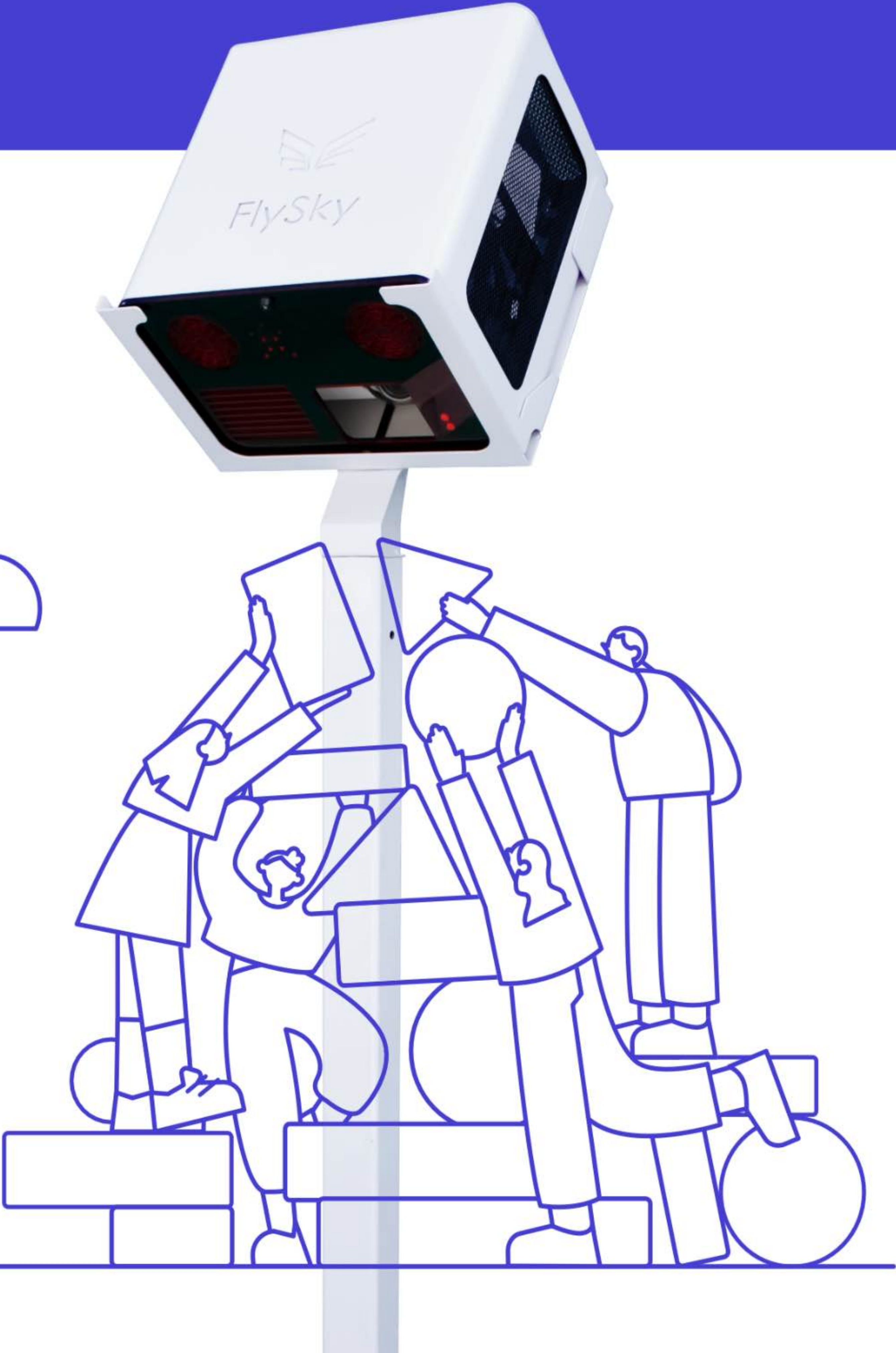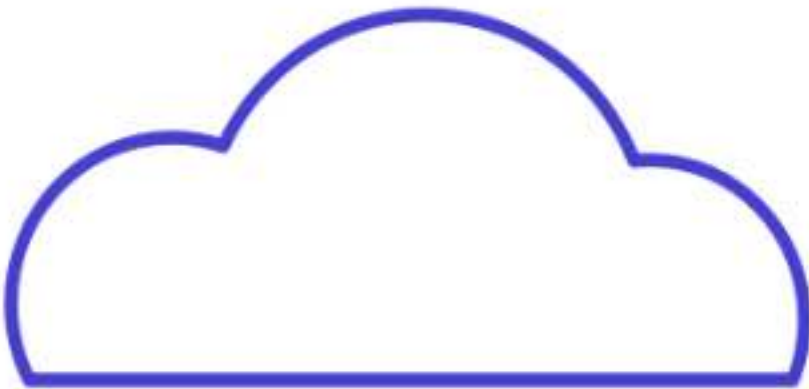# didactix

FlySky

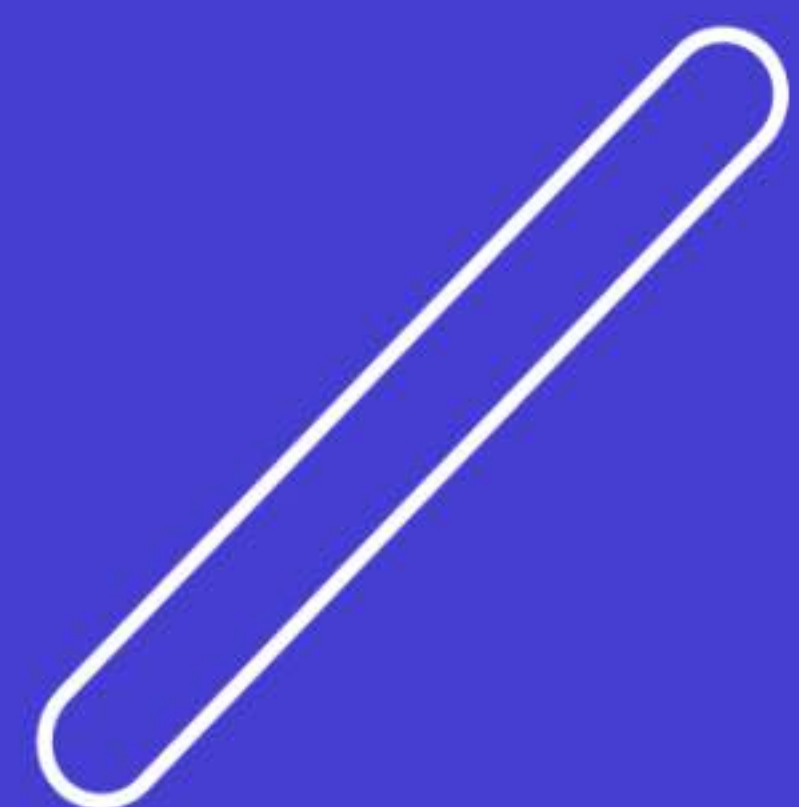# APPLICATIONS CATALOGUE

MEET
FLYSKY

The FlySky interactive floor is a multimedia product that allows for versatile learning, therapy and fun for users of all ages. It is a creative and innovative solution that teaches through play. Its integral part is a short throw projector, a processing unit and a camera with dedicated software. Using the projector located inside, the image is projected onto the floor which is activated by users moving around it. The active area is illuminated by LEDs placed in the lower panel, emitting infrared light. As a result, moving or making gestures triggers a change in the image, which allows for operating a wide range of games, applications and websites.

Contents

MUSIC

Rhythm, movement and joy – a musical adventure on the interactive floor.

The "Music" package includes six interactive applications that introduce children to the world of sounds, rhythm and musical expression. Children can play virtual pianos, create drum beats, take part in role-based concerts, perform solo or as a duo with others. The experience combines play with learning coordination, rhythm and active listening. Each application engages both the body and the senses, supporting musical development in an attractive and intuitive way.

What makes this package unique?
– Six diverse apps developing auditory skills, rhythm and coordination
– Possibility to play solo, in duets and group ensembles
– Learning through movement, sound, and repeating patterns
– Intuitive interface – no prior musical training required
– Supports auditory-motor therapy and early developmental activities

Who is it for?

NURSERIES (AGES 0–3)	PRESCHOOLS (AGES 3–6)	EARLY PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)	RHYTHM AND MUSIC CLASSES	THERAPEUTIC SESSIONS

Number of players

GROUP PLAY	PAIR PLAY	SOLO PLAY

Piano

"Piano" is a colorful educational app that lets users play on a virtual keyboard. It encourages creativity, lets you create simple melodies and experiment with different sounds. The main screen displays interactive keys labeled with note names and musical notation above. Pressed keys light up yellow for a few seconds.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Two Pianos

Each piano key is clearly labeled with a note name and corresponding musical notation, helping children associate sound with visual symbols. Users play by stepping on the keys with their feet, turning the floor into an interactive instrument. This app encourages musical exploration, coordination and collaboration, as two children can play side by side, either performing together or taking turns.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY
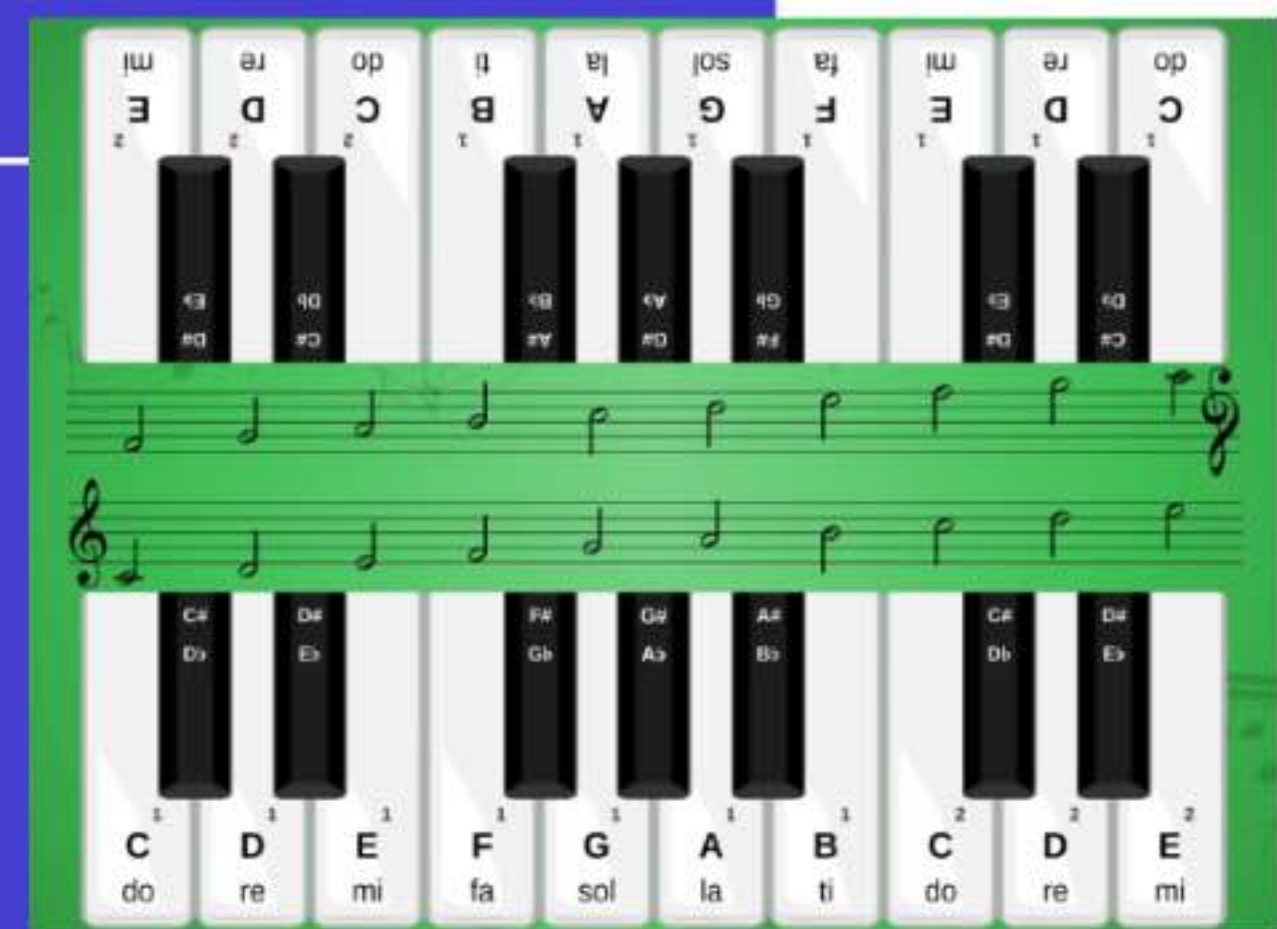
Concert

This app is a collaborative musical experience designed for up to four players. Each player has their own keyboard, encouraging group play, creativity and musical interaction. Learn music notation, experiment with harmony and create your own compositions together! Pressed keys light up yellow for a few seconds.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY
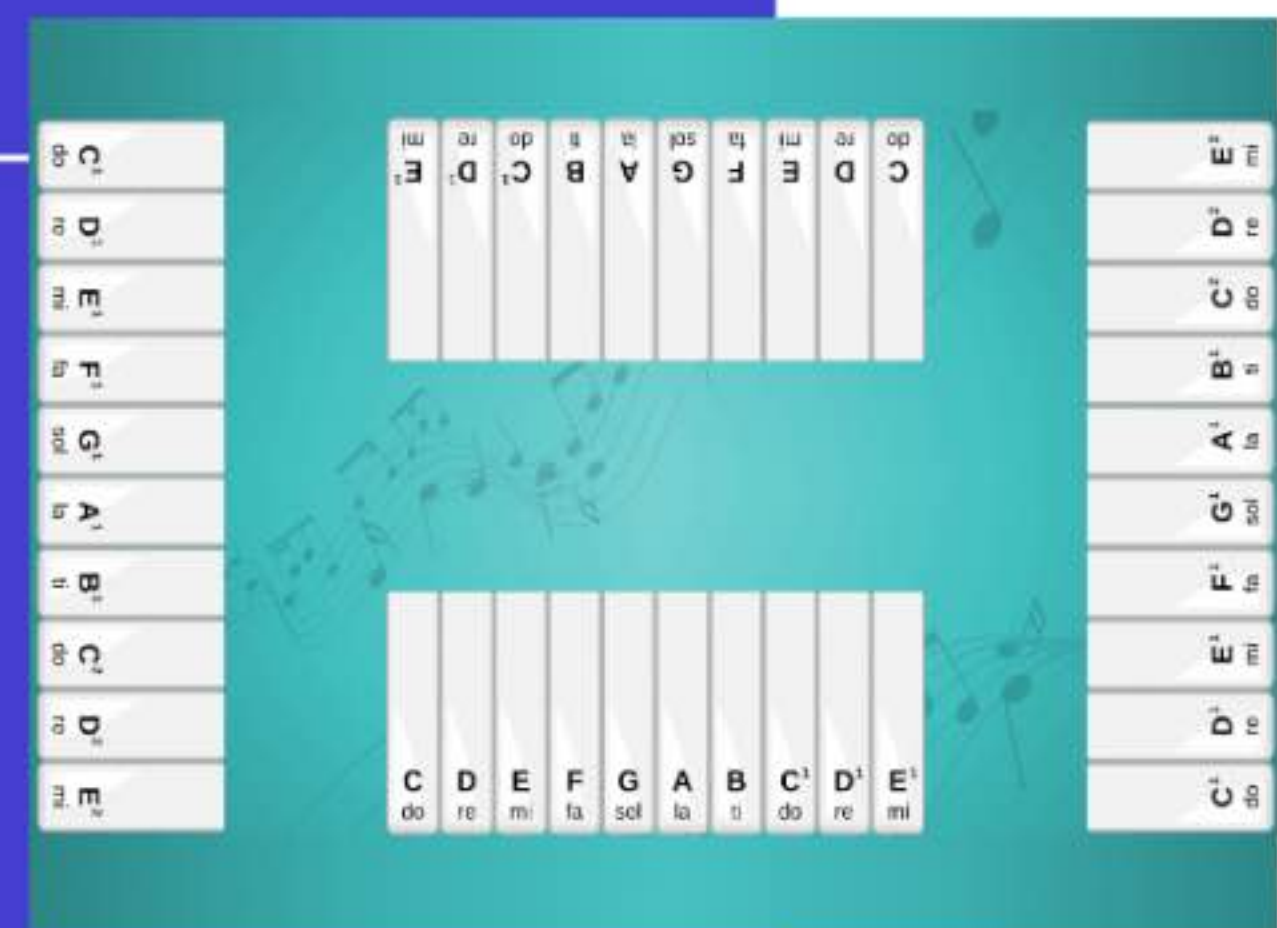
Drums

"Drums" is an engaging and energetic app that introduces users to the world of rhythm and percussion. By stepping, jumping or tapping different areas, it triggers realistic drum sounds that encourage active play and exploration. Whether playing, everyone can experiment freely, create unique beats and discover the joy of making music through movement.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Drummers

The "Drummers" app enables pair play – freely or with a metronome. Six different drums are available. Time signatures include 2/4, 3/4, and 4/4. The metronome can be turned on/off or adjusted at any time. Users play by tapping the drums with their foot.

Who is it for?

NURSERIES (AGES 0–3)	PRESCHOOLS (AGES 3–6)	EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

Number of players:

SOLO PLAY	PAIR PLAY

Accompaniment

Players can freely experiment or create their own percussion accompaniments to match harmonic loops. Four different backing tracks are available and play in a continuous loop once launched, providing a rich musical context for improvisation and exploration.

Who is it for?

NURSERIES (AGES 0–3)	PRESCHOOLS (AGES 3–6)	EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

Number of players:

SOLO PLAY	PAIR PLAY	GROUP PLAY

INSPIRATION FOR A TEACHER

What's the melody?

One player starts by playing a short melody or sequence of sounds on the piano. The remaining players try to reproduce it. It's a great exercise for musical hearing and concentration.

9

ABC BOOK

First letters, numbers, and words – an educational adventure for early learners.

The "ABC Book" package is a collection of interactive applications designed to support learning letters, numbers and basic language skills. Through engaging activities, children explore the alphabet, recognize numbers, form simple words and practice logical thinking. The intuitive interface, colorful visuals and varied mechanics turn learning into joyful play - without pressure or fear of making mistakes. These applications stimulate both linguistic and cognitive development, allowing children to build foundational school competencies in a natural and friendly way.

