

# funtronic

AHEAD OF TIME



**HUNDREDS  
OF INSTITUTIONS**  
already use  
Funtronic  
products



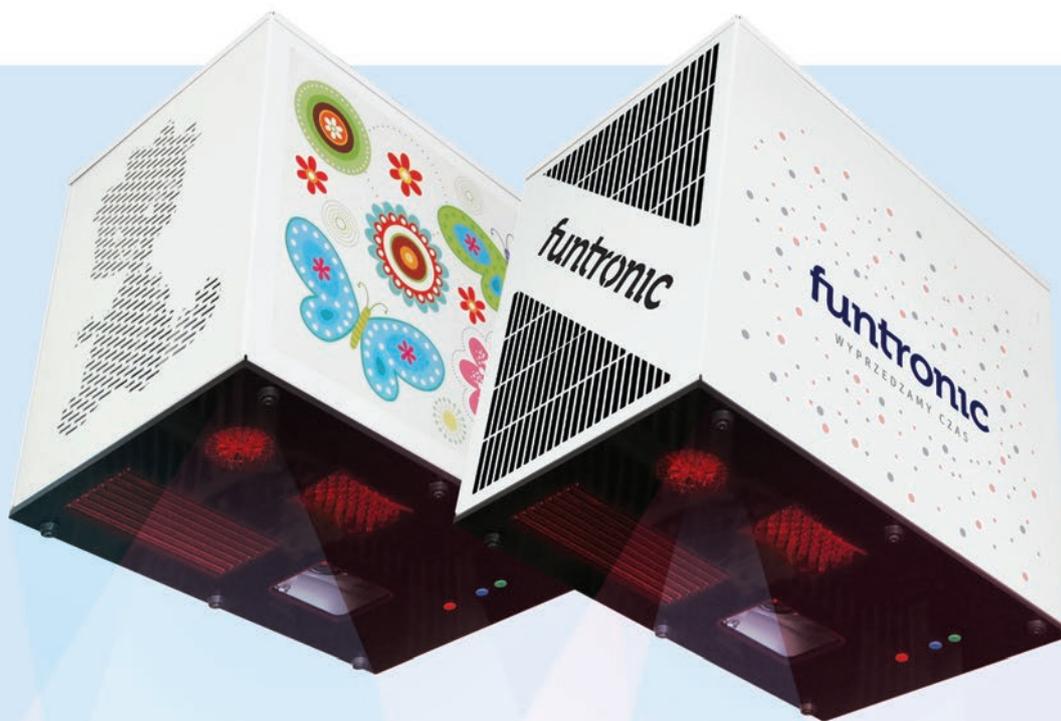
**WIDE SPECTRUM  
OF POSSIBLE USE**  
in education and  
rehabilitation



