



**"IT'S FUN... AND IT IS  
EASIER TO REMEMBER  
SOMETHING THAT WAS FUN "**  
- AMANDA, AGE 13



# GUIDE // AGENDA

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ACTIVE FLOOR? 29

1.

WHO ARE ACTIVE FLOOR?



# PLAYING, LEARNING AND MOVEMENT ARE THE ESSENTIALS IN THE ACTIVE FLOOR UNIVERSE.

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## INTRO

Active Floor is an interactive floor where you use your feet to navigate and play the different learning games on offer. We have focused on movement since day one, and it is therefore the primary element in all our games. This is because the brain recalls knowledge better through movement and exercise. Active Floor helps to develop the memory, cognition, kinaesthetic interaction, physical activity, motivation, teamwork, communication, creativity and social skills of the young.



Active Floor is based in the Cloud, which means that school and kindergarten teachers can make their own games, wherever they are, without the need for direct access to Active Floor.



Active Floor is designed and developed in Denmark. However, some schools and institutions around the world already are already using Active Floor. This adds a global touch to our game library.



We have developed Active Floor to make technology and the digital world fun for kids of all ages.



Our dream is that Active Floor will become a fun and versatile tool for school and kindergarten teachers. That is why we always listen to our users and their wishes, so that we can develop the Active Floor universe to suit all needs.





2.

WHAT CAN ACTIVE FLOOR DO?

# MOVEMENT & LEARNING IN A FUN AND ENGAGING WAY.

## AN OCEAN OF OPPORTUNITIES

By working with movement and gamification you'll get your students' attention in a brand new and exciting way, and ensure their complete focus in every single class. Through this innovative and intuitive tool you'll incorporate the aspect of movement into the teaching in a natural way – without compromising the academic focus. With Active Floor, you can:

Teach in a different way



Spend time on other activities



Increase pupil motivation.



Incorporate movement and exercise to your teaching



*"It's fun... and it is easier to remember something that was fun."*  
Amanda, age 13







# FUN LEARNING WITH ACTIVE FLOOR CREATES MORE MOTIVATION

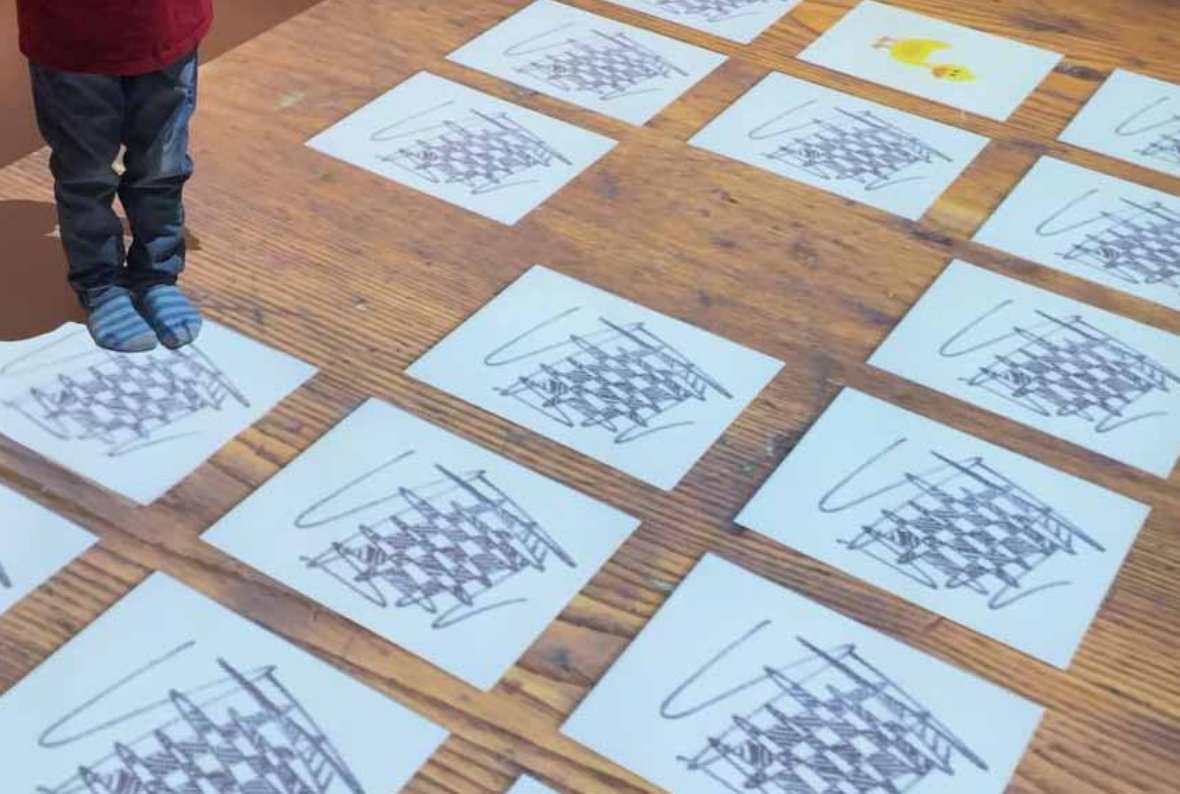
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## SUPPORTS WORKING TOWARDS THE NORDIC COMMON GOAL