What makes this package unique?
– Learning the alphabet and numbers through play
– Applications that support language, math and concentration development
– Child-friendly interface designed for early learners
– Built-in hints that reduce fear of mistakes
– Learning through movement and screen - based interaction
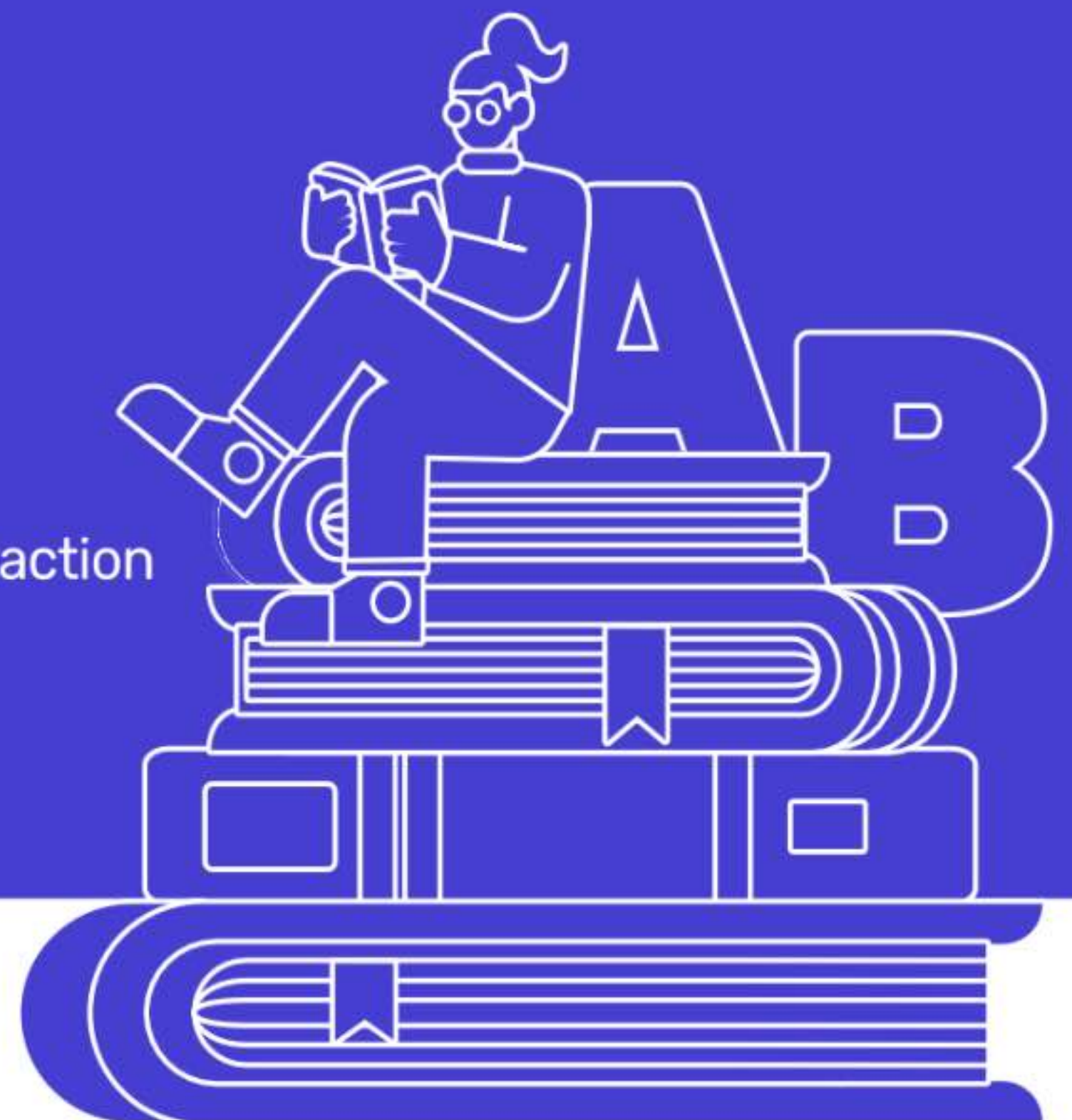
Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PREPARATORY CLASSES
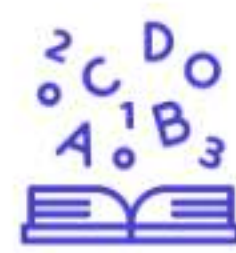
CHILDREN STRUGGLING WITH RECOGNIZING LETTERS AND NUMBERS

Number of players:

SOLO PLAY

Alphabet

The "Alphabet" app introduces children to the English alphabet and supports their cognitive development. The task is to select the letters in alphabetical order – collected letters appear in a row at the bottom of the screen. Users tap letters with their foot. Only correct letters are accepted, so there's no need to worry about making a mistake. The main goal is to master the English alphabet.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

Digits

The main board displays scattered numbers. Tap them in order from smallest to largest using your foot. Collected numbers are displayed in a row at the bottom. After completing a round, the next one begins automatically – giving you a chance to reinforce knowledge or let others try! The app helps children learn the shape of digits and understand numerical order.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

Letters

In the "Letters" app, children must figure out what word can be formed from jumbled letters, then arrange them in the correct order. There are two modes: in one, a picture serves as a hint; in the other, a short text clue appears after tapping the question mark. Players swap letters by tapping two at a time. An additional challenge is the time limit – the countdown is displayed in the top right corner.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

ECOLOGY

Active play meets responsibility – ecology you can experience first-hand.

The "Ecology" package features dynamic movement-based games that combine physical activity with environmental education. Children take on the roles of eco-heroes and complete tasks related to recycling, nature conservation and sustainable living. Each game engages both the body and the mind - teaching care for the planet through action, teamwork and decision-making. It's learning through motion and emotion – and it sticks.

What makes this package unique?
– Combines movement with ecological education
– Games focused on teamwork, quick reactions and making choices
– Friendly introduction to recycling and environmental protection
– High energy and emotional engagement for children
– Great support for ecology-themed lessons and events

Who is it for?

| NURSERIES (AGES 0–3) | PRESCHOOLS (AGES 3–6) | EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9) | PRIMARY SCHOOLS GRADES 4–6 (AGES 10+) | NATURE AND SOCIAL EDUCATION | THEMATIC CLASSES ON ECOLOGY AND SUSTAINABLE DEVELOPMENT |

Number of players:

| GROUP PLAY | SOLO PLAY |

Paper Storm

The forest has been littered with flying paper waste. Sorting this waste is essential – it allows for recycling and helps save trees. The more trash you collect, the harder the game becomes. Tap the flying paper items with your foot to collect them – but be careful not to hit any butterflies flying around. That'll cost you points!

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Plastic Storm

A storm has scattered plastic waste throughout the forest. Help clean it up to protect wildlife – plastic is especially dangerous because animals may try to eat it. Tap the flying plastic items with your foot, but avoid hitting butterflies – they'll reduce your score!

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Organic Storm

Clear the forest of waste while avoiding flying butterflies. As you collect more items, you'll earn points and unlock harder levels. Tap the airborne bio-waste with your foot, but don't hit the butterflies – doing so will reduce your score. Even if it's biodegradable, no trash belongs in nature!

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Littered Meadow

A forest meadow has been polluted with various types of waste. Your job is to clean it up! The meadow starts off empty – you'll need to sweep your hand or foot across the board to uncover hidden objects. Once you see the outline of a trash item, extract it with energetic movement. Choose how many items to find (10, 20, or 30) to adjust game length.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 - 9)

Number of players:

SOLO PLAY

GROUP PLAY

ANIMALS

Sounds, movement and curiosity – explore the animal world with all your senses.

The "Animals" package is a collection of interactive games that help children discover the animal kingdom through sounds, images and physical activity. Children recognize animal sounds, match them to the correct species, learn new words, strengthen their focus and develop cognitive skills. The engaging format sparks curiosity, supports memory and captures the attention of even the youngest learners. It's a perfect blend of nature education and sensory fun.

What makes this package unique?
- Learning through sound and image recognition
- Development of vocabulary and auditory-visual perception
- Tasks that promote focus and logical associations
- Engaging gameplay with no reading required – ideal for young children
- Games that support nature education and environmental awareness

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

PRIMARY SCHOOLS GRADES 1–3 (AGES 6–10)

CHILDREN WITH LANGUAGE DIFFICULTIES

NATURE AND ANIMAL - THEMED CLASSES

Number of players:

PAIR PLAY

SOLO PLAY

Sounds of Africa

The main screen displays interactive keys labeled with note names and musical notation above. The "Resources" tab offers access to static boards and music pieces. Users play by tapping the keys with their foot. Pressed keys light up yellow for a few seconds.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Sounds of Forest

Match forest animal sounds to the correct creatures. Do you remember what each animal sounds like? As in other apps, three difficulty levels are available. Tap the sound button with your foot to hear a call, then select the animal that makes it. Correct answers remove animals from the screen; incorrect ones shift their positions.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Sounds of Farm

The countryside is full of farm animals – can you recognize their sounds? Test your memory of the animals you've met in previous apps. Choose the correct animal based on its sound. Three game modes with different numbers of animals are available. Tap the sound icon with your foot to hear the call, then select the correct animal.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

African Animals

The voiceover says an animal name, and the player must tap the correct animal. Three difficulty levels are available, each with a different number of animals on screen. Tap the sound icon with your foot to hear the animal name. A correct answer removes the animal; a wrong one just changes its position.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY
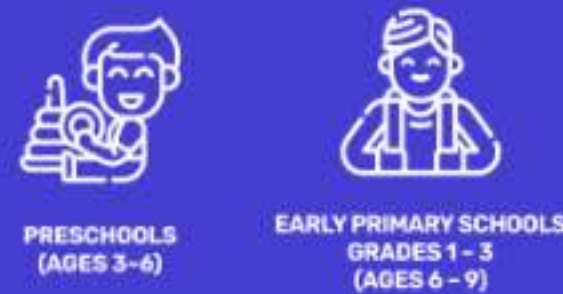
Farm Animals

The voiceover names farm animals – your task is to choose the right one. Three difficulty levels are available. Tap the sound icon with your foot to hear the animal's name and then select the correct one. Correct answers remove the animal; incorrect answers just shift its position.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Forest Animals

This game works just like the others – but with forest animals. The narrator reads an animal name aloud, and players must find it. Tap the sound icon with your foot, listen carefully, and pick the right creature. Correct answers remove it from the screen; incorrect ones move it slightly.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

CREATIVE LESSON IDEA
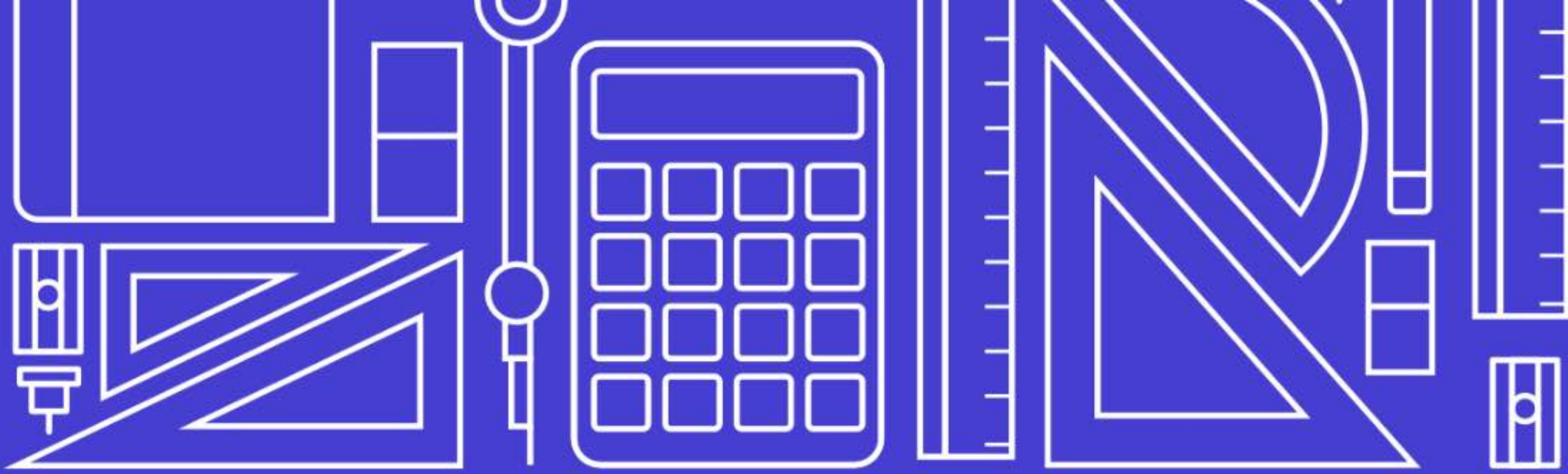
Making animal masks

After playing, encourage children to create handmade masks of animals whose sounds they heard in the app. They can use different colored papers and paints to decorate them. After creating the masks, imitate animal sounds together.

MATH

Addition, subtraction, comparison – math that actually makes sense.

The "Mathematics" package is a collection of interactive games that teach children essential math skills in an engaging and accessible way. Through practical exercises, children learn to add, subtract, and compare quantities ("more" – "less"), while developing logical thinking and visual analysis. The interactive format supports deeper understanding of mathematical concepts and encourages applying them in everyday situations. Appealing visuals and active participation help build confidence in learning math.

What makes this package unique?
– Learning math through action and interaction
– Practice with addition, subtraction and quantity comparison
– Supports logical thinking and visual analysis
– Simple mechanics that reinforce key math concepts
– Promotes practical application in everyday life

Who is it for?

PRESCHOOLS
(AGES 3–6)

PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–10)

CORRECTIVE /
COMPENSATORY
CLASSES

CHILDREN
BEGINNING TO
LEARN COUNTING

Number of players:

SOLO PLAY

Addition

Fill the wagons with the correct totals! This app makes practicing addition fun and rewarding. Children can choose difficulty levels – adding within 10, 20, or 100. To load the correct number of crystals into the wagon, tap one of the three answer choices shown at the center of the screen with your foot. The number at the bottom represents the result of adding the number in the top left with one of the answer choices.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

Number of players:

SOLO PLAY

Subtraction

Enter the crystal mine and solve subtraction problems to collect treasures. Just like in the addition game, players choose between three difficulty levels (up to 10, 20, or 100). Select the correct answer from the three options in the center of the screen. The result appears at the bottom, while the equation appears in the top corner.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

Number of players:

SOLO PLAY

Addition & Subtraction

Now things get trickier – answers may involve both addition and subtraction. Be careful to read the signs! Choose the correct total to fill your wagon with crystals. Like the previous games, tap the answer using your foot. If the answer is incorrect, the actual result will appear in the bottom right corner.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY

Let's Count

"Let's Count" supports learning to count from 1 to 10. Children must count how many items appear on the screen and tap the correct number with their foot. At the start, players can choose the type of objects they'd like to count: boxes, lollipops or crystals. Once selected, the first round begins automatically with a random number of objects and three possible answers.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY

Which crystals are there less off?

More or Less

Which group has more? This app teaches estimation and reinforces number awareness. Players choose from three difficulty levels, each varying in the number of crystals shown. After selecting a difficulty level, players can listen to the task instructions by tapping the "speaker" icon in the top left corner. Tap the correct group with your foot to answer.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

INSPIRATION FOR A TEACHER
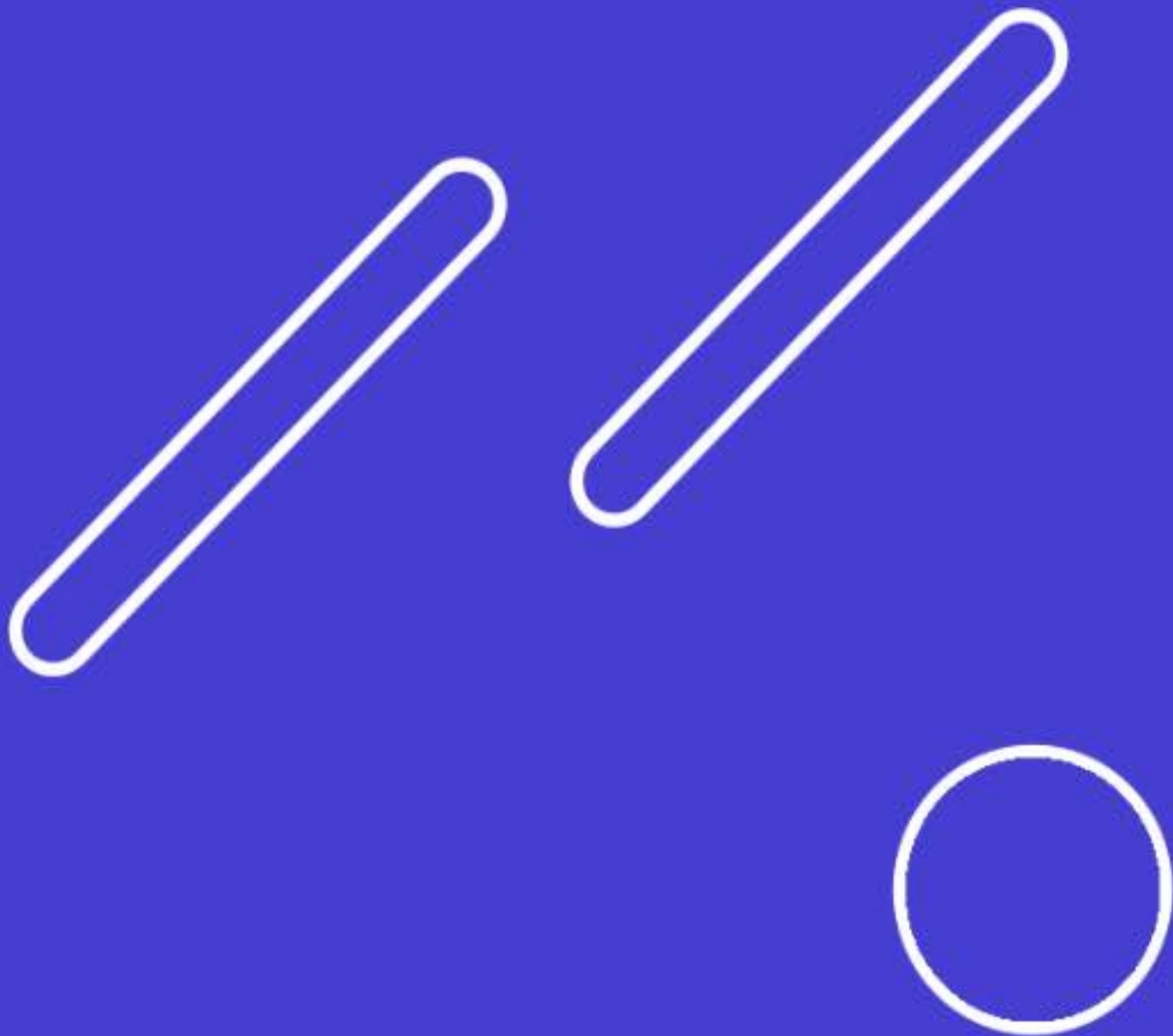
More or Less?

In the "More or Less" app, split the class into two teams. When the app displays two number sets, everyone dashes to the side showing the larger quantity and shouts the numerical difference. This fast-paced race sharpens estimation speed, comparative reasoning and full-body coordination.

