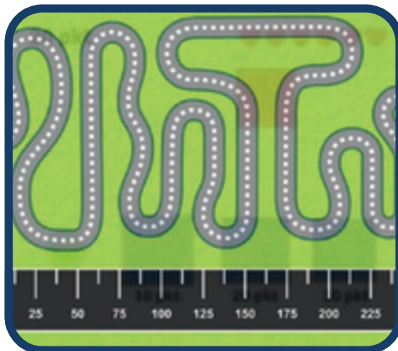
unlimited

1

easy

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

26. MEASUREMENTS



A ruler and a winding path are displayed on the board. The task of the children is to line up one after the other. Each of them enters the board one by one and measures the length according to the command: with feet, small or large steps. After each task, the child remembers and gives the result.

unlimited

group

medium

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

27. NUMBERS FROM 0 TO 5



Hands appear on the board in 6 versions. A number from 0 to 5 appears in the middle. The child's task is to indicate the hand with the correct position of the fingers. One point is awarded for each correct answer. The person with the better score wins.

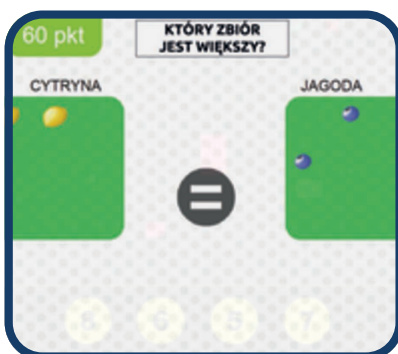
unlimited

1

easy

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

28. NUMBERS



There are two sets of fruits displayed on the board. The child's task is to count the objects in separate squares and indicate the larger or smaller set. For each good result, a child gets a point.

unlimited

group

medium

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



29. ADDITION AND SUBTRACTION



Einstein is displayed on the board. He gives examples of equations to be calculated. A child must add or subtract to indicate the correct result. One point is awarded for each correct answer.

- unlimited
- group
- hard

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

30. WHICH FRUIT IS THE BIGGEST?

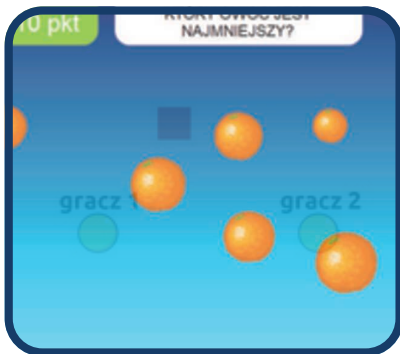


The board asks "Which fruit is the biggest?". The task of a child is to find and indicate the largest object among the visible elements. A correct choice results in moving to the next round.

- unlimited
- group
- medium

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

31. KTÓRY OWOC JEST NAJMNIJSZY?

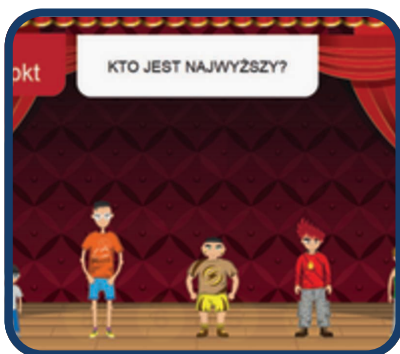


The board asks "Which fruit is the smallest?". According to the child, it is to find and indicate the smallest object among the visible elements. A correct choice will advance to the next round.

- unlimited
- group
- medium

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

32. WHO IS THE TALLEST?



There are several people of different heights on the stage. The question "Who is the tallest?" appears. A child's task is to point to the tallest figure. They score a point if they choose correctly.

- unlimited
- group
- easy

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



33. WHO IS THE SHORTEST?



Several people of different heights appear on the board. The question "Who is the shortest?" appears. The task of the child is to point to the shortest person. One point is awarded for each correct choice.

- unlimited
- group
- easy

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

34. NUMBERS



Stones are placed on the board. The child's task is to find the correct number and jump on the right stone. Then another number appears on a different stone. You need to be careful not to fall into the river.