This goal is that all children must take 45 minutes of exercise a day, and the demand that all activity needs to have a teaching angle to it, requires a great deal from the teachers, as it has previously been challenging to incorporate movement and the common goal into their classes.

With Active Floor you have a huge variety of learning-based games to choose from, especially regarding math, English and science classes. Teachers have an easy and natural way to incorporate movement into their class.

Active Floor gives the students an equal approach to audio, visual, tactile, and kinaesthetic ways of learning. Active Floor also helps to create more interactivity and motivation to enhance the cross-curricular classes (with special focus on co-orporation).



Following the kids' initiatives



Fostering learning in a new way



Combining motor co-ordination  
and language skills



Incorporating movement



# PLAYING AND LEARNING IN THE KINDERGARTEN

## SUPPORTS WORKING WITH THE SIX LEARNING THEMES

With Active Floor you can easily bring learning into the daily routine in a fun and pedagogic way.

By working with movement and gaming, you'll capture the children's attention in a new way, and ensure focus on all six teaching themes.

The issue of using technology while working with the danish learning themes places immense pressure on the creativity of each and every kindergarten teacher. Many kindergarten teachers thus find it challenging when it comes to incorporating IT and learning within the common goals.

Active Floor has a wealth of preprogramed games that give the kindergarten teachers the option to incorporate learning in a fun and natural manner. The children can also develop their social skills by taking turns and collaboration.

Active Floor gives children equal access to audio, tactile and kinaesthetic learning. At the same time, Active Floor creates more interactivity and motivates the child to learn through play.



## HAPPINESS AT THE HOSPITAL

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### STUDIES SHOW THAT CHILDREN RECOVER MORE QUICKLY WHEN MOVING AROUND INSTEAD OF JUST LYING PASSIVELY IN THEIR BEDS

Active Floor can be used as a part of treatment, both directly and indirectly. In the case of rehabilitation, Active Floor can be used to provide an entertaining element to the different exercises.

The staff can also use Active Floor indirectly in the treatment, because the floor allows the staff to observe the patient in different surroundings from the hospital bed.

Active Floor has been developed to fit all ages, and is ideal for both patients and relatives to pass visiting hours in a positive and healthy way. Active Floor can also be used as a sanctuary for patients and their families to socialise across rooms and departments.

The academic games can also be used as educational material for chronically ill children who have trouble attending school and maintaining their education.

*“You are being pulled out of the hospital environment, so you forget that you are in a hospital – and the scary things about being here.”*

*Edel Kirketerp, Head nurse,  
Children's Department, Kolding Hospital*



3.