MAPPING

Symmetry, patterns and space – logic challenges in motion.
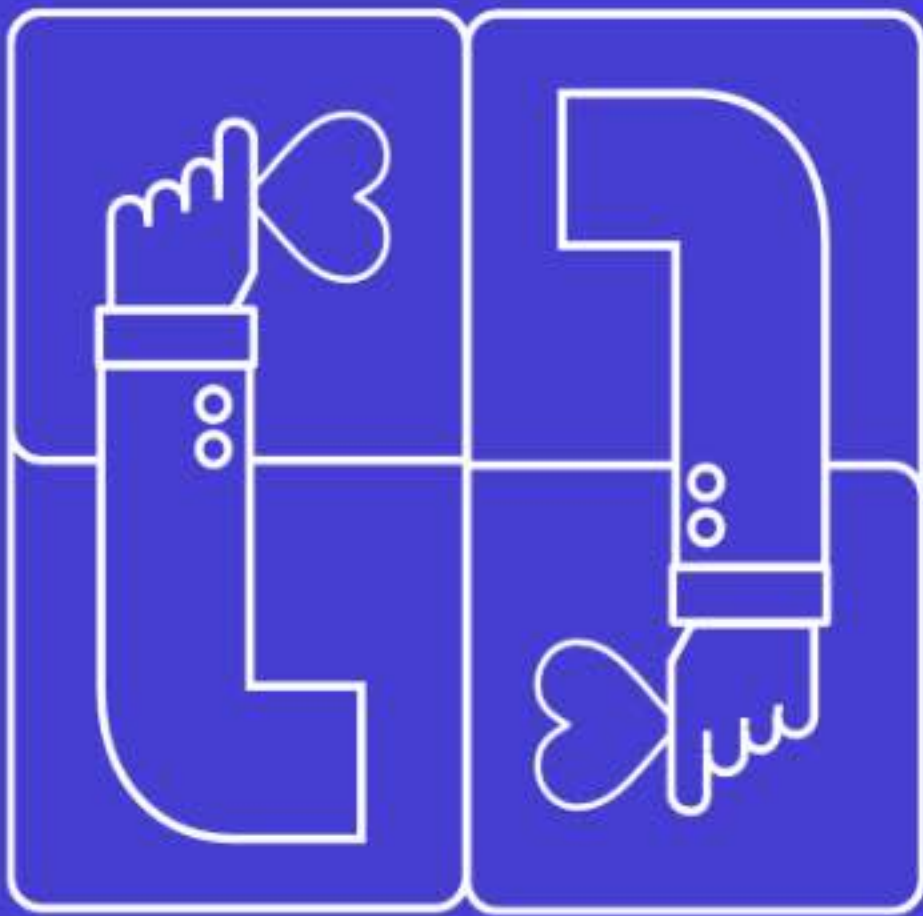
The "Mapping" package takes children into a world of activities that develop spatial thinking, pattern recognition and symmetry awareness. These apps task players with replicating layouts, planning moves and identifying spatial relationships. With varied mechanics and increasing difficulty, the games promote cognitive growth, curiosity and observation skills. It's an ideal set for building logic, orientation and visual attention.

What makes this package unique?
– Exercises in replicating patterns and layouts
– Development of spatial and symmetrical thinking
– Multiple difficulty levels tailored to children's abilities
– Fun gameplay combined with planning and attention training
– Attractive way to support logic and intellectual growth

Who is it for?

PRESCHOOLS (AGES 3–6)

PRIMARY SCHOOLS GRADES 1–3 (AGES 6–10)

COGNITIVE DEVELOPMENT SUPPORT SESSIONS

PEDAGOGICAL THERAPY

SPATIAL THINKING AND VISUAL ANALYSIS TRAINING

Number of players:

SOLO PLAY

Jelly Puzzle

Find the matching half of the gummy shape shown on the right side of the screen. Gummy pieces vary in shape and color, so focus is key – traps are everywhere! Tap twice with your hand or foot on an empty tile to place the gummy half from the right. Depending on the difficulty level, you'll need to match 16, 25, or 36 gummies.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Colorful Turtles

Recreate the turtle layout from the left side of the screen on the right side – but pay attention: color matters too! Choose a turtle from the selection at the bottom right by double-tapping it with your foot or hand, then place it on the board by double-tapping the desired spot. Accuracy in position and color is key.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Map the Pigs

Replicate the piggies' positions from the left side of the screen to the right. Tap to place a piggy on an empty tile. To remove an incorrect frog, simply tap it. Check your solution using the "magnifying glass" icon. This is one of the easiest games in the package, ideal for introducing the basics of coding logic. Three difficulty levels are available, with different numbers of pigs to place.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Green Jelly Beans

This game introduces the concept of symmetry and basic programming logic. Children must mirror the position of green gummies from the left board to the right. Add gummies by tapping or gliding your hand or foot over the desired tile. When done, press the "magnifying glass" to check your result. Three difficulty levels are available.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Map the Frog

Just like with the piggies – this time it's frogs. Recreate the layout shown on the left by placing frogs on the right. Tap to place or remove them. Use the "magnifying glass" to check your answer. A great starting point for building spatial awareness and introducing coding-like logic. Three levels of difficulty are available.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Colorful Jelly Beans

Match the gummy layout from left to right – but now with colors. Pick the correct color gummy by double-tapping it, then place it by double-tapping the chosen tile. Check your solution using the "magnifying glass." Three difficulty levels are available, with increasing numbers of gummies to match.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Symmetrical Foxes

In this game, players mirror the layout of foxes from the left to the right board – in true symmetrical reflection. It's more challenging, so think ahead! Place foxes by double-tapping with your hand or foot. Use the "magnifying glass" icon to check your arrangement. Choose from three difficulty levels: 4, 6 or 8 foxes.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)
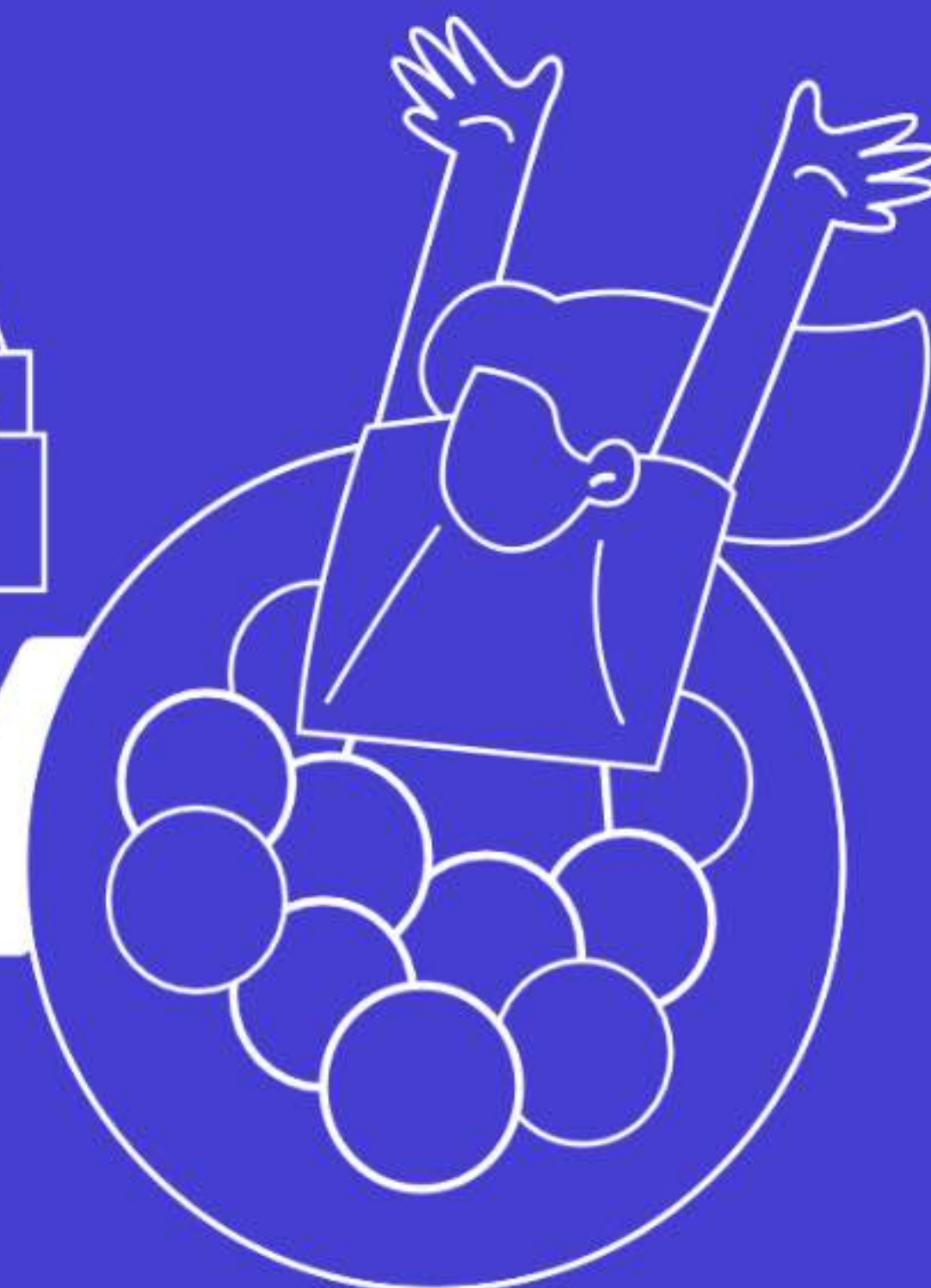
Number of players:

SOLO PLAY

NURSERY

Crawling, colors and music – first steps into interactive discovery.

The "Nursery" package is a collection of applications designed for the youngest children who are just beginning to explore their environment through movement. These games encourage crawling, creeping, and physical activity while introducing little ones to colors, sounds and simple cause-and-effect relationships. Children catch animals and activate musical zones, all while improving their motor skills, coordination and sensory awareness. It's a safe and joyful form of educational play tailored to early development.

What makes this package unique?
– Encourages crawling and coordinated movement in a safe environment
– Simple triggers that activate sounds, colors, and responses
– Develops coordination, sensory perception and basic cause-effect logic
– Perfectly aligned with the developmental needs of the youngest users
– Movement-based play enriched with sensory stimulation

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

MOTOR, SENSORY AND COORDINATION DEVELOPMENT ACTIVITIES

MOVEMENT THERAPY AND DEVELOPMENTAL STIMULATION

Number of players:

GROUP PLAY

SOLO PLAY

Turtle

Children try to catch a turtle that escapes whenever it detects movement nearby. The turtle moves in the opposite direction from the detected motion. When it disappears off-screen, a new turtle appears with a different shell color. Just like in "Butterfly" and "Frog," hidden sound spots across the board react to movement and create surprise effects. Tap the musical note in the bottom right corner to reveal sound points on the screen.

Who is it for?

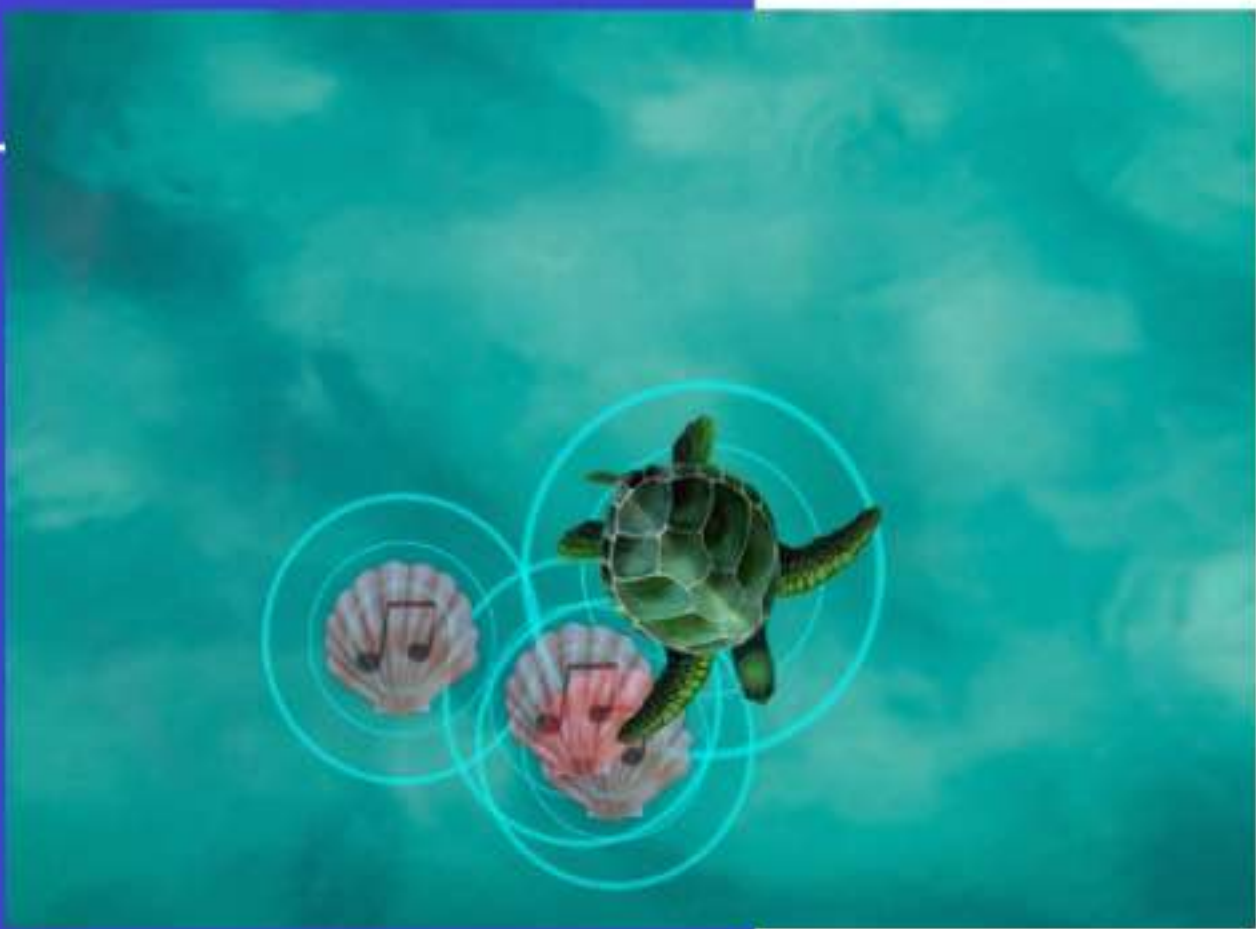NURSERIES (AGES 0–3) PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY GROUP PLAY

Glockenspiel

Large colorful stripes are just waiting to be jumped on! Each stripe plays a clear, pleasant note from a diatonic bell instrument. By crawling, walking or hopping across the interactive floor, children trigger these sounds. Stripes respond to single taps – multiple sounds can be played at once.

Who is it for?

NURSERIES (AGES 0–3) PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY GROUP PLAY

Musical Floor

The "Musical Floor" introduces children to xylophone sounds. Stepping or crawling on the colorful planks triggers notes. Multiple boards can be activated at the same time, creating layered sounds. Each board produces a different xylophone tone – can you play a simple tune?

Who is it for?

NURSERIES (AGES 0–3) PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY GROUP PLAY

Harp

"Harp" is a music app for children just starting to explore sound. The board displays 10 bright lines that produce harp-like sounds when tapped with a hand or foot. These soothing, harmonious tones encourage movement and improvisation.

Who is it for?

NURSERIES (AGES 0–3) PRESCHOOLS (AGES 3–6)
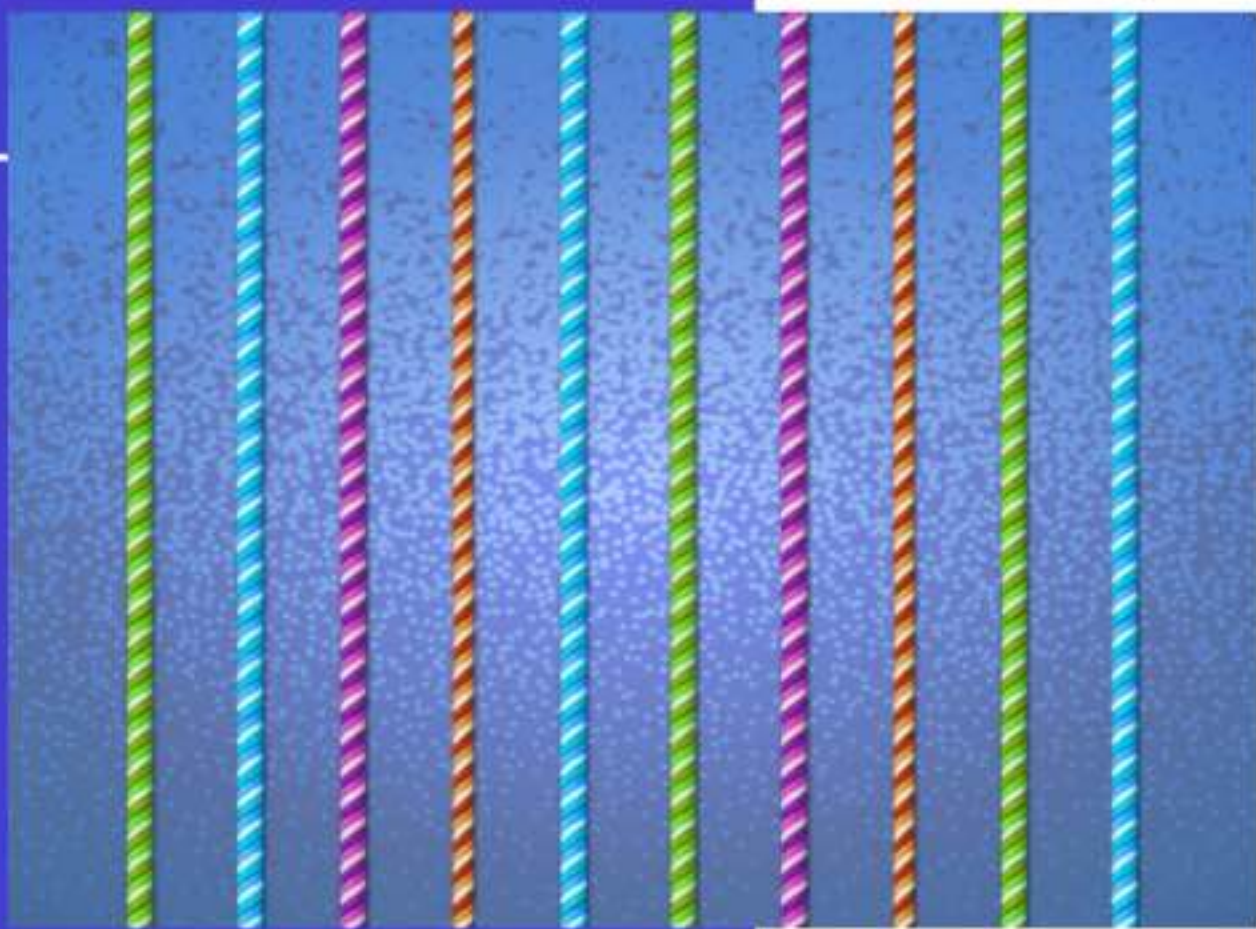
Number of players:

SOLO PLAY GROUP PLAY

Frog

The game improves coordination and gross motor skills for children learning to crawl or walk. A frog appears on screen and reacts to movement – hopping away from the child. When it leaves the screen, a new one appears from another side. Hidden sound spots enhance engagement and curiosity. Tap the note icon to reveal them.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Butterfly

Catch the fluttering butterflies as they appear on screen. Simply approach or step on them. Sensitive to even gentle movement, they're easy for little ones to catch. Tapping the note icon reveals hidden sound points that activate as children explore the floor. Butterflies vary in shape, color, and wing pattern. When caught, they flutter and disappear – sometimes accompanied by fun surprise sounds.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

CREATIVE LESSON IDEA

Colorful paths

Use the Glockenspiel application as rainbow movement paths. Encourage your baby to crawl or walk along the colorful paths while discovering different colors. You can also place colorful objects or toys at the end of the colored path, outside of the picture, which will encourage your toddler to touch and explore them.