**INTERACTIVE  
PLATFORM**  
for downloading  
latest games and  
applications



**POSSIBILITY  
TO ADJUST  
APPLICATIONS**  
to individual  
needs



funtronic **floor**

**Learn and play**

# funtronic floor

## Learn and play

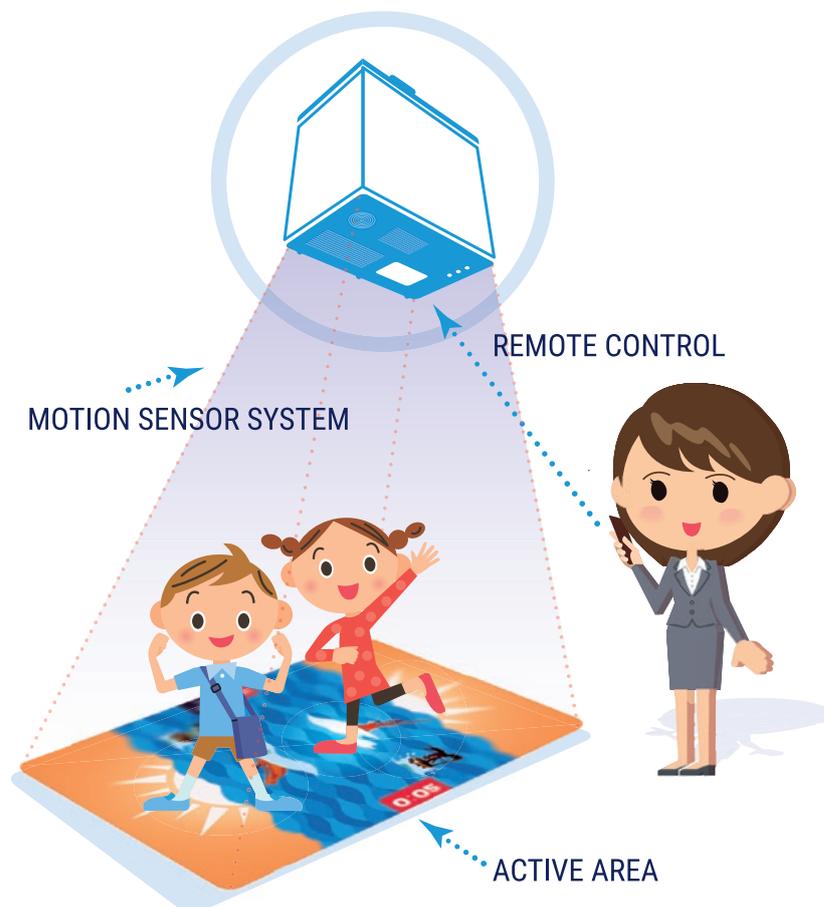
Funtronic Floor is an unusual interactive education tool with built-in computer, projector and motion detector.

These sets are: **Funtronic Fun, Funtronic Edu and Funtronic Med.** They include packages of educational games and activities, and lesson scenarios made in cooperation with experienced teachers of pre-school and school education. These resources are being constantly developed and adjusted for various educational needs.

One of the advantages of **Funtronic Floor** is an extraordinary easiness of use, just with a remote control.

Clear picture menu lets the user choose an application he wants and start working with it really fast. Available programs are divided in three groups: LEARN, PLAY and FUN.

Every device is connected to the Internet network. Thanks to that user has unlimited access to additional application packages at any moment, without need of plugging it to any additional devices.



# funtronic fun

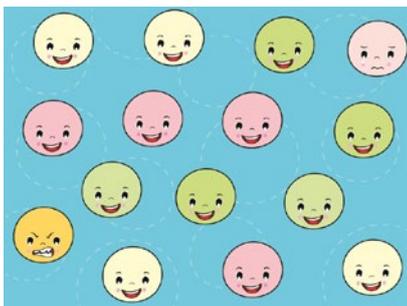
The Funtronic Fun package is dedicated for nurseries, kindergardens, classes 0-3 in primary schools, playrooms and other places, where children play and spend their time.

## Happy faces

Children find sad looks and break a spell so they are cheerful again. In order to do it player should use hands or legs. Do it fast but don't worry there's always possibility to improve performance. There are 3 versions of the game – each practice different social skills.

SET I

x3



## Water

The game is simulating the movement of water. You can feel as you if you walk on the water! It is motivating child to perform motor exercises of a different kind. It also lets using real objects. Put the paper ship on the water, blow and observe what streaks will be left.

SET II



## Colourful piano

Piano enables children playing any melody by stamping with leg or hitting appropriate key with hand. It is possible to use it for different classes, e.g. for learning colors in English.

SET II



## Leaves

On the surface of Funtronic Floor appear and fly away autumn leaves. The application is simple but has multiple possibilities to play and work with. It allows relaxation exercises as well as rehabilitation ones.

SET II



## Bursting Balloons

Puncture flying balloons by jumping on them or waving over them. The game allows children release energy and have fun. It's designed in the way which lets children play together in small groups.

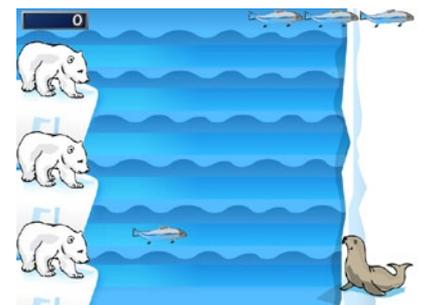
SET II



## Seal and fishes

The game is about catching fish using hands or legs. In order to help the seal to catch fish player should stand up from the side of the screen and stamp with leg directly opposite the swimming fish. The seal will move and will swallow meal. It is necessary to be in a hurry, because fish are swimming faster and faster.