WHAT GAMES ARE AVAILABLE ON ACTIVE FLOOR?



## 3 tabellen

 **Spil detaljer**  
3 tabellen  
Matematik, 3 tabels training

Billede

Vælg arkiv

Tilføj grafik

## Grafikker



## Klassetrin



## Spiltype



## Tema



## GAMES

## CREATE YOUR OWN GAMES

Movement and gamification are the essentials in our game models, because this plays a part in capturing the attention of the pupils. The students are challenged on their memory, creativity and knowledge and, the more they play the games, the more they'll learn.

We have developed a range of different games. Moreover, you can upload and share your own content, for example, a memory game with names and faces. There is also the possibility for the kids to make games, and use this to pass on the knowledge they have accumulated.

Easy and quick

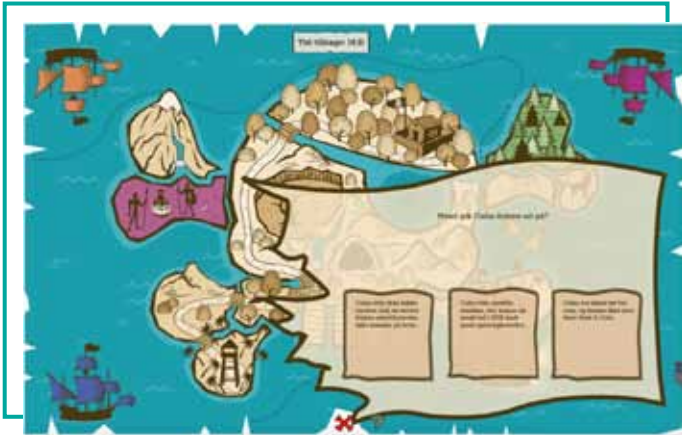


Endless possibilities

Custom-made themes  
for all ages

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# PIRATE ISLAND

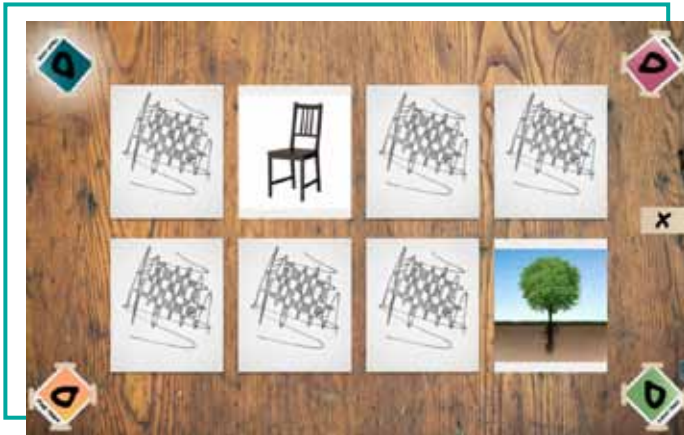


A strategy game that resembles a cross between Risk and the old children's game, "I declare war against".

This version is a quiz game with time-based assignments of varying difficulty, depending on the land size. The participants must work together to acquire countries. It can be used across all subjects. You can create the assignments yourself, e.g. practise English words, math, chemical formulas, etc. You select the game duration. The winner is the team that has the most land when the time is up.

**PRACTICE COLLABORATIVE  
SKILLS AND INSIGHT**

# MEMORY GAME



This makes the well-known memory game an entirely new and fun experience when projected on a large floor.

Players take turns tipping tiles that are placed in the game grid. If the pictures are the same, you get a match. When all have been collected, the team with the most matching pairs wins the game.

The tiles consist of both text and pictures. The game can vary and may contain between 4 and 32 tiles.

**IMPROVES MEMORY AND  
COOPERATIVE SKILLS**





For example, the first pupil can start a story by stepping on a picture. The next pupil continues the story, but starts by saying what the first pupil said. The third pupil continues, and so on. If someone forgets any part of the story, he/she is out. The winner is the team/person who remembers the entire story.