CODING

Sequences, logic and creativity – first steps into the world of programming.

The "Coding 1" and "Coding 2" packages introduce children to algorithmic thinking, planning, and logic-based problem solving. Coding 1 focuses on basic skills such as building simple sequences and understanding cause-and-effect relationships. Coding 2 expands on these abilities with more advanced challenges, complex paths, and higher-level programming elements. Both packages support analytical thinking and creativity through engaging gameplay tailored to the age and abilities of young learners.

What makes this packages unique?
– Learn to code through sequence building and interactive puzzles
– Strengthen planning, logic, and cause-effect reasoning
– Early support for digital literacy and computational thinking
– Stimulates creativity and structured problem solving
– Simple, engaging interface designed for young users

Who is it for?

PRESCHOOLS
(AGES 3–6)

PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Coding – Glass

Guide your character to collect all glass waste and deliver it to the bin. Build the path using arrows displayed on the left. Your current path is shown at the bottom, along with a counter for collected items. Use the eraser to reset, the arrow to skip a level, and the triangle to verify the route.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Coding – Plastic

Create a route to collect all plastic waste and bring it to the recycling bin. Choose arrows on the left to build your path. Track progress at the bottom of the screen. Use the eraser to delete the path, the arrow to skip a level, and the triangle to check your solution.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Baloons

Move the yellow balloon by following a programmed sequence. The route is built with arrows at the bottom. Tap or step on the tiles in the correct order – the balloon can only move to adjacent tiles. Use the magnifying glass icon to check your path.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Coding – Bio

Guide the character to collect all biological waste and deliver it to the bin – but beware, one item must be avoided! Use arrows on the left to build the path. The current sequence is displayed at the bottom, with a trash counter above. Use the eraser to clear the path, the arrow to skip, and the triangle to verify.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Coding – Paper

Plan a path to collect paper waste and throw it in the bin. Avoid collecting other types of waste! Build the route using arrows on the left. Monitor your route and trash count. Erase mistakes, skip levels, or check the result with on-screen controls.

Who is it for?
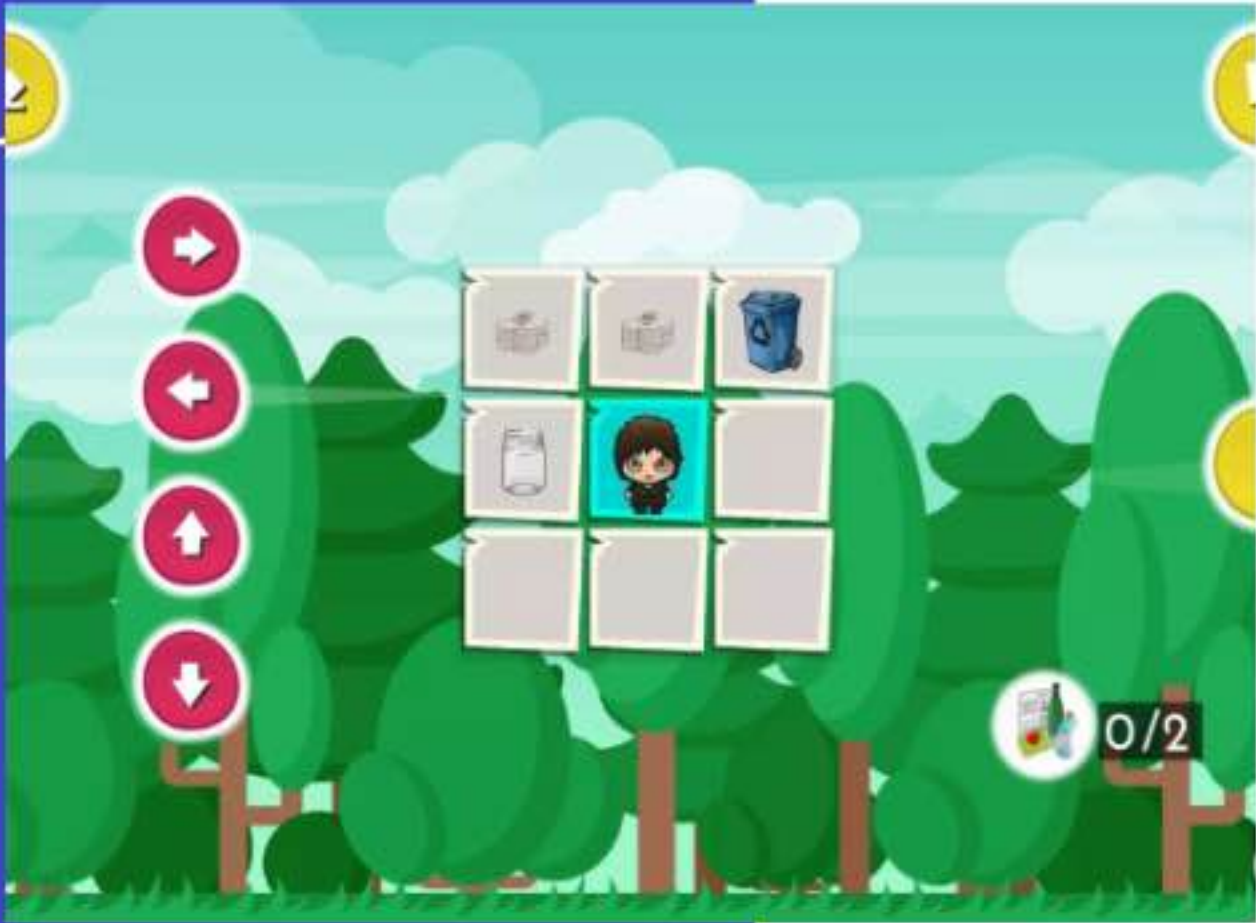
EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Pirates Treasure

Program the pirate's path to the treasure. Choose from three difficulty levels (based on path length). Use the arrows on the right side – double tap to select. The current sequence appears at the bottom of the screen.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Musical Instruments

Program a path for the girl to walk across only the drum tiles. Use circles on the left to build the correct path – but stay within the move limit! Use the function area (bottom right) to define repeating segments. Clear mistakes with the eraser. Use the triangle to test your path.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Colourful Rhytms

Swap adjacent circles with white borders to match the pattern of the yellow-bordered ones. Change the layout by tapping the circle in the top center. Switch colors to letters or numbers with the icon beside it. Use the triangle to check your pattern.

Who is it for?
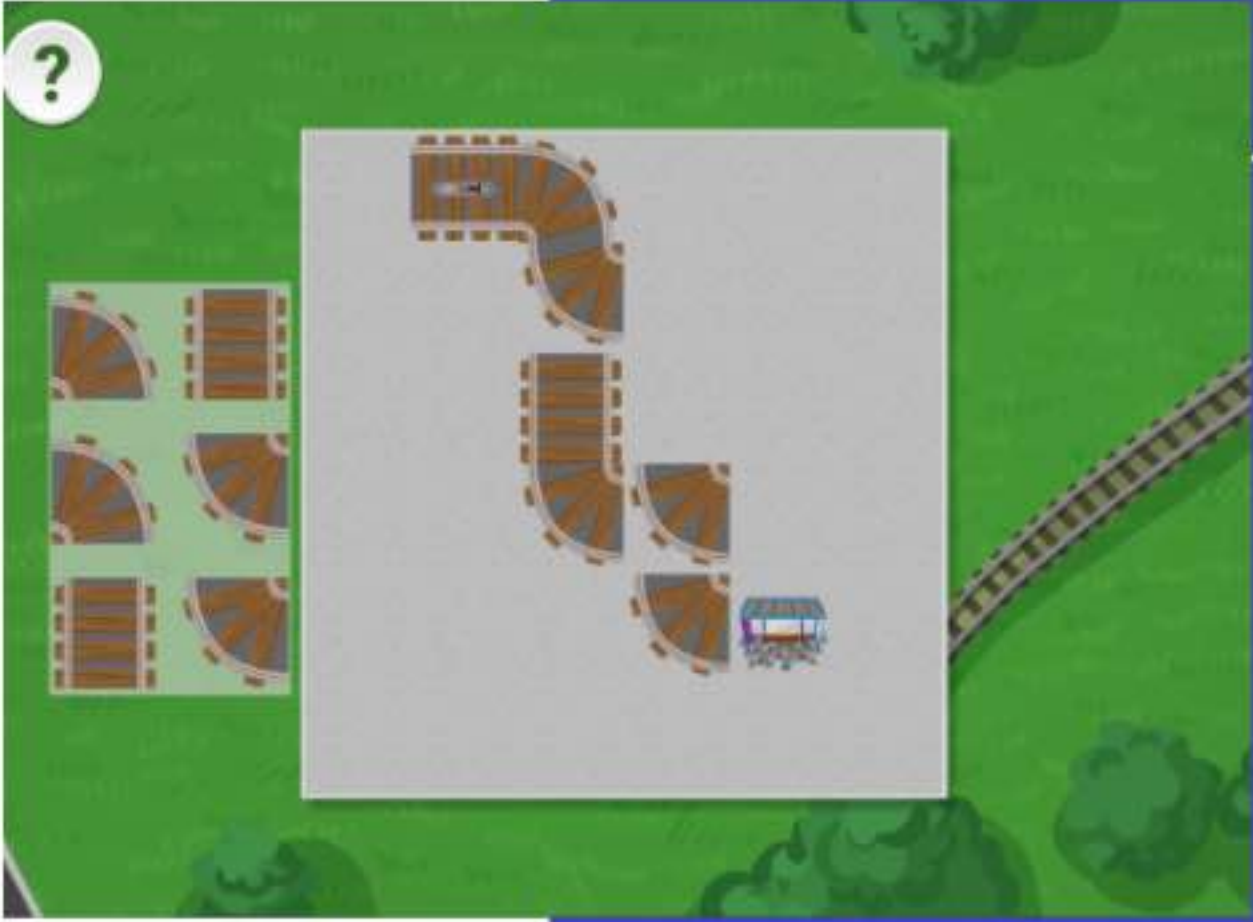
EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

Small Journeys

Build a train track so it can reach the goal. Double tap a track piece to delete it, then choose a correct piece from the panel on the left and place it on the board. Use the triangle to verify your solution. Tap the arrow in the top right to switch maps.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Underwater World

Fill tiles around the blobs using the correct color and number. For example, if a tile touches one blob, color it green with a "1". Select a color, then tap the tile to fill it. Check your solution using the triangle. To change the map, use the arrow in the top right.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Waste Sorting

Plan a route for the character to collect as much trash as possible on the way to the bin. Make sure the waste matches the bin color! Use the arrows on the left to build the path – it's displayed at the bottom. Check your path with the triangle button, change the map with the arrow in the top right, and erase mistakes with the eraser.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Road Building

Lay out road pieces so the car can reach the destination. Choose a correct road segment by hovering over it on the left, then tap the target tile to place it. Use all available parts! To check your path, press the triangle. Use the top-right arrow to change maps or the eraser to reset.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Piano - Coding

Program the robot's path so it plays only the yellow piano keys. Build your path using icons on the left. Stay within the allowed number of moves. Repeating segments can be turned into functions using the function field in the bottom right. Check the path using the triangle, clear with the eraser, and change the board using the top-right circle.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

Picture Stories

Arrange story elements in the correct chronological order. Select an element by tapping or waving over it, then place it into the correct speech bubble. Use the triangle to check, the top-right button to change the story, and the top-left button to return to the main menu.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

Forest Fruits

Plan the child's route to the treasure by selecting tiles on the board. Move one or two tiles at a time. Choose a tile by combining the letter of a column and number of a row. Avoid obstacles! Check your path using the triangle; change the map with the top-right arrow.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

Pirate Treasures

Program the pirate's route to the treasure. You can move one or two spaces at a time (depending on difficulty). Select the direction arrows to build your sequence, which is shown at the bottom of the screen. Avoid obstacles! Use the triangle to verify, the eraser to clear the path, and the top-right arrow to change maps.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY
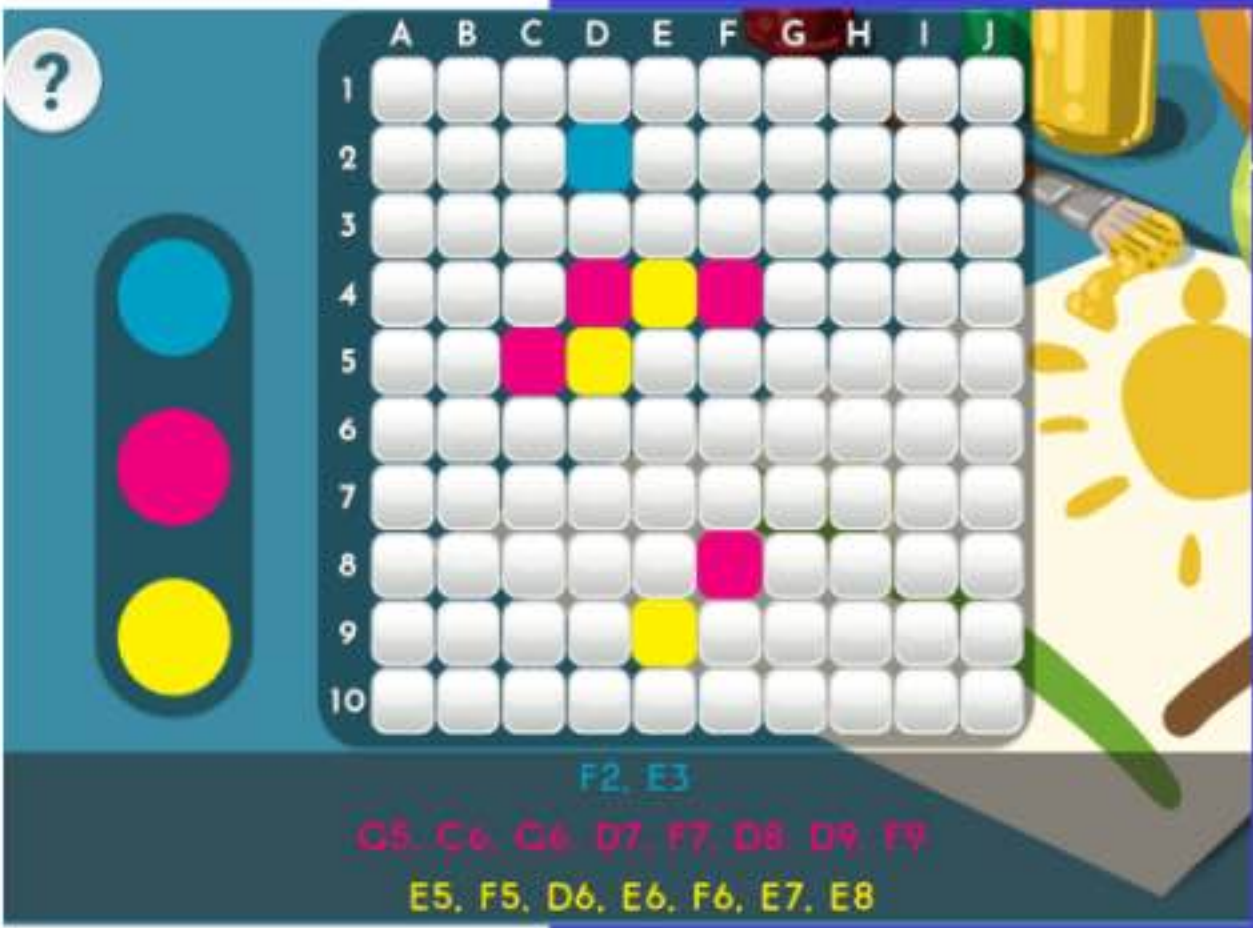
Pixel Art

Fill in the grid to reveal a hidden image. First, select a color by tapping with your foot or hand. Then, fill individual squares to create the shape. Use the triangle to verify. To switch designs, use the top-right circle. Return to the main menu with the top-left icon.