SET III



# funtronic fun

## Banana land

The game is to catch as many bunches as you can before they hit the ground. To help the monkey grasp the banana player stands at the bottom of the image and stamps with his foot in the appropriate line. Monkey jumps on it and catch the fruit. You have to hurry because bananas are falling faster and faster! The game teaches precision and reflexes.

SET III



## Smart Dino

The goal of the game is to collect the highest amount of eggs before they fall down and break. If you want to help dinosaur to catch an egg you should show him where he should stand to grasp it. How? Stand at the bottom of Funtronic Floor surface and thump with leg under the falling egg. The dinosaur will come running and grasp one. It is necessary to be in a hurry, because eggs are falling faster and faster.

SET III



## Elf

Game is about guiding Elf so he could collect as many gifts as possible within 4 minutes. Player stands at the bottom and uses hands or legs to catch falling packages. As a reward child can press the secret button.

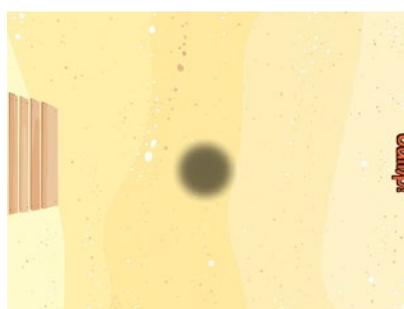
SET III



## Football

Like in real football the aim of the game is to take the ball and break the defense. Application Football is a two player game where players score as many goals as possible. Children move the ball by jumping on it or thumping with leg. The winner is the most efficient and focused one how scored the best result.

SET IV



## Long jump

The goal of the game is to make the longest jump. Stand on the field START, wait for the tone and jump as far as you can. After a series of five strokes result appear - each marked with a different color. The length of jumps children can also measure using the same steps or a measuring cup.

SET IV



## Super Tennis

Participants of the game have a chance to play virtual tennis ball. Player directs racket using hands or legs and bounce the ball towards opponent. The goal is to win the match. Game intended for 2 players.

SET IV

# funtronic fun

## Bear and honey

Participants find mugs with honey. They also try to miss bees which hunt for honey too! In order to mark the mug the child is jumping on it, thumping with leg, waving hand or head above it.

SET **V**



## Elephant and sugar

The game is about collecting all sugar cubes on the floor. If player notices sugar cube he can thump with leg or wave with hand above the active image. It is necessary to pay attention to the elephant because he also wants to eat sweet cubes. When he eats a sugar cube, he takes short nap. Now player has a chance to collect more sugar cubes. The game is developing reflex and focus.

SET **V**



## Vikings Application

Player task is to follow the trail of the Vikings ship and collect all the treasures that appear on its way. If player perform too slowly treasures disappear and the game restart.

SET **V**



## Flowers

The task is to mark flowers with numbers from 1 to 9 in an appropriate order. To do this you just jump on a flower or stamp on it. You can also swing over it with your hand or head. The game develops reflex and focus skills.

SET **VI**



## Trace tracker

The goal of the game is to track the animals after tracks they leave on the snow. If a task is being performed too slowly, tracks are disappearing and the game starts over again. At the destination player will see what animal was tracked.

SET **VI**



## Letters

The task is to mark the flowers in the order of appearing letters from A to Z. To do this you just jump on a flower or stamp on it. You can also swing over it with your hand or head. The game develops reflexes and concentration skills.

SET **VI**

# funtronic fun

## Pebbles

The goal of the game is to jump over stones in the appropriate order from 9 to 1. To select a pebble player should jump on or wave his hand over it. The game develops observation and concentration skills. It also helps in learning numbers and counting.

SET VI



## Planets

The aim of the game is to guess the name of the planets. How? By jumping or stamping on the surface of Funtronic Floor. The sound tells us whether the answer was right or wrong.

SET VII



## Mushrooming

x2

Pick as many mushrooms as you can trying not to stray from the main path in the forest. Other way you will wake up the night owl! Pay attention to hedgehogs which pass road in the least expected moment. The game is developing the reflex, focus and cleverness.