## IMPROVES MEMORY

# DANGER IN THE JUNGLE



A quiz game where two teams/participants compete over who crosses the magical suspension bridge first.

There are two variants of the game – one where each team takes turns and another where the goal is to be the quickest. The goal is to be the first to reach the secret tomb. The participants must answer questions that bring them closer to the goal of reaching the other side. If a participant gives a wrong answer, the bridge collapses and the person falls into the water and must start over.

**IMPROVES MEMORY AND COOPERATIVE SKILLS.**

# QUIZ-NINJA



A simple quiz game with various rounds.

You can create assignments yourself. Questions are asked. The answers float around on the floor. The participants must select the correct answers as quickly as possible. The correct and incorrect answers are displayed when the pre-set time has passed.

**IMPROVES GENERAL KNOWLEDGE, OVERVIEW AND COLLABORATIVE SKILLS**

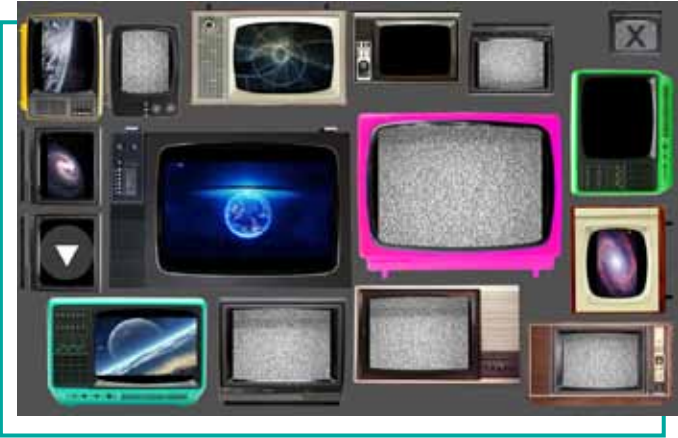


# SMACK THE FLY



A question is asked in either the form of text or pictures. The answer can be found on the floor. The participants select the correct answer by stepping on it. The time starts and the participants jump around and land on the correct answer. When the time has run out, the correct and incorrect answers are shown on the floor.

**IMPROVES COOPERATIVE SKILLS**



The participants' self-produced videos can also be inserted if they have first been uploaded to YouTube.

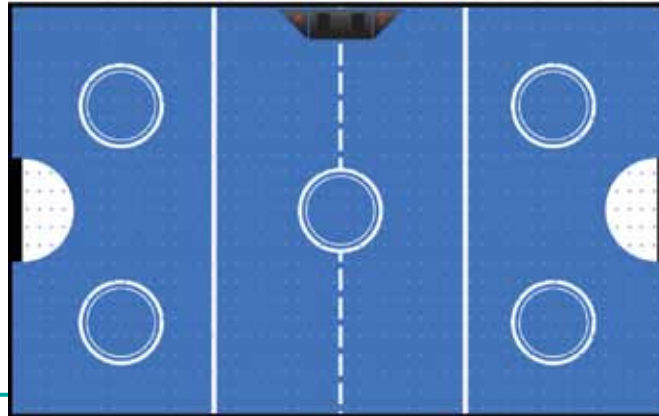
# GAMES WITH FIXED TEMPLATE



## FLOWER GARDEN

Cultivate your own garden. The participants must think logically, act, work together and socialise when planning and carrying out garden work – everything from preparing the soil to planting seeds, watering, weeding, performing pest control and animal examinations – until the garden looks the way it should.

To carry out the actions in the game, the participants must stand on one leg, which improves their balance. For 1-4 players.