Who is it for?
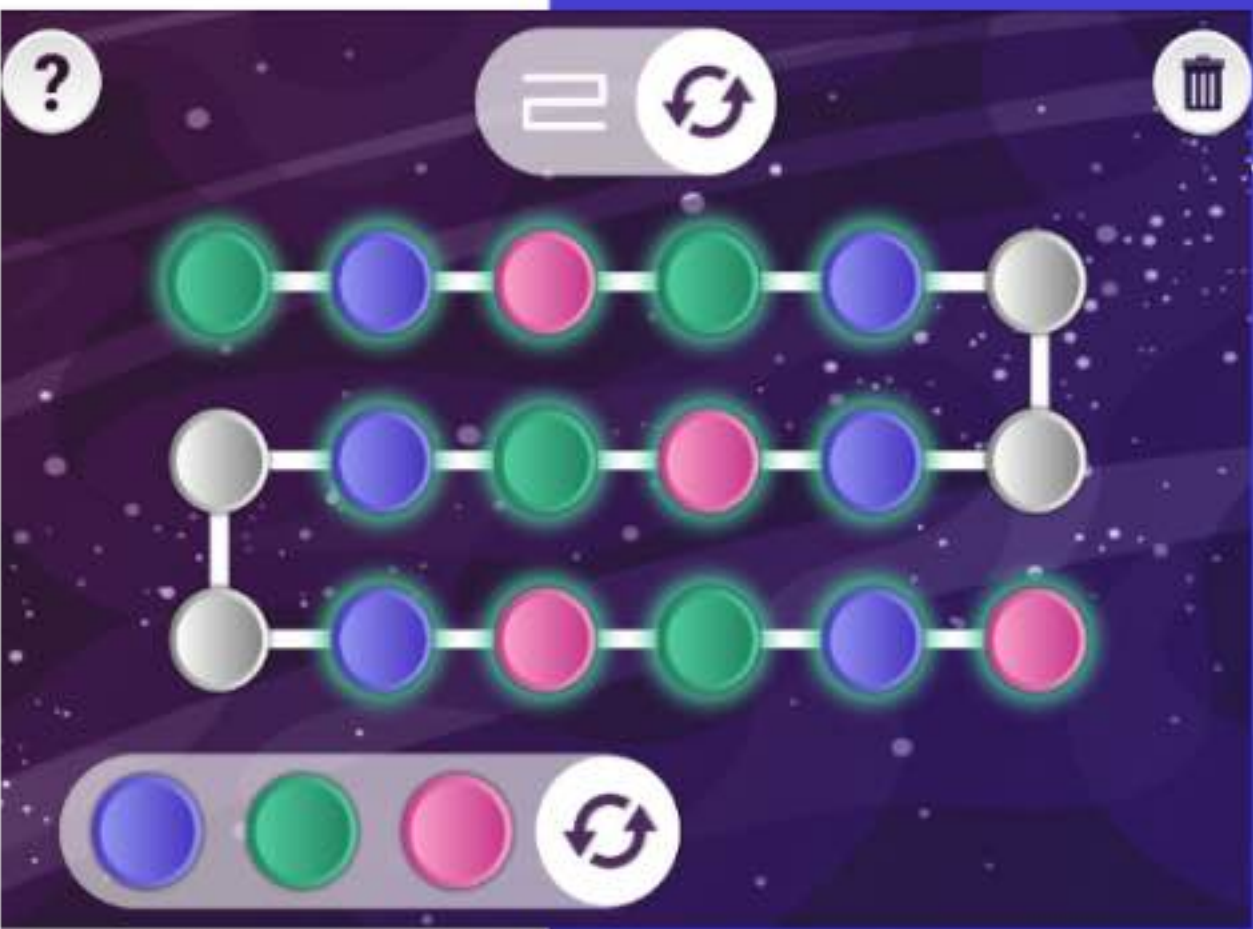
EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Rhytms

Program a sequence of colors, letters, or numbers based on the starting pattern. First, select a value (color/letter/number), then tap the squares to complete the sequence. Verify with the triangle in the bottom right. Use the eraser to undo actions, and switch patterns with the icon beside it.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Cat Play

Help the owner reach their cat while collecting a ball along the way. Place arrows in the row at the bottom to create a path. Use the gear icon to pick up or drop the ball. Select arrows by tapping them, then place them on the path. Check using the triangle, erase with the eraser, and switch layout using the circle in the top right.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY
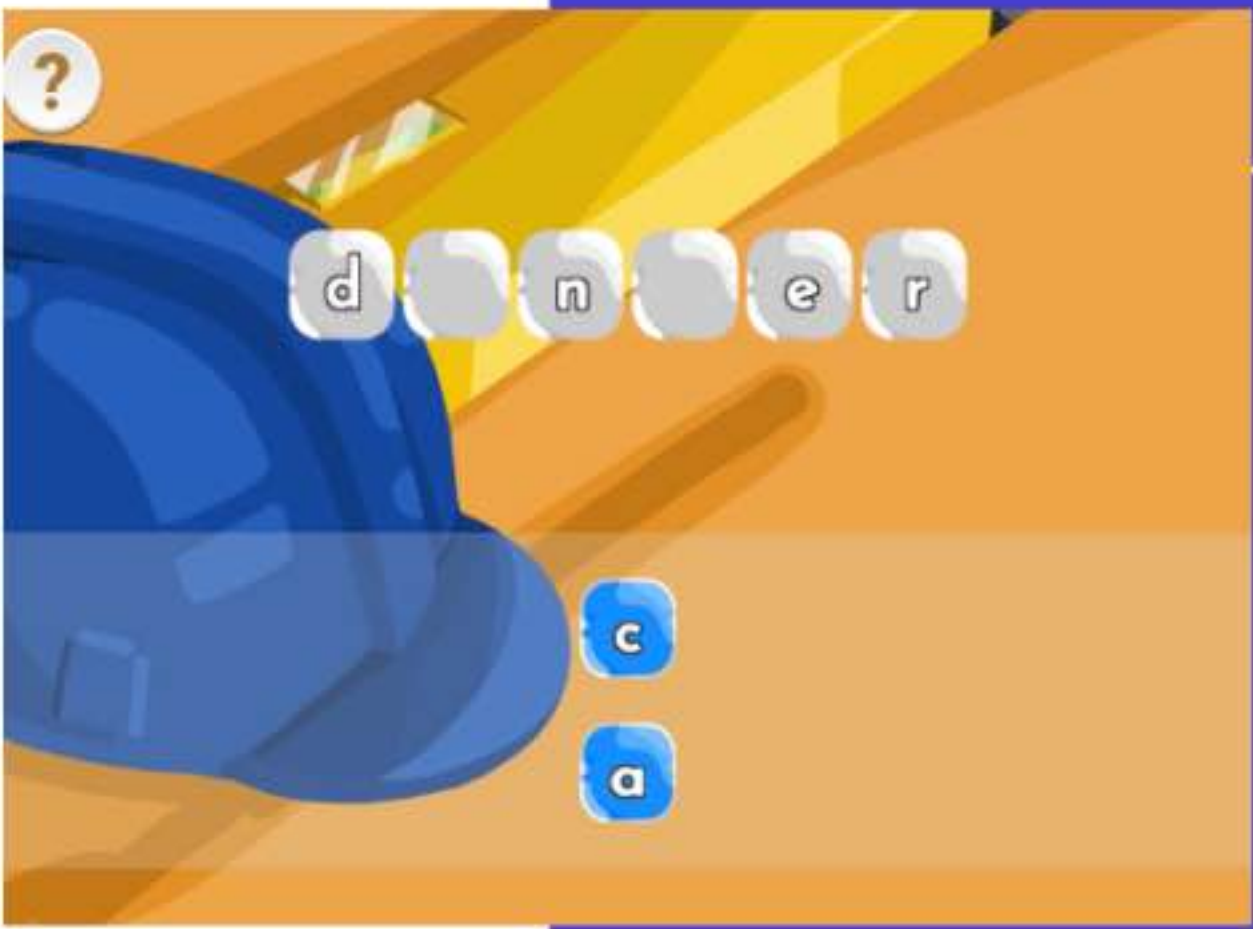
Learning Professions

Form the name of a profession using scrambled letters. Tap the letter with your foot or hand, then place it in the correct box. Use the triangle to verify, the top-right arrow to change the puzzle, and the eraser to fix mistakes. Return to the main menu using the top-left arrow.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)
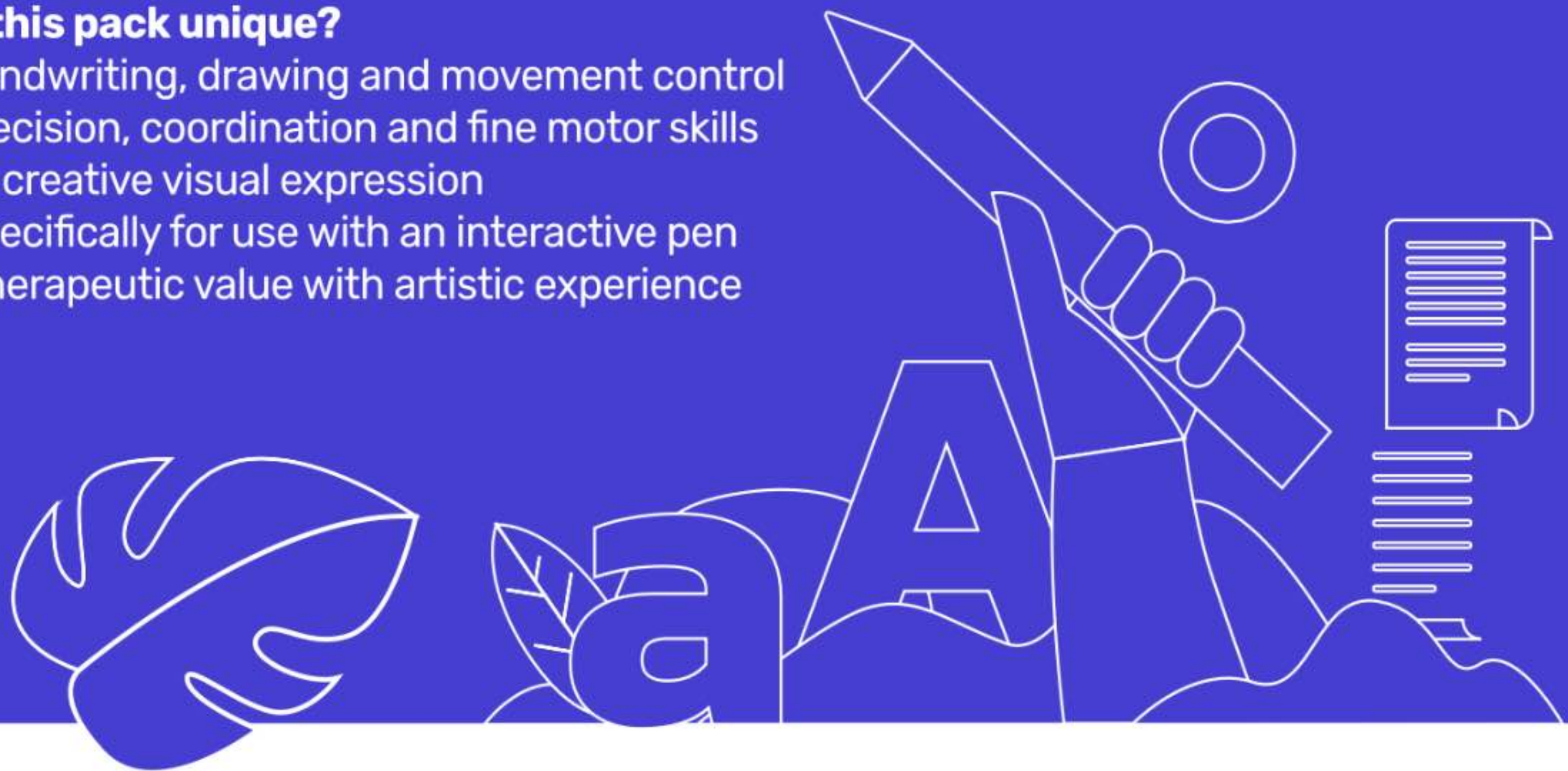
Number of players:

SOLO PLAY

IR PEN

Draw, write, create – interactively, precisely, with imagination.

This package is a set of applications designed for use with an interactive pen, supporting children's manual, fine motor and artistic development. These applications combine freeform creativity with exercises in precision, enabling drawing, coloring and visual expression. Working with the pen helps develop hand-eye coordination, motion control and handwriting skills - all while giving children the joy of creating. It's a blend of education, creativity and modern technology.

What makes this pack unique?
– Supports handwriting, drawing and movement control
– Develops precision, coordination and fine motor skills
– Encourages creative visual expression
– Designed specifically for use with an interactive pen
– Combines therapeutic value with artistic experience

Who is it for?

PRESCHOOLS (AGES 3–6)

PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

FINE MOTOR TRAINING

HANDWRITING PRACTICE AND HAND THERAPY

Number of players:

GROUP PLAY

PAIR PLAY

SOLO PLAY

Sketchbook - Nature

A set of five nature-themed coloring pages. Select a color by tapping it with the pen, then fill in the area you want. Adjust the pen thickness and erase mistakes using the eraser tool.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY   GROUP PLAY

Sketchbook - Life

A collection of five coloring pages featuring everyday life scenes. Pick a color with the pen and apply it to selected parts of the drawing. Adjust thickness or use the eraser to make corrections.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY   GROUP PLAY
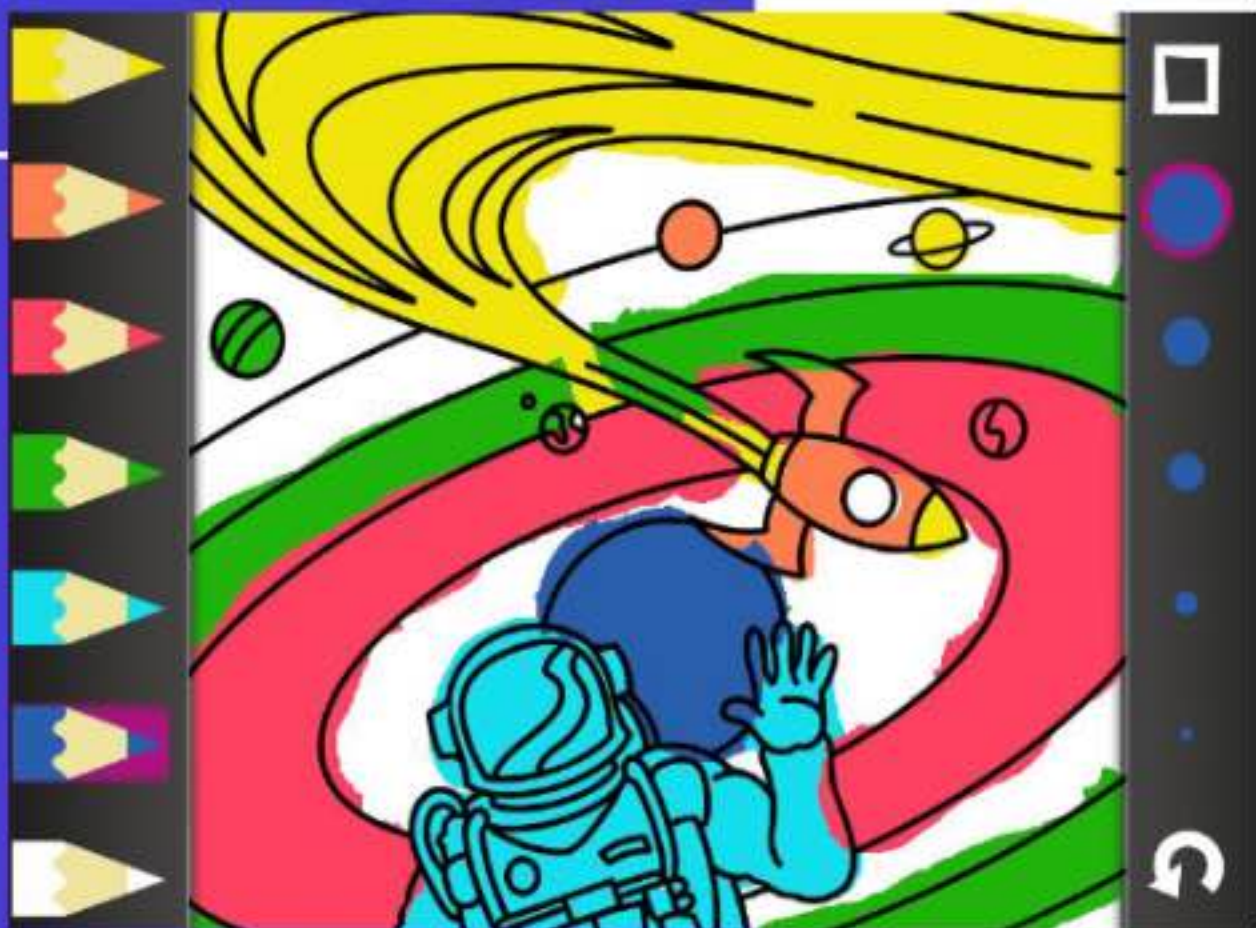
Sketchbook - Little Creatures

This collection includes five coloring pages focused on animals and cute creatures. Choose your color, paint the selected areas, and enjoy creating. Pen thickness and eraser are available.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY   GROUP PLAY

Sketchbook - Quadrupeds

A set of five coloring pages featuring four-legged animals. Tap to select colors and paint in areas of the drawing. Change thickness or undo actions using the eraser.

Who is it for?

PRESCHOOLS
(AGES 3-6)

Number of players:

SOLO PLAY   GROUP PLAY
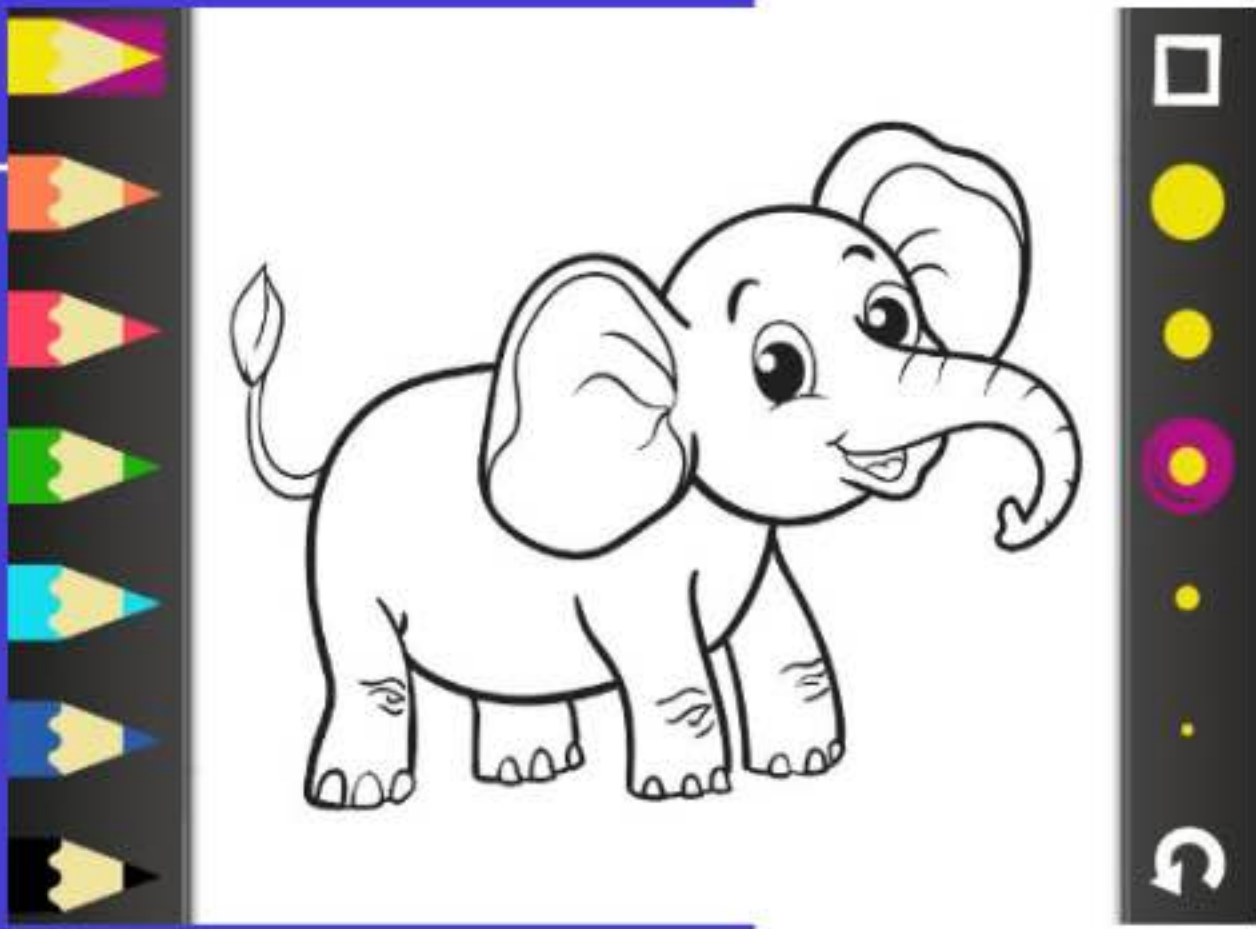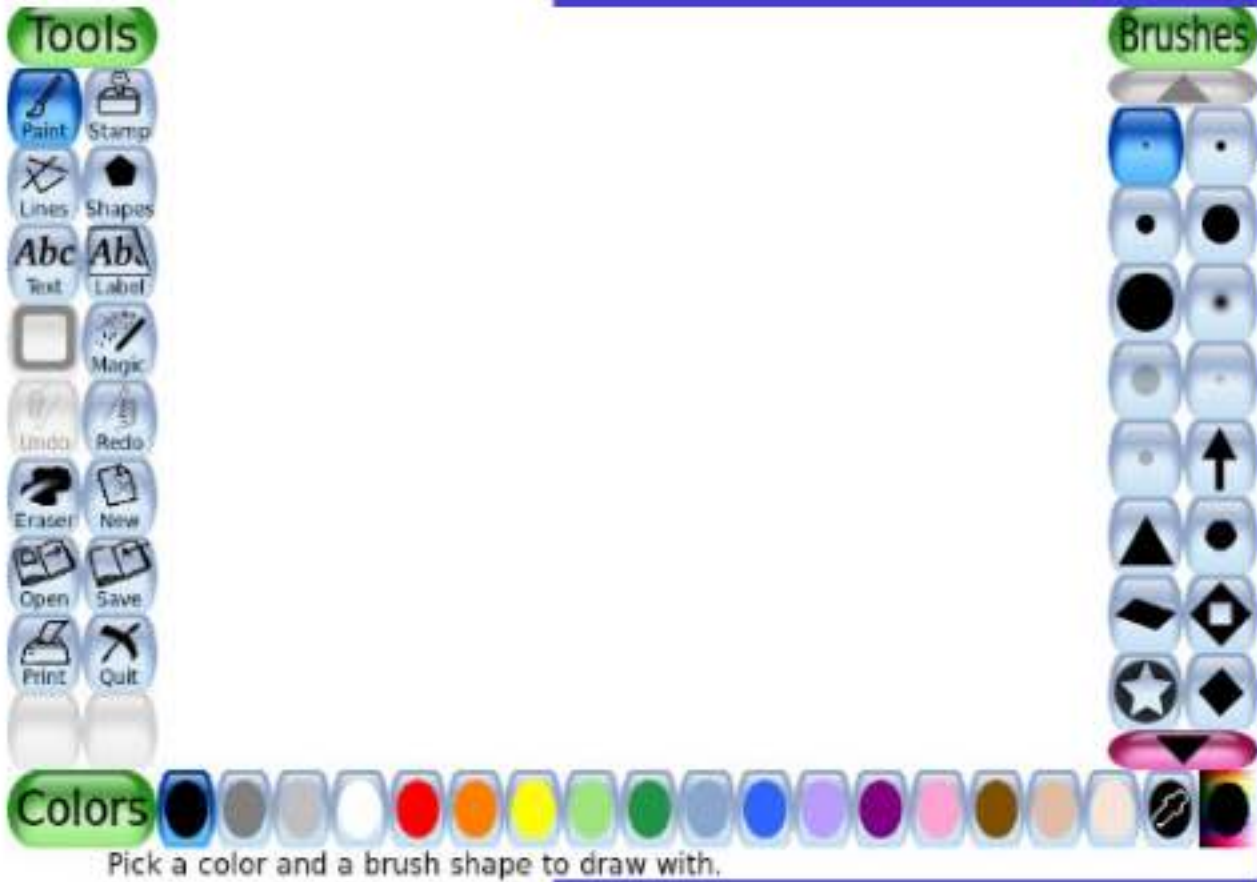
Tux Paint