SET VII



## Archeology

This application introduces to children an amazing and mysterious world of archeology. Using legs, hand and some real objects (e.g. brushes on the long stick) children find treasures in the ground and learn about its' age. The game requires patience and accuracy.

SET VII

# funtronic floor

## The safety and the quality of the workmanship

-  high quality materials used for the production
-  reliable making the whole construction
-  fault tolerance
-  hazardous components are missing in the reach of the user.

## Impact on development of the child

-  stimulating the psychomotor development
-  supporting the concentration and the creative thinking
-  reinforcing the need of the cooperation in the group

# funtronic fun

## Express yourself Application

The most important rule of the game is ... there is no rules – the only limit is our imagination. So use your imagination and draw whatever you want using your hands and feet. You can choose among 3 colors. When mixed, they can create unlimited pallets of colors.

SET VIII



## Rockets Application

The goal is to catch as many rockets as possible. Rockets aim the planet to crash on it. You should jump on them or tap them with your hand to distract their flight and save the planet. The game is available in 3 levels – easy, medium and hard.

SET VIII



## Car Racing Application

Car racing on the crowded roads of the city is an adventure where being watchful and fast is the key. Dodging with the car player avoid crashes with trucks and other unexpected objects. Goal is clear – complete route safely in appropriate time and have lots of fun.

SET VIII



## Bowling Application

Bowling is an exciting game where focus and fair competition is what counts the most. Like in real game players throw a bowling ball towards a target and gain points. In interactive version of the game as a bowling ball you can use any ball or ball shaped object. If you use smaller ball the level will be more difficult.

SET VIII



SET I

Happy faces  
Happy board  
Happy puzzle

SET II

Colourful piano  
Water  
Bursting Balloons  
Leaves

SET III

Seal and fishes  
Banana land  
Smart Dino  
Elf

SET IV

Football  
Long jump  
Super Tennis

SET V

Bear and honey  
Elephant and sugar  
Vikings Application

SET VI

Flowers  
Trace tracker  
Letters  
Pebbles

SET VII

Planets  
Mushrooming  
Road through the forest  
Archeology

SET VIII

Express yourself Application  
Car Racing Application  
Rockets Application  
Bowling Application

# funtronic fun

SET IX

Instruments  
An Uninvited Guest  
Super Ball  
Fruit

## Instruments

Jump on a field with a shade of an object to discover what instrument is hidden and what its sound is. Listen carefully. The following level of the game will allow you to check if you have been able to memorise all the objects, their looks, and their sound.

SET IX



## An Uninvited Guest

A mole wishes to escape to the surface by gullyng tunnels and making a burrow on the plot. Outsmart a mole and get rid of an uninvited guest. You have a minute to check your reflex. Try to convince a mole to inhabit on a neighbour's plot...

SET IX



FUNTRONIC FUN9



## Super Ball

Steer a platform to knock off all visible tiles. Score the biggest number of points in one of three modes of a game: tetris, combo, time.

SET IX



## Fruit

By moving your hand or foot, move a basket to fill it with dropping fruit. Remember, small fruit score more points. Check your knowledge and reflex on two levels of difficulty.

SET IX

# funtronic edu



## Football (quiz)

Battlefield as a place for knowledge? Why not! Just like in football, the game speed and relevant decisions of the participants are important. In addition to the physical condition, the players practice the knowledge of subjects in primary school. Responding to a series of quiz questions, they earn points and play for the championship.

### SETS



Scope: IV - VI

Number of Players: 1 - 4

Form: QUIZ

Number of rounds: 1 - 4

Estimated one game: 5 - 15 MINUTES

Game features: PHYSICAL, TOURNAMENT, EDUCATION, CONCENTRATION



## Ships

The goal is to sink the enemy ship. In what way? By giving the correct answer to the question of subject knowledge existing in the core curriculum of primary school grades 4-6. During each game participant chooses the level of difficulty. The questions on which the player is responsible are more difficult, the faster is coming to win.