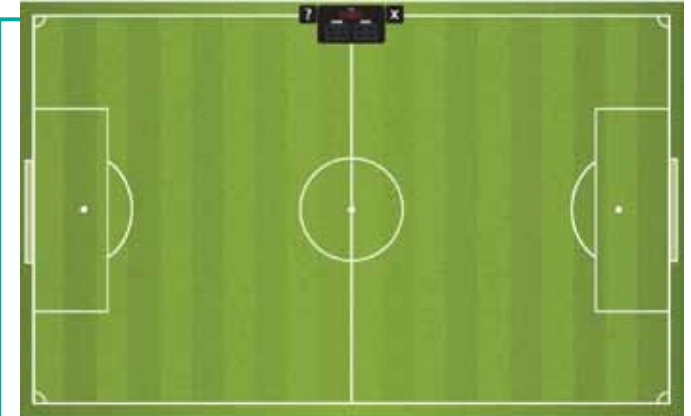


## AIR-HOCKEY

There is plenty of activity and movement involved when the air hockey game is being played.

Here, participants play against individual players or teams. Scoring goals is the objective. At each end, the game has two round circles that the participants must take turns stepping on in order to make the puck move – an extra dimension that requires attention and concentration among the participants.

This improves speed while also raising the heart rate.



## FOOTBALL

A fun way to incorporate physical activity into everyday life.

Two participants or teams compete and try to score as many goals as possible. The fun sound effects make the game a very believable experience.

The game is based on creating an activity that makes the participants use their bodies while having fun at the same time. This raises the participants' heart rate.

# WEB SYSTEM

## ONLINE PLATFORM

The Active Floor game universe is a link to our online platform, where you can have a countless number of users, change the look of the menu, and copy and make games of your liking.

Active Floor can be used for all subjects and ages, and imagination is the only limit for what you can put in the game.