No limits here – draw whatever you like using a wide range of colors! Add shapes, animals, and stickers. Customize them with effects like blur, shadow or brightness. Choose your background color and erase using the eraser tool. You can also save your artwork and reopen it anytime!

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

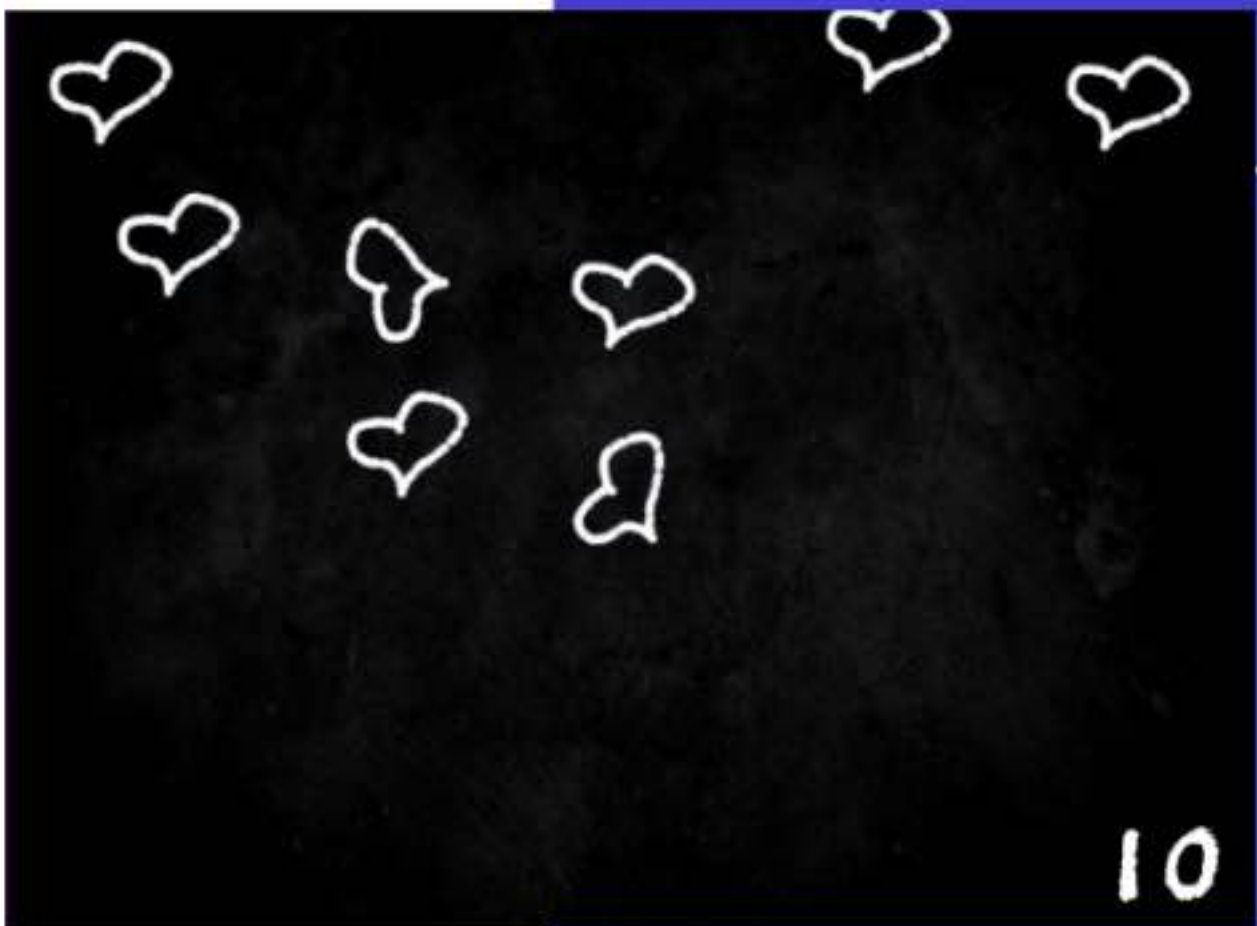PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Scribbles

Draw anything you like with chalk on a blackboard! Use the sponge to erase your drawings. A hidden "play" button lets you start a mini-game where your goal is to catch the falling shapes you drew earlier. How many can you catch? Are small or large shapes easier to grab?

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY
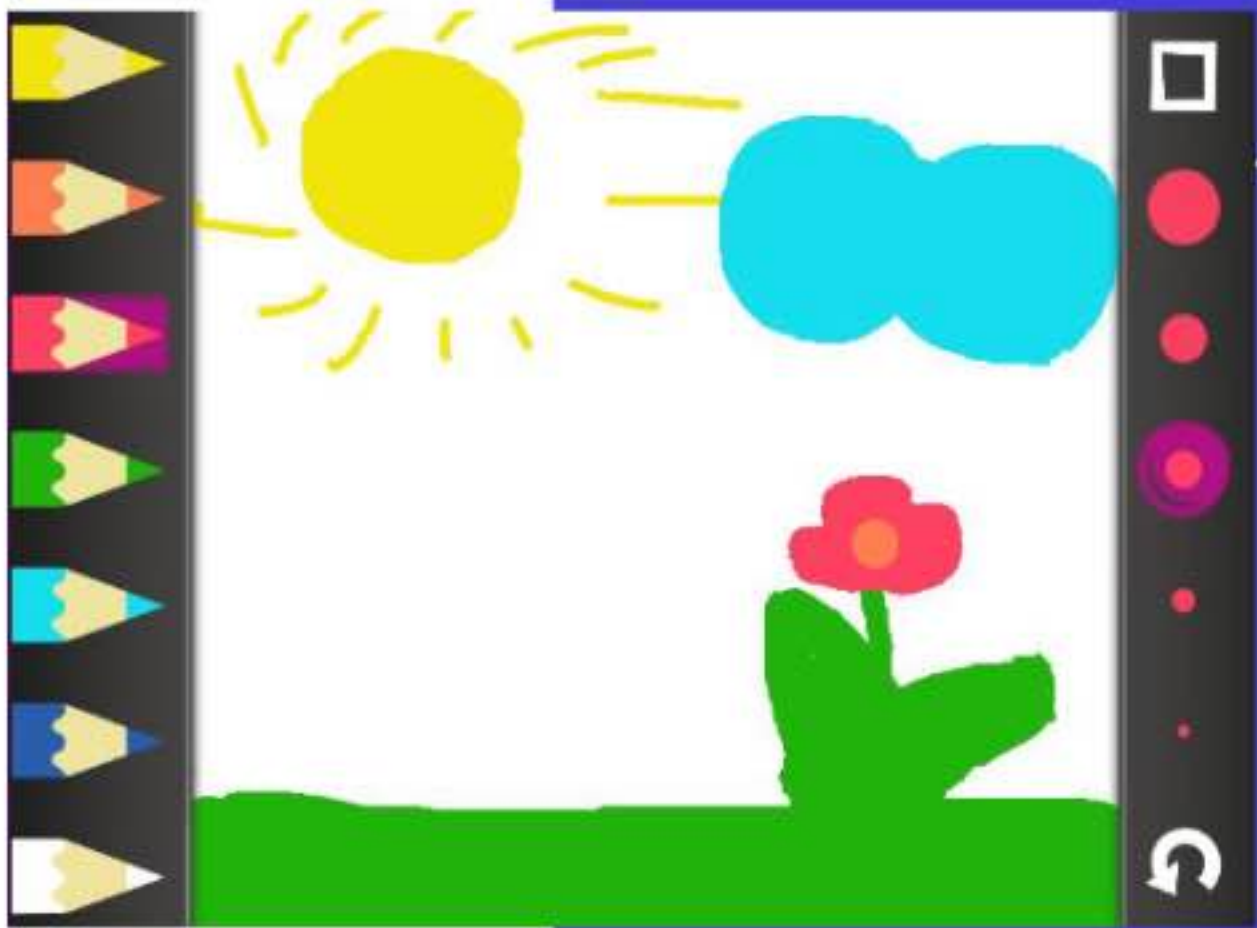
Sketchbook - White Canvas

Draw anything you want on a white background. Choose from five crayon colors and various thicknesses. Select a color by tapping it with the pen, then draw! To erase, tap the eraser and remove the lines you no longer want.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Sketchbook - Black Canvas

Draw freely on a black background using five available crayon colors and different thicknesses. Select a color by tapping it with the pen, then let your imagination flow! Use the eraser tool to undo strokes.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

LOGIC GAMES

Puzzles, patterns, sequences – logic in motion.

The "Logic Games" package is a collection of interactive applications that develop analytical skills, cause-and-effect reasoning, and spatial thinking. Children solve puzzles, organize patterns, classify objects, and arrange sequences – all through dynamic and movement-based gameplay. The variety of mechanics ensures that each activity stimulates different aspects of logical thinking, supporting focus, working memory, and spatial orientation. A perfect combination of fun and challenge tailored to each child's level.

What makes this pack unique?
– Logic exercises in the form of interactive games
– Development of cause-and-effect reasoning and spatial analysis
– Classification, comparison and sequencing challenges
– Multiple difficulty levels adapted to age
– Strengthens focus, working memory and attention

Who is it for?

| PRESCHOOLS (AGES 3–6) | PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9) | PRIMARY SCHOOLS GRADES 4–6 (AGES 10+) | LOGIC - BASED ACTIVITIES | COGNITIVE TRAINING, AND SUPPORTING WITH ORGANIZING THOUGHT PROCESSES. |

Number of players:

| PAIR PLAY | SOLO PLAY |
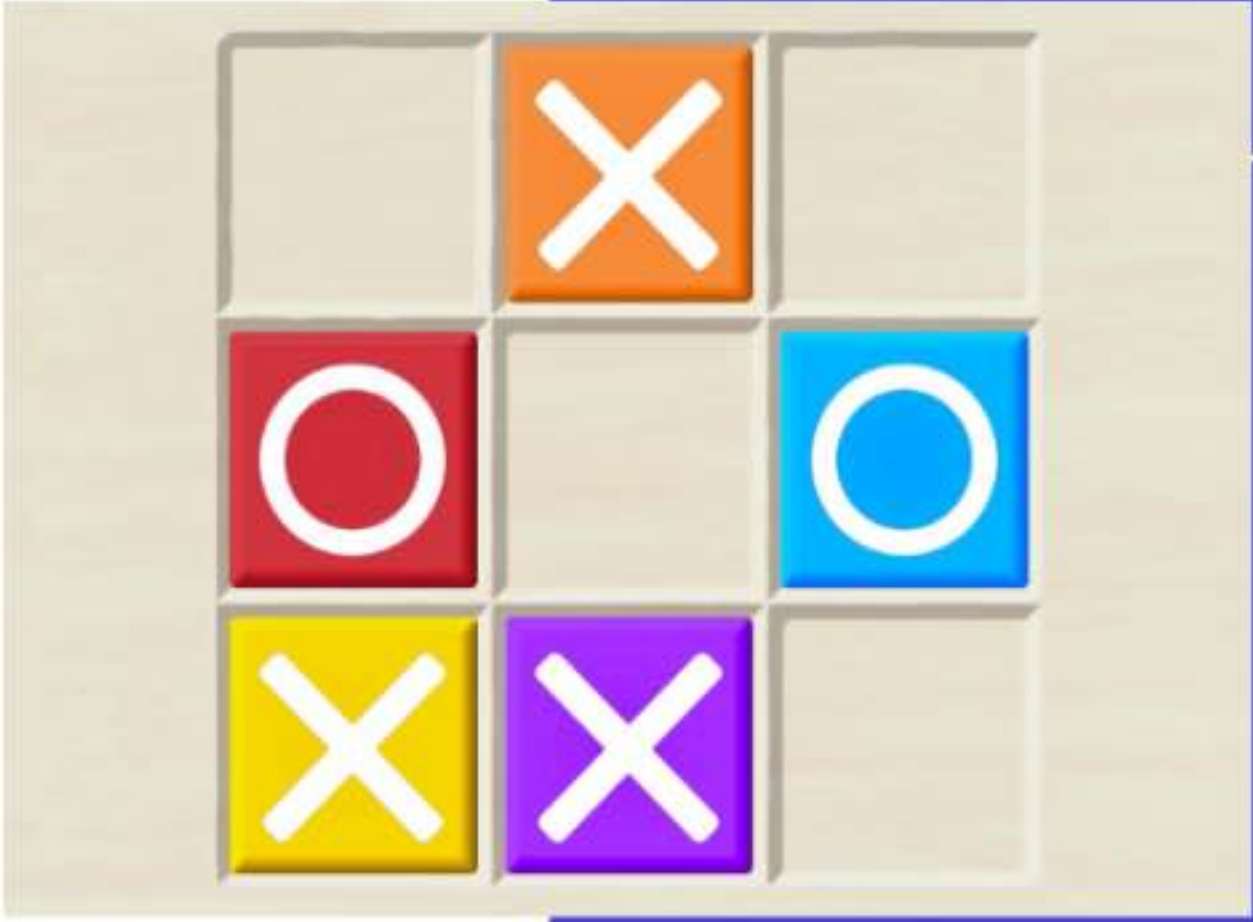
Tic-Tac-Toe

The player who draws three identical shapes first begins the game. To win, you must place three of your symbols in a row – vertically, horizontally or diagonally – on a 3x3 board. Use foot taps to place your shapes and block your opponent's path to victory.

Who is it for?

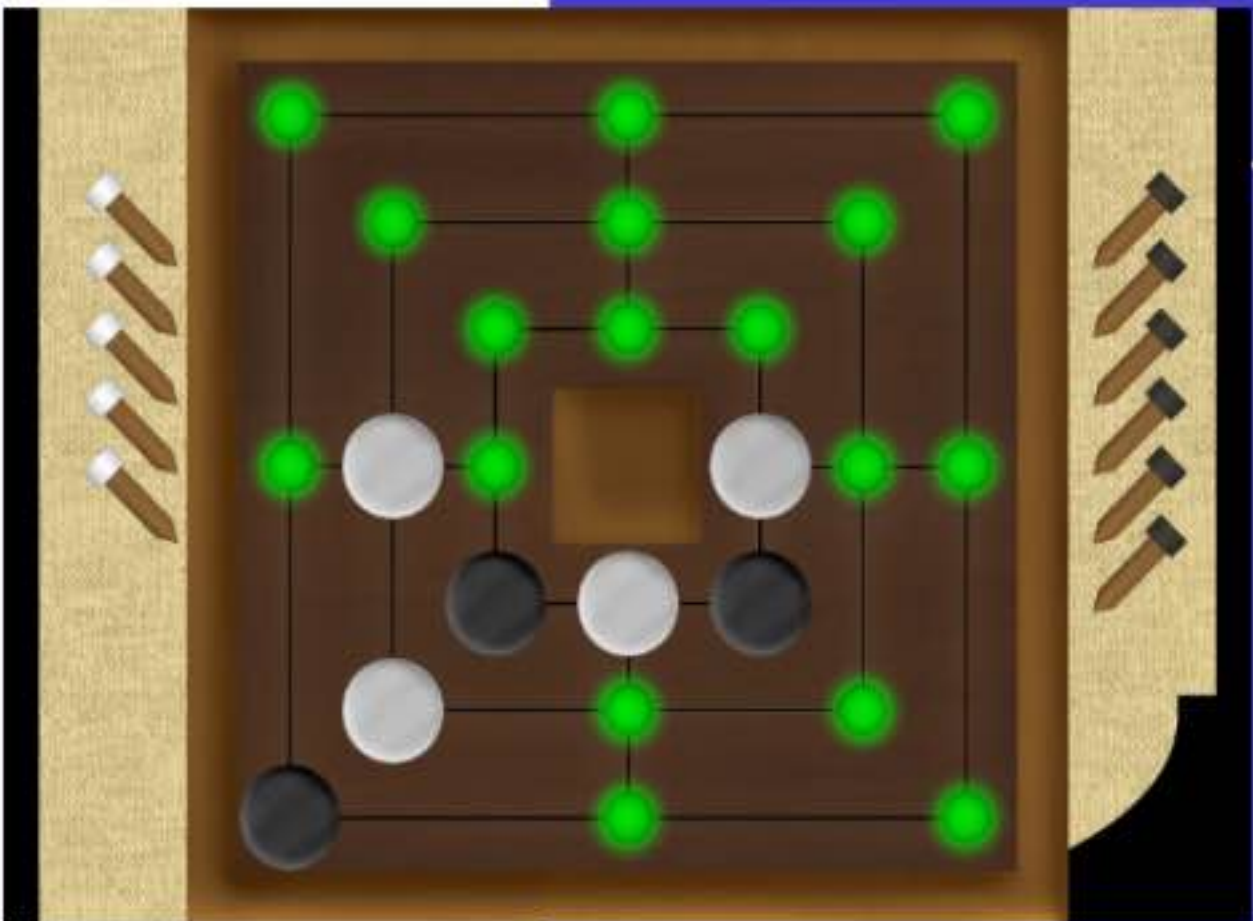PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

PAIR PLAY

Mill

After selecting colors and who goes first, players take turns placing nine pieces each on the board, aiming to line up three of their pieces. Once all pieces are placed, players move them along the connecting lines to form a "mill" – three aligned pieces. Click to place and move.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

PAIR PLAY

Butterfly Sudoku

Fill the board with butterflies so that each type appears only once in each row and column. Use your foot or hand to select butterflies from the right-hand menu and tap the board to place them. Use the magnifying glass icon to check your answer.