### SETS



Scope: IV - VI

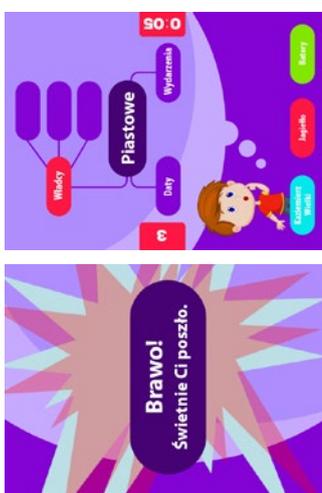
Number of Players: 1 - 4

Form: QUIZ

Number of rounds: 1 - 4

Estimated one game: 5 - 15 MINUTES

Game features: PHYSICAL, TOURNAMENT, EDUCATIONAL



## Mind map

The game is about building mind maps. Select words one by one the way they will create logical net of associations. In this game knowledge, focus and a speed of making decisions matter the most. In every game it is possible to choose the level of difficulty.

### SET



Scope: IV - VI

Number of Players: 1 - 4

Form: MIND MAP

Number of rounds: 1

Estimated one game: 5 - 15 MINUTES

Game features: PHYSICAL, TOURNAMENT, EDUCATIONAL

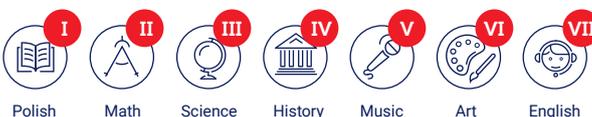
# funtronic edu



## Carousel Questions

Questions are located under colorful fields in the circle. When the game starts, the wheel starts to roll. Then the wheel stops, setting a question that corresponds to the participant of the game. What matters is the time. If a player responds well, is scored. If wrong, the additional movement task awaits.

### SETS



Scope IV - VI

Number of Players 1 - 4

Form QUIZ

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

Game features **PHYSICAL**  
**TOURNAMENT**  
**EDUCATIONAL**  
**CONCENTRATION**



## Associations

The goal is to identify the correct combination with a set of elements: images, words or numbers. Of the three listed at the bottom of the screen responses, the participant of the game selects the most logical one. If the discovered rule is correct, the participant receives a point. You can choose the level of difficulty of tasks.

### SETS



Scope IV - VI

Number of Players 1 - 4

Form BRAIN TEASER

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

Game features **PHYSICAL**  
**EDUCATIONAL**

# funtronic edu



## Riddle Mix

Check your reflex and memory collecting a basket with objects and the reader will read it for you correctly in English. Remember names of the objects. In the next level you will check how much you already know.

SET



English

Scope 0 - III

Number of Players 1 - 4

Form QUIZ

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

**Game features** PHYSICAL  
TOURNAMENT  
EDUCATIONAL  
CONCENTRATION



## Merry go round

Vegetables, fruits, drinks and... a little surprise. Spin the carousel and observe which category you choose. When you hear an English name of the word, pick the correct picture. If your answer is correct you will hear this word again. Spin the carousel again to find out the new words.

SET



English

Scope 0 - III

Number of Players 1 - 4

Form BRAIN TEASER

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

**Game features** PHYSICAL  
EDUCATIONAL



## Crazy Alphabet

Jump on the selected field and listen to the name of the object in English. Memorize it because in the next level you will have the opportunity to check your knowledge.

SET



English

Scope 0 - III

Number of Players 1 - 4

Form BRAIN TEASER

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

**Game features** PHYSICAL  
EDUCATIONAL

# funtronic edu



## English for fun

Have fun and learn English at the same time. Stand at the "Start" and let's begin the game. The reader says the name of the object in the picture. You have to tap or stand on the correct one. In the next level counts the time and you can check how much you know so far.

SET



English

Scope 0 - III

Number of Players 1 - 4

Form QUIZ

Number of rounds 1 - 4

Estimated one game 5 - 15 MINUTES

**Game features** **PHYSICAL**  
**TOURNAMENT**  
**EDUCATIONAL**  
**CONCENTRATION**

# funtronic edu

## SET I

Football  
Ships  
Carousel Questions  
Associations



Polish

## SET V

Football  
Ships  
Carousel Questions  
Associations



Music

## SET II

Football  
Ships  
Carousel Questions  
Associations



Math

## SET VI

Football  
Ships  
Carousel Questions  
Associations



Art

## SET III

Football  
Ships  
Carousel Questions  
Associations



Science

## SET VII

Football  
Ships  
Carousel Questions  
Associations



English

## SET IV

Football  
Ships  
Carousel Questions  
Associations



History

## SET VIII

Mind map MIX



Mix

## SET IX ENG(A)

English for fun  
Riddle mix  
Merry go round  
Alfabet



English

funtronic reh

## Funtronic Med

All games were designed in a cooperation with the rehabilitation centre in Łędziny, Poland. Thanks to their knowledge and experiences we designed application that fulfill educational and rehabilitation function for children with different disabilities.