- 1 minute
- 1
- medium

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

35. DAY AND NIGHT

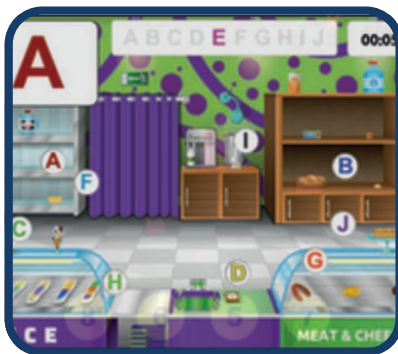


A meadow is displayed on the board. The aim of the game is to collect flowers in the sunlight. When the moon appears on the screen, we have to get off the board. The winner is the person who scores the most points.

- 30 seconds
- 1-4
- easy

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

36. LETTER DETECTIVES



The board shows a grocery store and some scattered letters. The task of the child is to jump on the letter that is displayed in the upper left window.

- 1 minute
- 1
- medium

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



37. FIND THE DIFFERENCE



The board shows pictures that differ from each other in two details. The task of the child is to find the differences and indicate them by jumping on the element that doesn't match. The winner is the first person to find the differences between the pictures.

unlimited

group

medium

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

38. RECOGNISE THE SHAPES



At the top of the board, the shapes of different animals and characters are displayed in a row. A colorful pattern appears at the bottom. The child's task is to find and jump on the shape that matches the displayed pattern.

unlimited

group

easy

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

39. LETTERS



A game for two. Flowers are arranged on the screen. Two blue and orange letters appear on these flowers. The children's task is to jump on the given letters (orange or blue) in alphabetical order. The first person to collect the entire alphabet wins.

2 minutes

2

medium

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

40. STORIES



There are 4 pictures on the floor that create a story. The child's task is to put the pictures in such an order so that they tell a story. When a child stands on a picture, it gets highlighted and its number appears. Finally, the child is to tell a story in their own words. The game contains 4 different boards.

unlimited

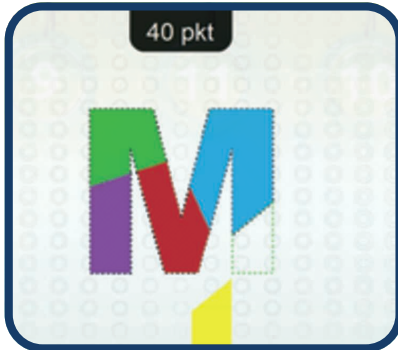
1

medium

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



41. LETTER PUZZLE (5 GAMES)



In the middle of the board there is a dotted letter pattern. It is divided into 5 pieces. A child's task is to use the scattered pieces of puzzles to put the letter together.

- unlimited
- group
- medium

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

46. WORDBUILDING

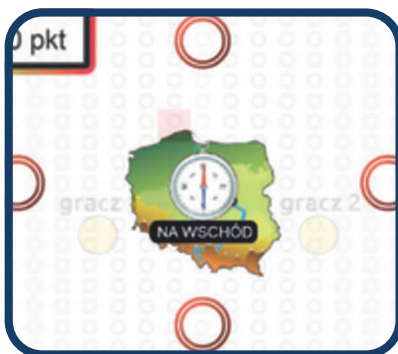


The board displays a dotted word and scattered letters this word consists of. The dotted letters light up one by one. The task of a child is to put the letters in the right places. The longer we play, the longer the words appear.

- unlimited
- group
- hard

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

47. COMPASS DIRECTIONS



The map of Poland is displayed on the board. An arrow appears in its center pointing to a given direction along with a text message. The child's task is to move around the map using prompts given by the message and the arrow.

- unlimited
- 1
- easy

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

48. PROFESSIONS



A policeman, a fireman and a doctor are displayed on the board. The teacher asks individual questions. The task is to giving correct answers about the people and their professions.

- unlimited
- 1-3
- easy

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



49. POLISH CITIES



The map of Poland is displayed on the board. The name of the city along with a voice message appears above the picture of the map. A child's task is to point to the city on the map. After giving the correct answer, monuments associated with a given city are displayed on the screen.

- unlimited
- group
- medium

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

50. RECOGNISE THE NATIONAL FLAG



There are national flags of different countries on the board. A child's task is to find and point out to the flag of the country whose name is displayed at the bottom of the screen. When the flag is matched correctly, 5 country-specific questions are displayed.

- unlimited
- group
- medium

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