Who is it for?

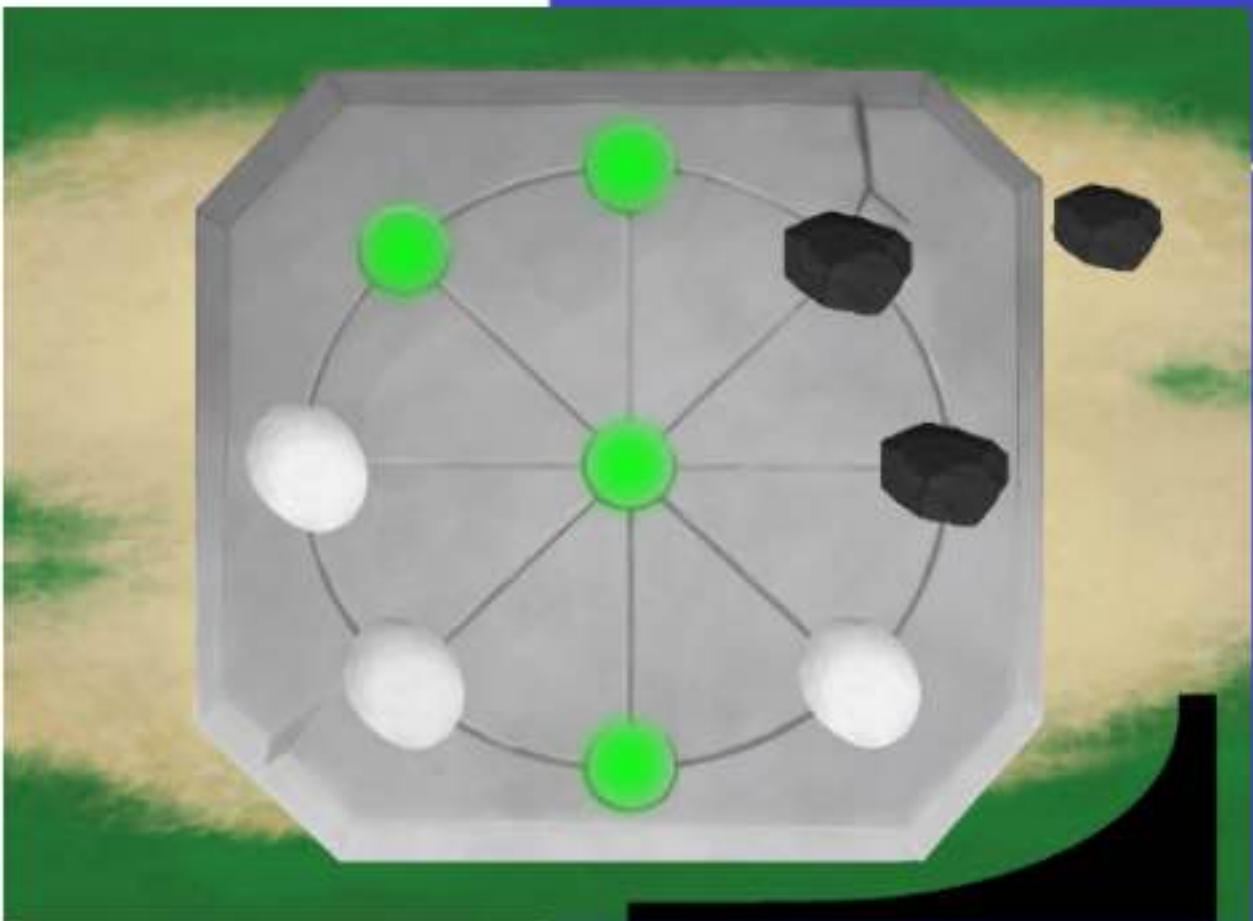PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Tabula Lusoria

Players alternate placing three pawns on an 8-field board connected by straight and curved lines. Use foot taps to place or move pieces. In the final phase, move pawns along connected paths. Click a pawn to highlight available spaces. The first to align three pieces wins.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

PAIR PLAY

Endless Swezzle

Arrange tiles into rows or columns – earn points with each completed line. Click to place tiles. When the bomb icon appears in the corner, click it to remove an unwanted tile (at the cost of some points). Try to beat your high score with relaxing, strategic play.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Swezzle

Place tiles on the board – the first must touch the gray tile. Each new tile must connect to one already placed and match in color or pattern. If no match is possible, press "Next" to skip. Click a tile, then click a space to place it.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Classification

Try to match as many figures as possible to the object shown on the central conveyor belt. You have 120 seconds per round. The reference figure changes every few seconds – stay alert! To collect a shape, step, tap, or jump on it. Matching shapes can merge and change color; mismatched ones explode.

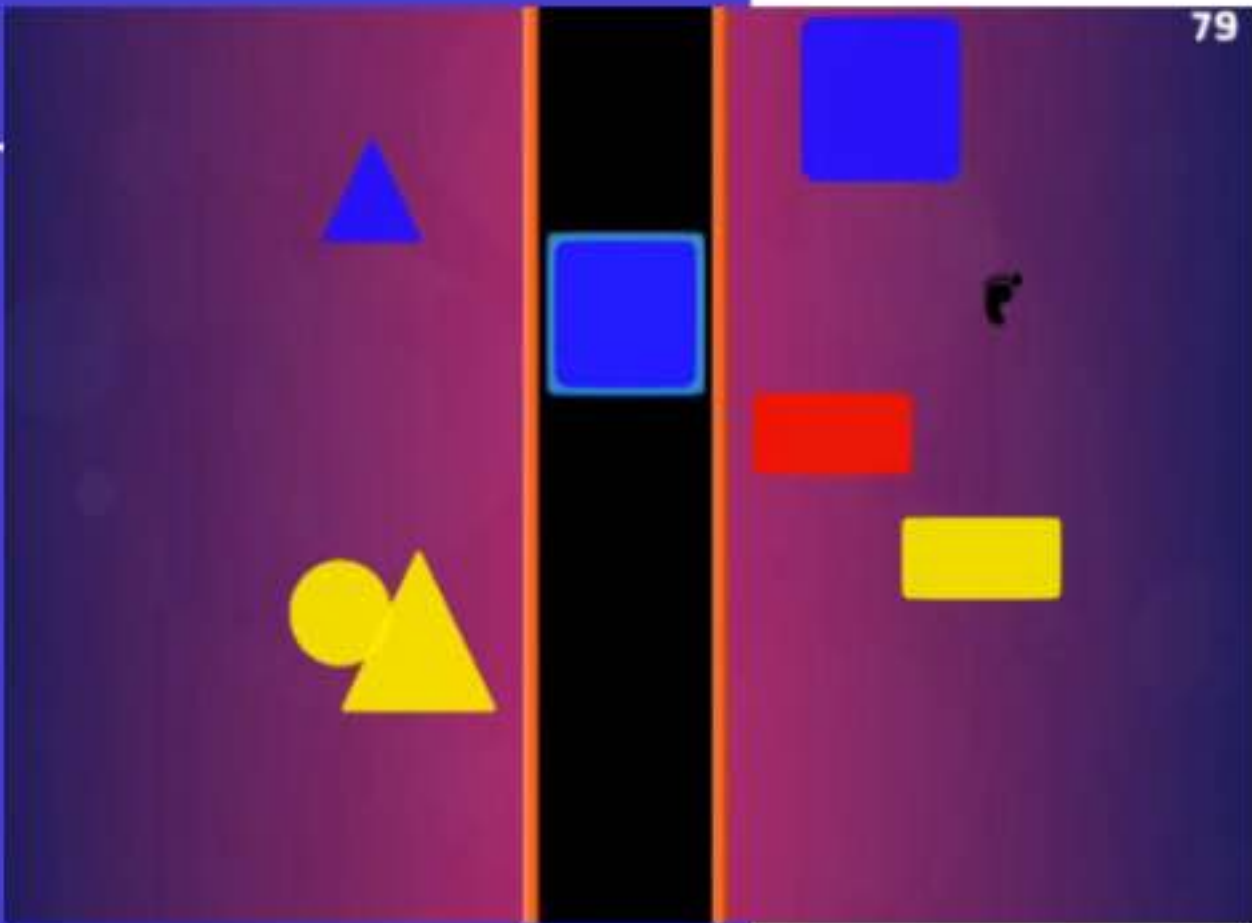## Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Craftsmen

Match each displayed object to the corresponding profession. Activate your answer by swiping your foot over the chosen craftsman. Wait a few seconds between rounds. Look closely – hidden clues may help. You have only two chances to make a mistake. Aim for a high score!
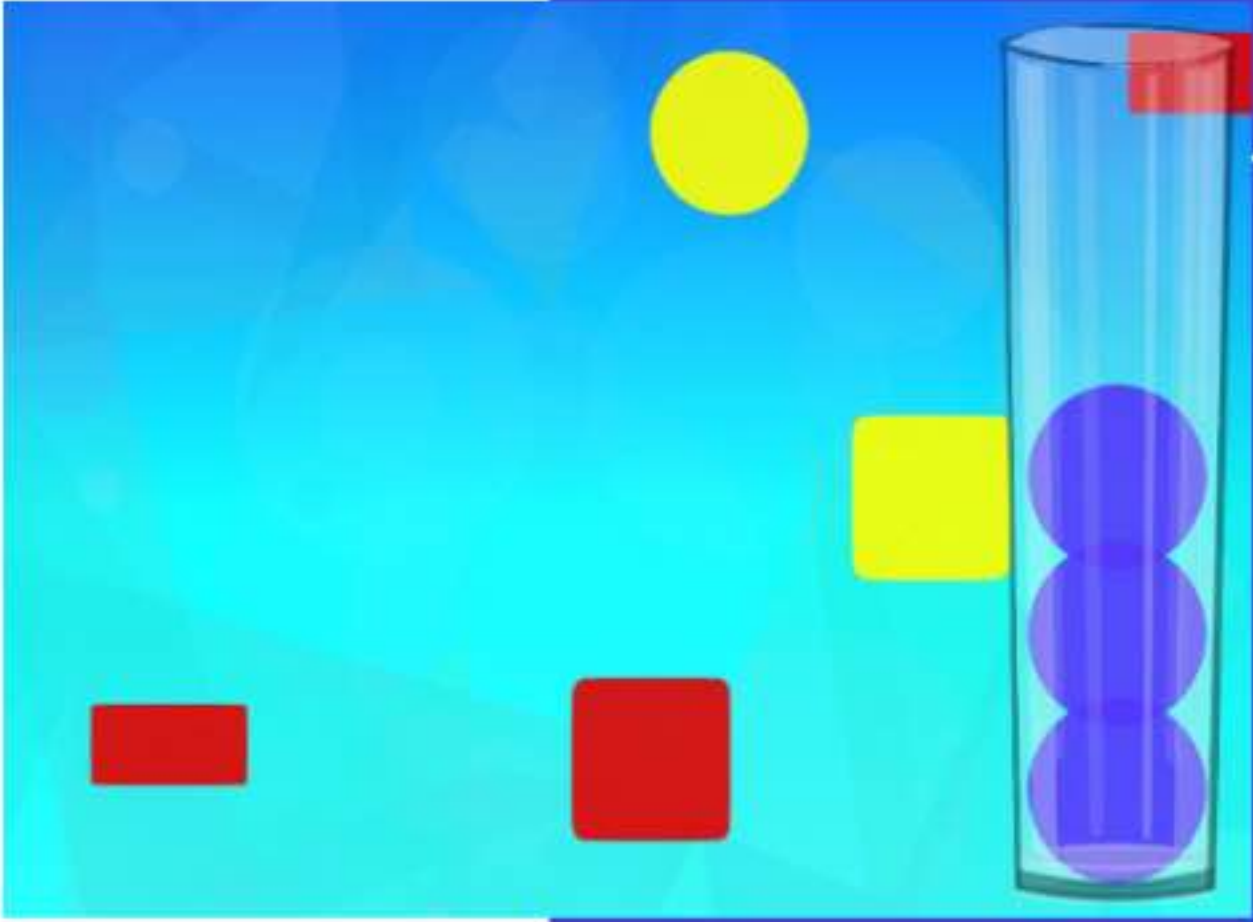
Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Coloured Figures

Memorize the color and shape of the target figure – you have a few seconds. When the game starts, shapes will move onto the screen. Collect only the ones that match the original target. Use your foot or hand to tap, jump, or strike them. Fill the jar on the right to complete the level.

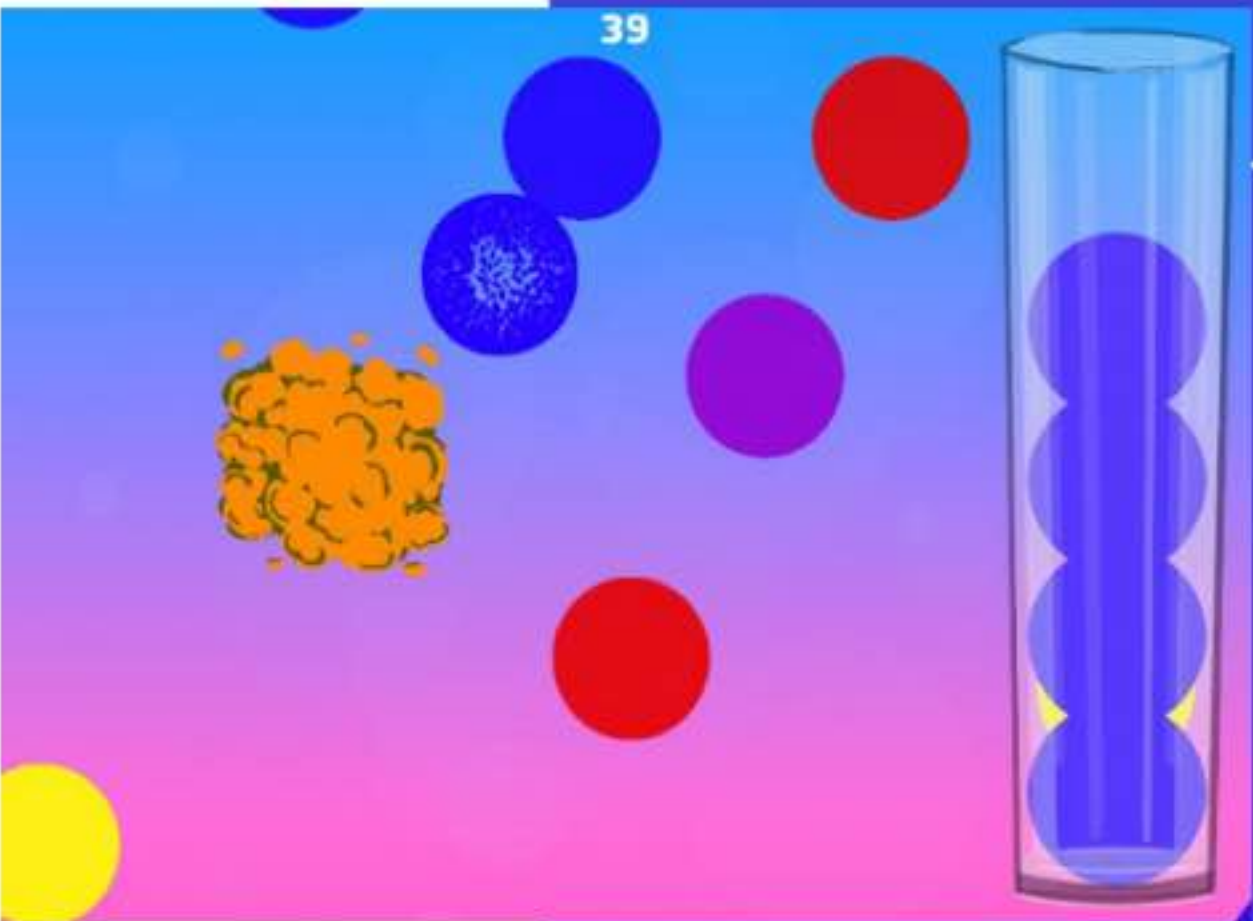### Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Coloured Cirlces

Your goal is to fill the jar on the right as fast as possible. A colored wheel appears briefly – remember the color! During this round, collect only wheels of that color. Five wheels fill the jar. Tap, swipe, or strike the shapes to collect them. Wheels may collide – same colors explode, others combine into a new color.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY
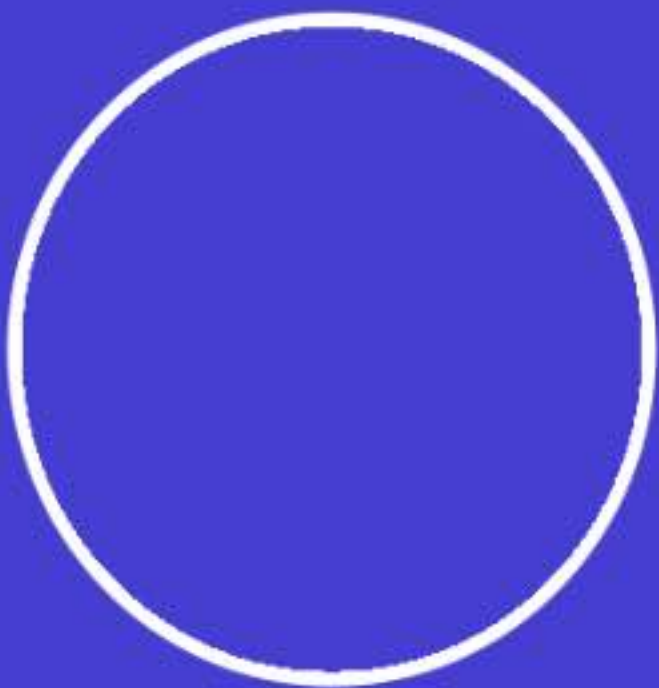
CREATIVE LESSON IDEA

Mini - tournament

Run a class mini-tournament inside the Tic-Tac-Toe app: winners advance but must switch from X to O (or vice versa) in the next round, forcing a brand-new strategy every game. The shifting symbols train flexible planning, anticipation, and good-spirited competition under gentle time pressure.