In comparison to traditional **Funtronic Floor** games the applications have more expressive solid colors and brighter backgrounds. Reduced number of objects moving on the board helps in focusing on the task. Moreover, all active elements are bigger. Also dynamics of games is slowed down. Part of the applications were also designed vertically in order to extend the time of moving of elements on **Funtronic Floor**. Thanks to that the child has more time to perform the task. Implemented changes causes that games are more accessible for children with special education needs.

In applications there are implemented two levels of difficulty which allows tutor to decide about course of the physiotherapy. What is also very important in such exercises players receive distinct prize after the performance (bravo, the applause).

**Funtronic Floor** supports building education workshops.

Properly designed games  
are successfully used  
as the educational  
and rehabilitation tool.

funtronic floor

Proposed games develop  
in particular the following  
functions:



the concentration  
of the attention and the visual  
motor concentration



acting according to instructions



developing the spatial imagination



functions refreshingly - relaxing



reducing the muscle tone



prompting to express positive  
emotions



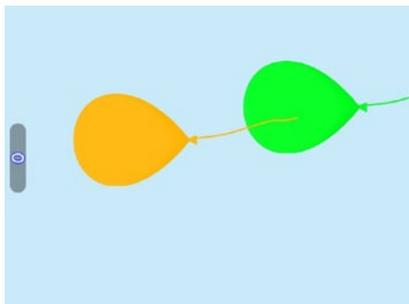
developing the great motor  
activity exploiting the diversity  
of motor exercises

# funtronic reh

## Bursting Balloons

The aim of the game is to catch and tap flying balloons. You can use your feet or hands to collect as many balloons as possible. The game is available in two levels of difficulty.

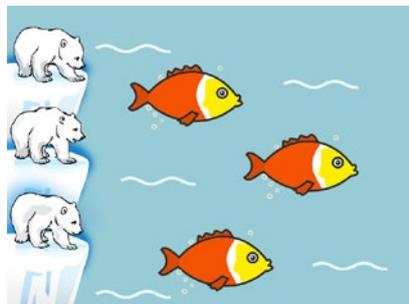
SET I



## Fishes

The game is about catching fish using hands or legs. In order to help the seal to catch fish player should stand up from the side of the screen and stamp with leg directly opposite the swimming fish. The game has simpler animations and less moving objects so it's successfully used in rehabilitation exercises.

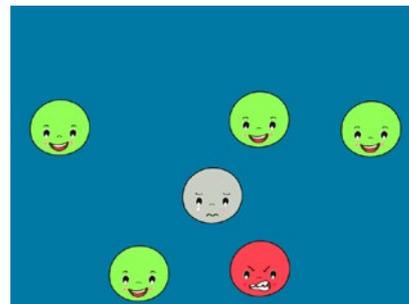
SET I



## Happy faces

The game is about distinguishing facial expressions. Children find sad looks and break a spell so they are cheerful again. In order to do it player should use hands or legs. Application improve social skills and has rehabilitation advantages. The game is available in two levels of difficulty.

SET I



## Water

The game is simulating the movement of water. You can feel as you if you walk on the water! It is motivating child to perform motor exercises of a different kind. It also lets using real objects. Put the paper ship on the water, blow and observe what streaks will be left. Physiotherapists uses application in many interesting ways as a part of relaxation and rehabilitation exercises. It supports their daily work with disabled children.

SET I



## Numbers

The task is to jump over stones in the proper order from 1 to 9. To do this you just jump on a stone or stamp on it. You can also swing over it with your hand or head. The game is available in two levels of difficulty.

SET II



## Leaves

The game is about the spreading autumn leaves using hands and feet. Under the leaves there are hidden hedgehog and mushrooms. The player has the task to find them. However, be careful because the wind constantly blows new leaves.