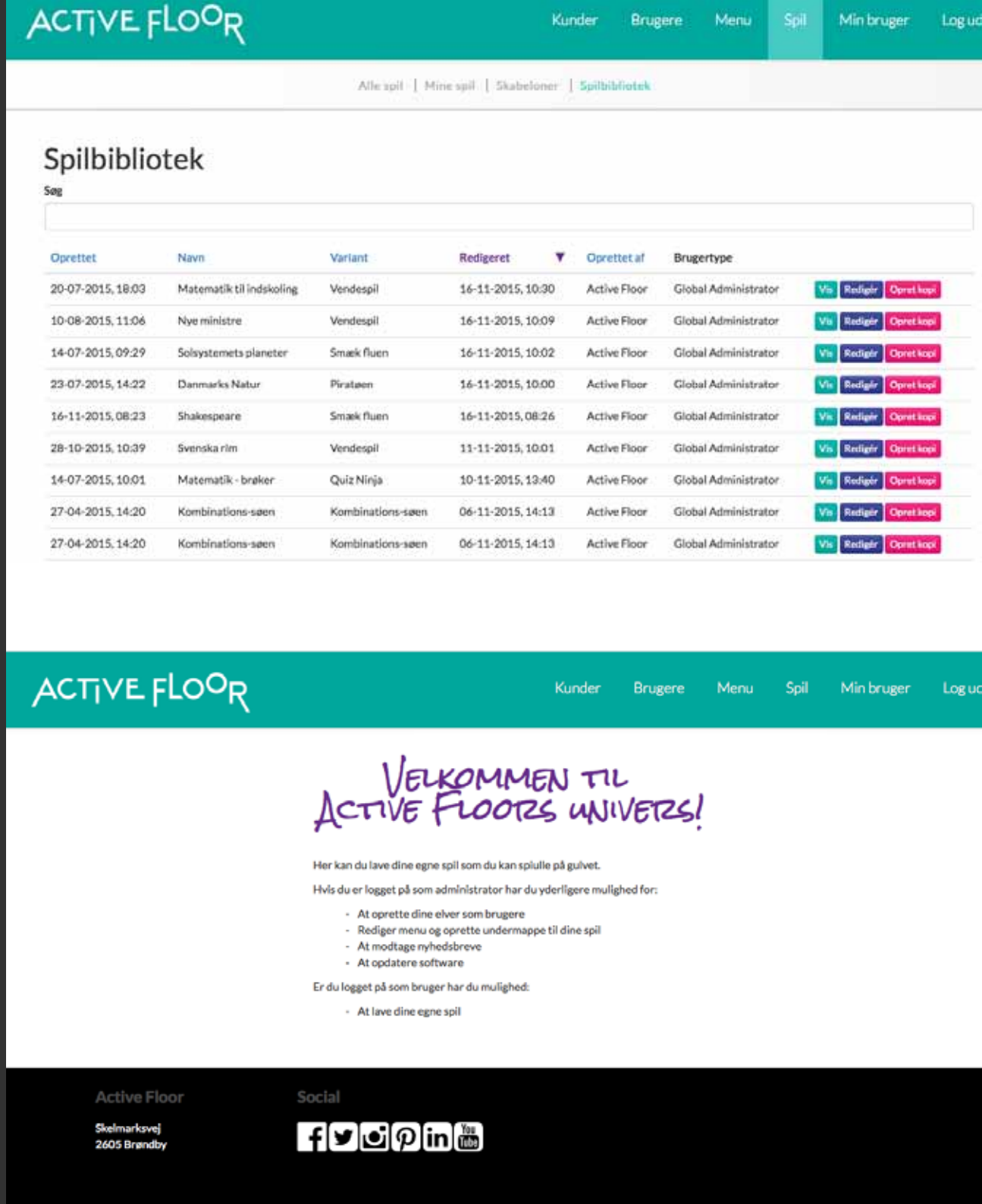
## GAME LIBRARY

There is also a game library, where we'll upload new games aimed at different ages, subjects, learning goals and themes.

## UPDATES

The software is automatically updated; this means new features, effects and games at no extra cost.

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# 4.

ALL YOU NEED TO KNOW REGARDING ACTIVE FLOOR



# AN INTERACTIVE LEARNING TOOL WITH A LARGE FLOOR AND A CEILING-MOUNTED PROJECTOR

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Auto-update with new  
software and games



On-site technical support  
within three working days



Phone service from  
8 am to 5 pm



## SERVICE

When you subscribe to Active Floor, we provide service solutions so you can be sure that your Active Floor is always up and running. Included in the service solution are:

- Access to software updates
- Access to phone support from 8 am to 5 pm
- Online repairs within four hours
- On-site support within three weekdays
- Remote support (online support)



## CONCEPT

Active Floor consists of a vinyl floor, a ceiling-mounted projector, a computer, a motion-detecting camera and an installation box. All are very simple to install.

Place the Floor somewhere the kids spend most of their time in order to get the most out of the system. The floor inspires the kids to be active, even at breaktime.

## ACTIVE FLOOR BASIC KIT

- Cloud portal og spilkabeloner
- Active Floor software licens
- Projektor kit - wxga, 16:10, 5000 ANSI lumen
- Kinect 2 kamera
- Højtalere
- Installationsboks - simplificerer installationen
- Serviceaftale med on-site service indenfor max 3 dage
- Hotlineservice

## PC & INSTALLATIONSKIT

The installation kit consists of the following:

- On-site Installation
- Vinyl Floor 3 \* 4 meters ( 9 ft. 10 inch \* 13ft. 1,4 inch)
- Pc with Windows 8/10
- Wireless keyboard
- Installation materials



5.

HOW DO WE GET AN ACTIVE FLOOR?

## CONTACT & START-UP

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**+ 45 31 700 729**



**HELLO@ACTIVEFLOOR.COM**



**NAVERLAND 2,  
2600 GLOSTRUP, DENMARK**

**GIVE US A CALL OR AN EMAIL, AND WE CAN  
FIND YOUR IDEAL SOLUTION TOGETHER.**

## BE SOCIAL & STAY IN TOUCH

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YouTube, and be up-  
dated on what projects  
and features we are  
currently working on,  
along with news, etc.



