

# funtronic

AHEAD OF TIME



**HUNDREDS OF INSTITUTIONS**  
already use  
Funtronic  
products



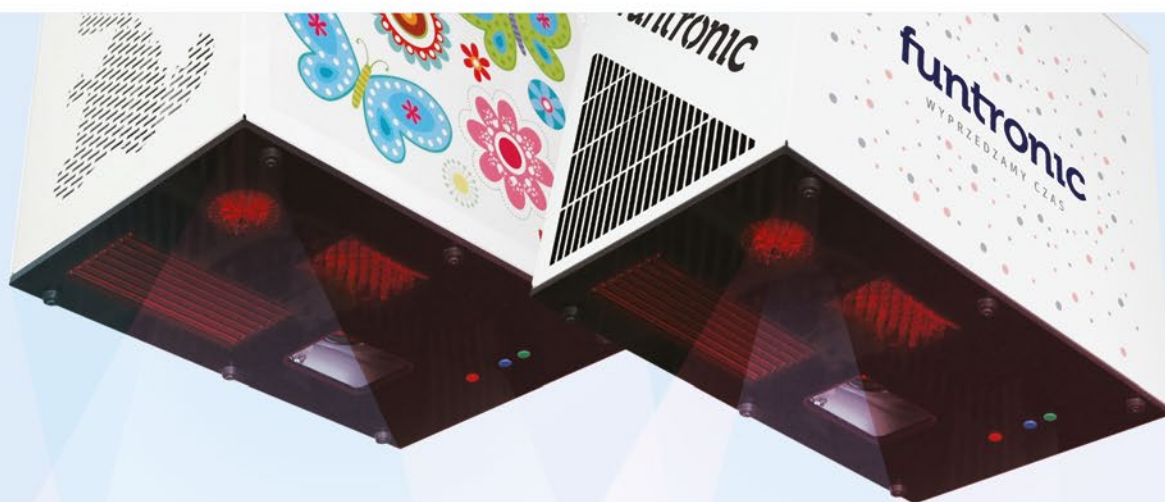
**WIDE SPECTRUM OF POSSIBLE USE**  
in education and  
rehabilitation



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



**POSSIBILITY TO ADJUST APPLICATIONS**  
to individual  
needs



Learn and play

funtronic **floor**

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

The image displayed on the floor creates a virtual „magic carpet”, where pre-school and school children are going through the great adventure, starting with games and motion activities till cognitive education from all areas of knowledge. Learn and play with this interactive floor develop in children large motility, visual-motion coordination, perception and responsiveness.

Functionality of the **Funtronic Floor** enables a wide range of applications in any room, on a light and smooth surface. A child at play integrates into its course through the movement of hands or feet. The size of the displayed image depends on the height of the suspension of the device over the floor and is typically similar to a rectangle with the dimension of a 2 x 3 meters. The advantage of this unique on the market education tool is extraordinary easiness of use just with a remote control pilot - similar to handling the household TV.

**Funtronic Floor** was designed by Polish engineers and is produced in Poland.

Contact us

Funtronic sp. z o.o.  
Kwidzyńska 1a, 04-695 Warszawa

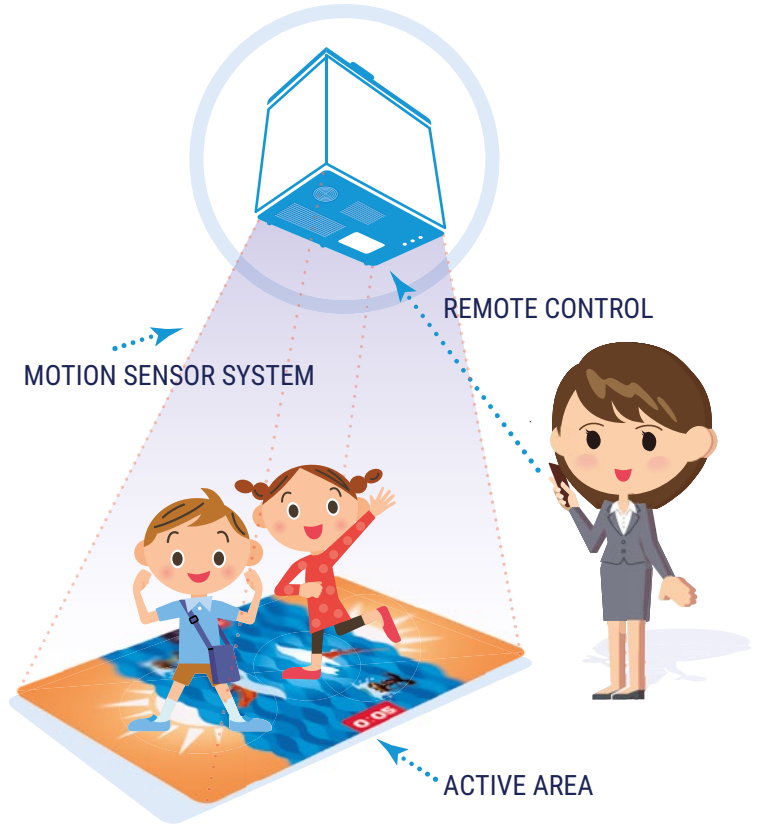
Tel.: 22 610 02 30  
E-mail.: biuro@funtronic.eu



# funtronic floor

WITH PACKAGE OF EDUCATIONAL GAMES FOR NURSERY AND PRIMARY SCHOOLS

- 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.