SET II

# funtronic reh

## Letters

The task is to jump over stones in the proper order from A to Z. To do this you just jump on a stone or stamp on it. You can also swing over it with your hand or head. The game is available in two levels of difficulty.

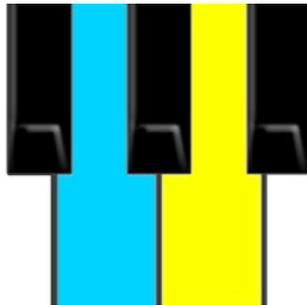
SET II



## Piano

The game is about distinguishing sounds. Piano allows the child to play any tune by tapping with the foot or hitting the correct keys by hand.

SET II



## Banana land

The goal is to break as many bananas as possible before they hit the ground. Lianas will show you where to expect fruits. To catch them, you should slap them by hand or stamp on them by foot. The game is available in two levels of difficulty.

SET III



## Elephant and sugar

The game is about collecting all sugar cubes on the floor. If player notices sugar cube he can thump with leg or wave with hand above the active image. It is necessary to pay attention to the elephant because he also wants to eat sugar cubes. When he eats a sugar cube, he takes short nap. Now player has a chance to collect more sugar cubes.

SET III



## Falling eggs

The goal of the game is to collect the highest amount of eggs before they fall down and break. The game was adjusted to the children with disabilities. The objects are falling slower, the colors are brighter so they can catch it easily.

SET III



## Mushrooming

Pick as many mushrooms as you can trying not to stray from the main path in the forest. Other way you will wake up the night owl! Pay attention to hedgehogs which pass road in the least expected moment. The game is available in two levels of difficulty.

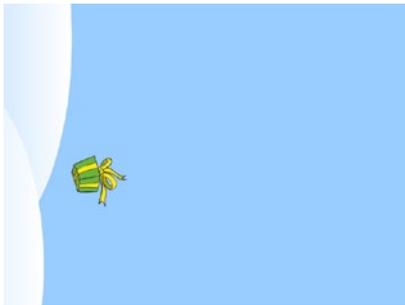
SET III

# funtronic reh

## Elf

Fun is to collect as many gifts as possible. To catch the gift you should slap them with your hand or stamp on them by your foot. Be focused and fast. The game is available in two levels of difficulty.

SET IV



## Trackers of tracks Application

The goal of the game is to track the animals after tracks they leave on the snow. If a task is being performed too slowly, tracks are disappearing and the game starts over again. At the destination player will see what animal was tracked.

SET IV



SET I

Bursting Balloons  
Fishes  
Happy faces  
Water

SET II

Numbers  
Leaves  
Letters  
Piano

SET III

Banana land  
Elephant and sugar  
Falling eggs  
Mushrooming

SET IV

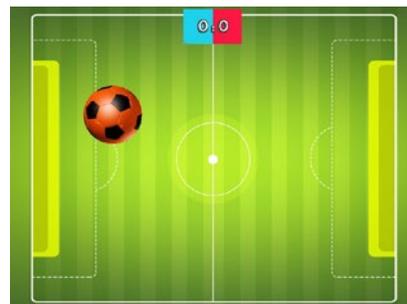
Elf  
Bees and honey  
Football  
Trackers of tracks Application



## Bees and honey

Participants find mugs with honey. They also try to miss flying bees which hunt for honey too! In order to mark the mug the child is jumping on it, thumping with leg, waving hand or head above it.

SET IV



## Football

Like in real football the aim of the game is to take the ball and break the defense. Application Football is a two player game where players score as many goals as possible. Children move the ball by jumping on it or thumping with leg. The winner is the most efficient and focused one how scored the best result.

SET IV



### Funtronic Floor:

-  develops large motility through a variety of motion exercises
-  has a positive effect on the interactions between children and prevents from alienation
-  organizes a great time in the afterschool club and during school breaks
-  combines learning and fun using elements of gamification
-  has a positive effect on the concentration of students
-  supports the implementation of the core curriculum for ICT
-  includes package of educational games and activities tailored to the core curriculum
-  forms the habit of repetition and strengthening the knowledge (e.g. quizzes)

More than 5 000 questions for different subjects.



Validated forms of strengthening the knowledge: quizzes, mind maps, associations, logical inference.