MOTOR ACTIVITY

Movement, reflexes, action – dexterity in the world of interactive challenges.

The "Motor Activity" package offers dynamic applications where children jump, catch, dodge, and react to moving elements in real time. Gameplay is driven by fast reflexes, precise movement, and full-body engagement. These activities develop visual-motor coordination, agility, and quick decision-making, while providing plenty of joy and satisfaction. Each challenge is not only physical activation, but also a focused training in attention and responsiveness.

What makes this pack unique?
– Games based on reaction speed and movement
– Enhances reflexes, coordination and visual-motor skills
– Physical movement as the primary control mechanic
– High-energy gameplay – perfect for activating young learners
– Combines fun with movement therapy and sensory stimulation

Who is it for?

| NURSERIES (AGES 0–3) | PRESCHOOLS (AGES 3–6) | PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9) | MOVEMENT - BASED CLASSES | SENSORY INTEGRATION | MOTOR THERAPY |

Number of players:

| GROUP PLAY | PAIR PLAY | SOLO PLAY |

Soap Bubbles

Pop the soap bubbles by swiping over them with your foot! Bubbles regenerate after a few seconds. The game includes several maps and difficulty levels, which unlock as you earn stars. From the main menu, choose your stage – next levels unlock after collecting five stars in earlier ones.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

GROUP PLAY

Ghosts

Clear the forest from pesky little ghosts appearing all around! Miss even one and you lose. Invite a friend to team up and increase your chances. To eliminate ghosts, swipe over them with your foot. If you're too slow, the ghost catches you – and it's back to the main menu.

Who is it for?
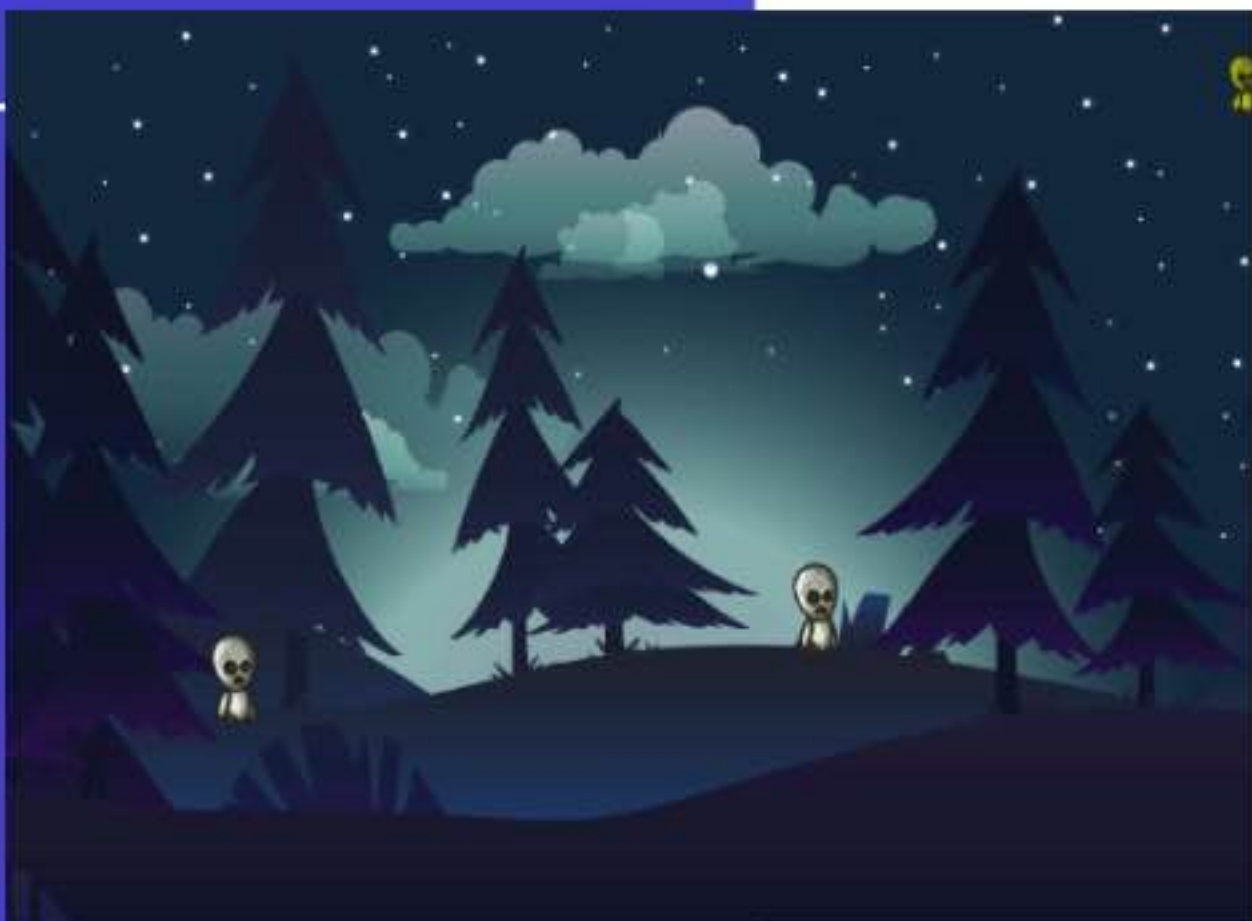
PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Treasures of the Desert

Score points by collecting magic lamps. Gather them by swiping over them with your foot or hand. Watch out for venomous scorpions – they're guarding the treasures! Avoid standing or stepping on them, or you'll be caught. Scorpions can attack from the air too. You have only one life – stay sharp!

Who is it for?

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Fruit Path

Colorful fruits – pears, apples, bananas, strawberries and kiwis – flow your way. Catch them all by swiping your foot over each one. You can only collect fruits in the lower part of the screen – the upper path is inactive. The game speeds up at each level, and missed fruits cost penalty points. Play in a group to catch them all!

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)
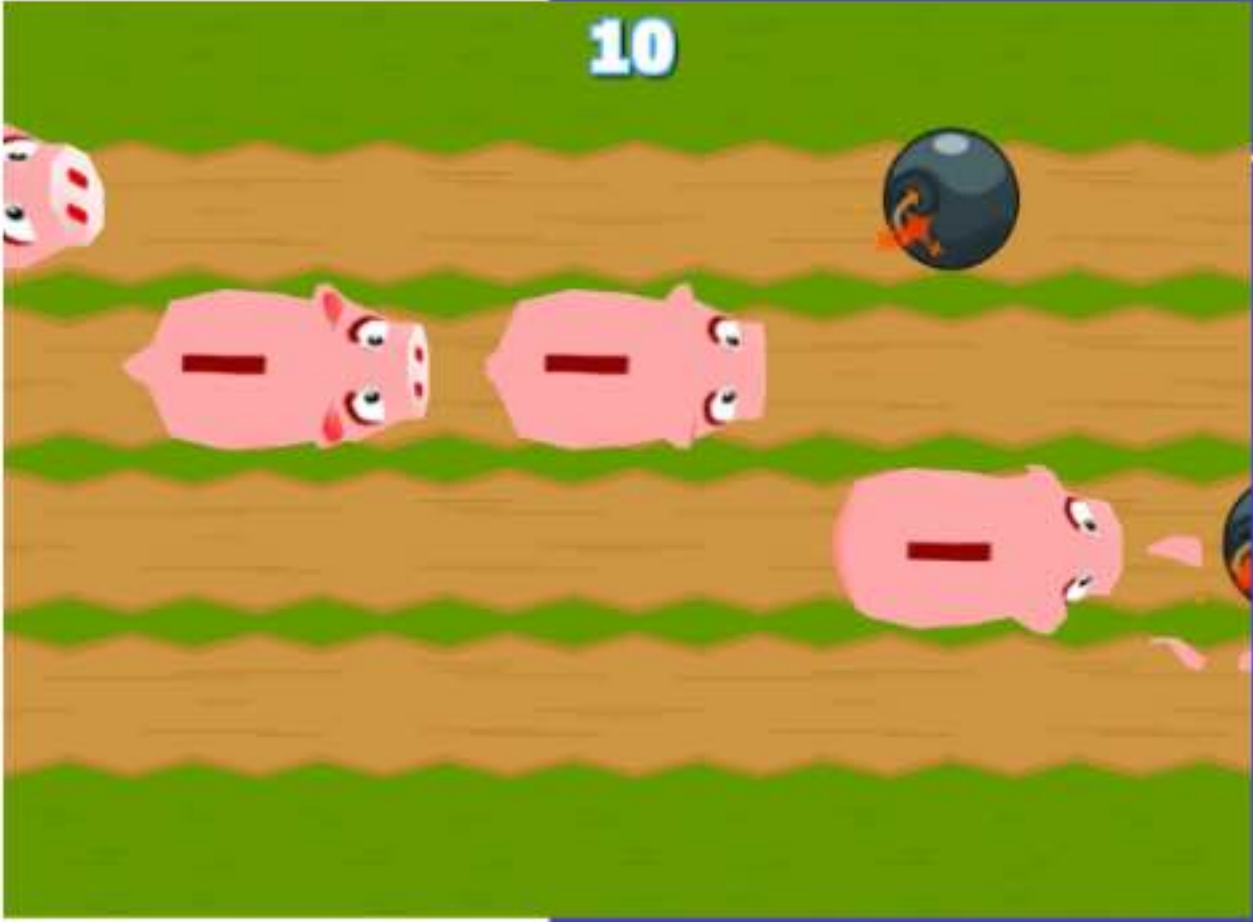
Number of players:

SOLO PLAY

GROUP PLAY

Explosive Path

"Explosive Path" features multiple stages unlocked by scoring points – making it fun and engaging for a long time. Collect pigs, sheep, and cars, but avoid bombs that cost you a life. Use your foot to hover over the items and collect them. Switch between lanes to dodge bombs and catch every target item – miss one, and you lose a life!

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Molehill

Catch the moles before they disappear back into their holes – they're fast! But be careful: red-helmeted moles are dangerous and will cost you points. Use both hands and feet to catch the moles. The more you catch in a single turn, the higher your score. Bonus points for blue-helmeted moles!

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

GROUP PLAY

CREATIVE LESSON IDEA

Balloon races

Prepare some balloons and have races where kids have to blow balloons to push them to the finish line. It's great movement fun and a bit of competition!

SPORT

Teamwork, excitement, competition – sports in an interactive form.

The "Sport" package is a collection of games that transport children into the world of virtual fields, rinks, and obstacle courses, where physical activity meets thrilling gameplay. These apps develop fitness, reflexes and a spirit of competition, encouraging movement through popular sports disciplines. With elements of rivalry and realistic visuals, children engage fully with their bodies – scoring points, practicing precision, and making split-second decisions. This is the perfect pack for young athletes and movement enthusiasts.

What makes this pack unique?
– Thematic games inspired by real sports
– Fast-paced, high-energy gameplay
– Develops reflexes, coordination and endurance
– Encourages physical activity through emotion and rivalry
– Enables team-based tournaments and physical education exercises

Who is it for?

PRESCHOOLS (AGES 3–6)

PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

SPORTS, PHYSICAL ACTIVITIES AND TEAM COMPETITION LESSONS
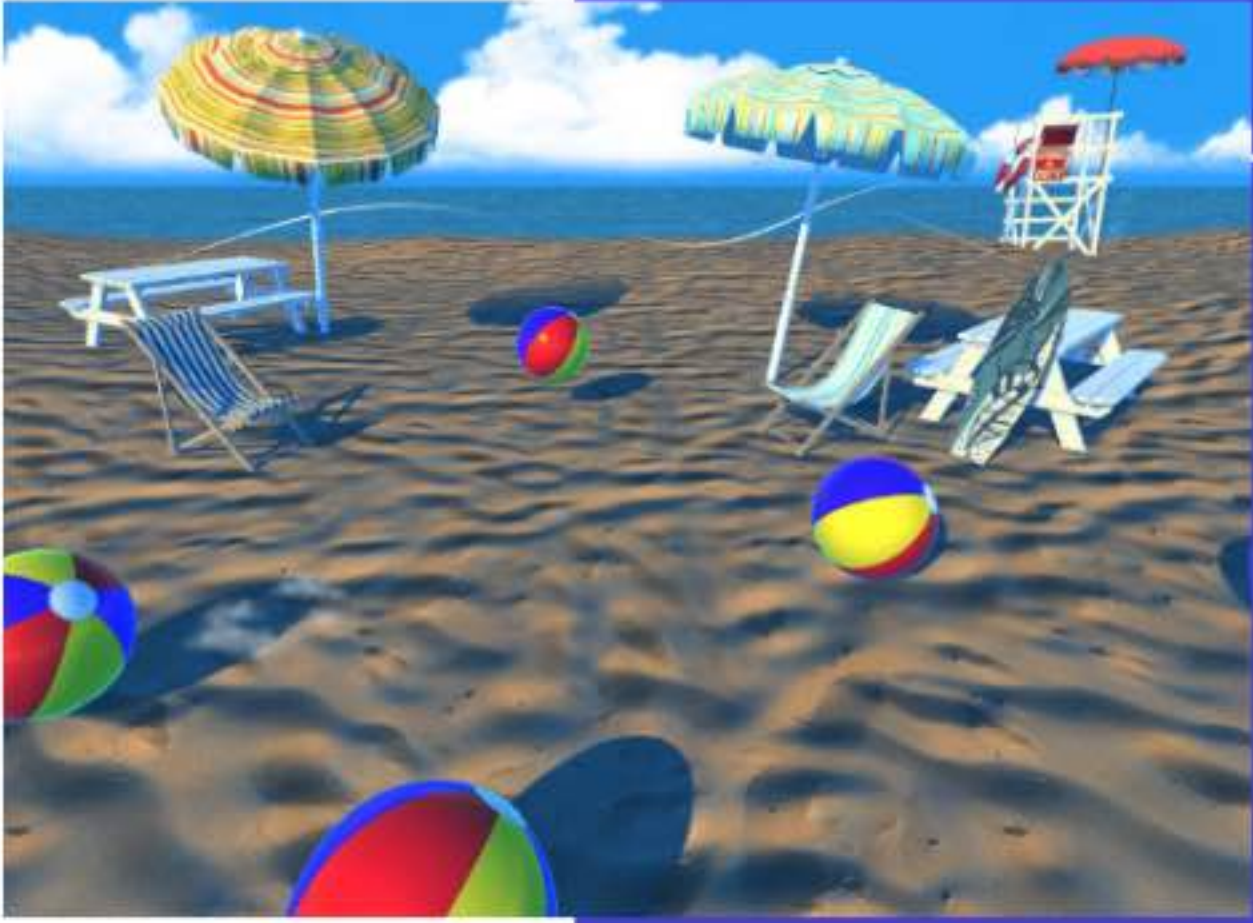
Number of players:

PAIR PLAY

SOLO PLAY

Beach Balls

Kick the beach balls off the screen by stepping on them! Simulating a real kick also works – with a well-aimed hit, the ball might fly fast. Balls regenerate automatically after leaving the screen, so there's plenty of fun for everyone. Let the game take you to sunny beach vibes – relax, listen to the sound of the waves, and enjoy.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Football

Now you can play football using the FlySky interactive device! Choose from match durations of 1, 3 or 5 minutes. The team with the most goals wins. The ball reacts to foot contact and can reach different speeds, depending on how and where it's hit – just like on a real pitch.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

PAIR PLAY

Hockey

Players choose match duration: 1, 3 or 10 minutes (selected by double tap). The puck responds to foot movements and gains speed based on the direction and force of the hit. The number of players is up to you – have fun and focus on accuracy rather than power.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

PAIR PLAY

Rope Pulling

Players jump onto red or blue circles to pull the rope toward their side. Speed matters – the team that moves the ribbon tied to the rope's center across to their side wins. Each time a player taps their circle first, the rope shifts in their favor and the opponent's circle disappears.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

PAIR PLAY

PUZZLE

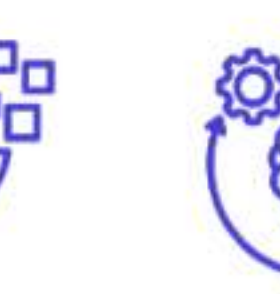## Memory, perception, logic – the mind at play.

The "Puzzle" package is a set of interactive games that draw children into a world of logic riddles, memory exercises, and focus-based challenges. These applications enhance attention, pattern recognition, and the ability to analyze and organize information. It includes memory games, sound sequence repetition, object search, and other tasks that stimulate visual perception and working memory. Perfect for children who enjoy thinking, solving problems, and discovering patterns – all in a playful and engaging format.

What makes this pack unique?
– Develops short-term and working memory
– Engages visual attention and pattern recognition
– Includes image and sound-based sequence exercises
– Multiple difficulty levels – ideal for individual and therapeutic work
– Trains logical thinking and focus

Who is it for?

NURSERIES (AGES 0–3)	PRESCHOOLS (AGES 3–6)	PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)	PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)	MEMORY AND ATTENTION TRAINING	WORK WITH CHILDREN WITH COGNITIVE DIFFICULTIES	EXECUTIVE FUNCTION THERAPY	PLAYFUL COGNITIVE WORKOUTS

Number of players:

PAIR PLAY   SOLO PLAY

Picking Pairs

The "Picking pairs" game is fun and challenging for all players. Try to uncover as many matching image pairs as possible within a set time. Cards are revealed by tapping them with your foot. Tap two cards – if they match, you earn points; if not, they flip back. Settings allow you to adjust sound and music.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

002600
Level : 4

Tile Puzzle

The initial board shows an image split into four tiles placed in random positions. Your task is to restore the picture by swapping the tiles. Tap two tiles to swap them. Once the puzzle is completed, a new one with more tiles appears. Difficulty increases progressively – requiring sharp focus and visual attention. A countdown timer limits each round and appears in the top right corner.
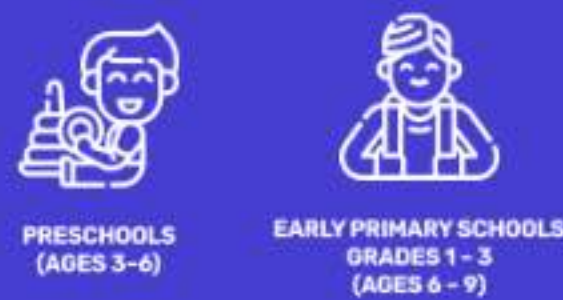
Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

0
Level : 1

Memory Food

Repeat the sequence of food items by tapping them in the same order as shown. With each step, a new item is added. Tap the images with your foot. If you make a mistake, continue from the point of error – previously completed parts remain. Try to complete as many sequences as possible before time runs out. Settings let you adjust sound and return to the main menu.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

00000
Level: 1

Hidden Items

From a pile of scattered objects, find the ones listed at the top of the screen, next to a magnifying glass icon. You have limited time – the timer is in the top-left corner. Tap the correct objects with your foot. The game screen is large, so it's great for cooperative group play.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Memory Vehicles

Repeat the vehicle sequence in the order shown. Each turn adds a new vehicle. Use foot taps to interact. If you make a mistake, pick up from where you left off – completed parts stay intact. Try to get through as many sequences as you can before time runs out. Sound and menu options are available in settings.
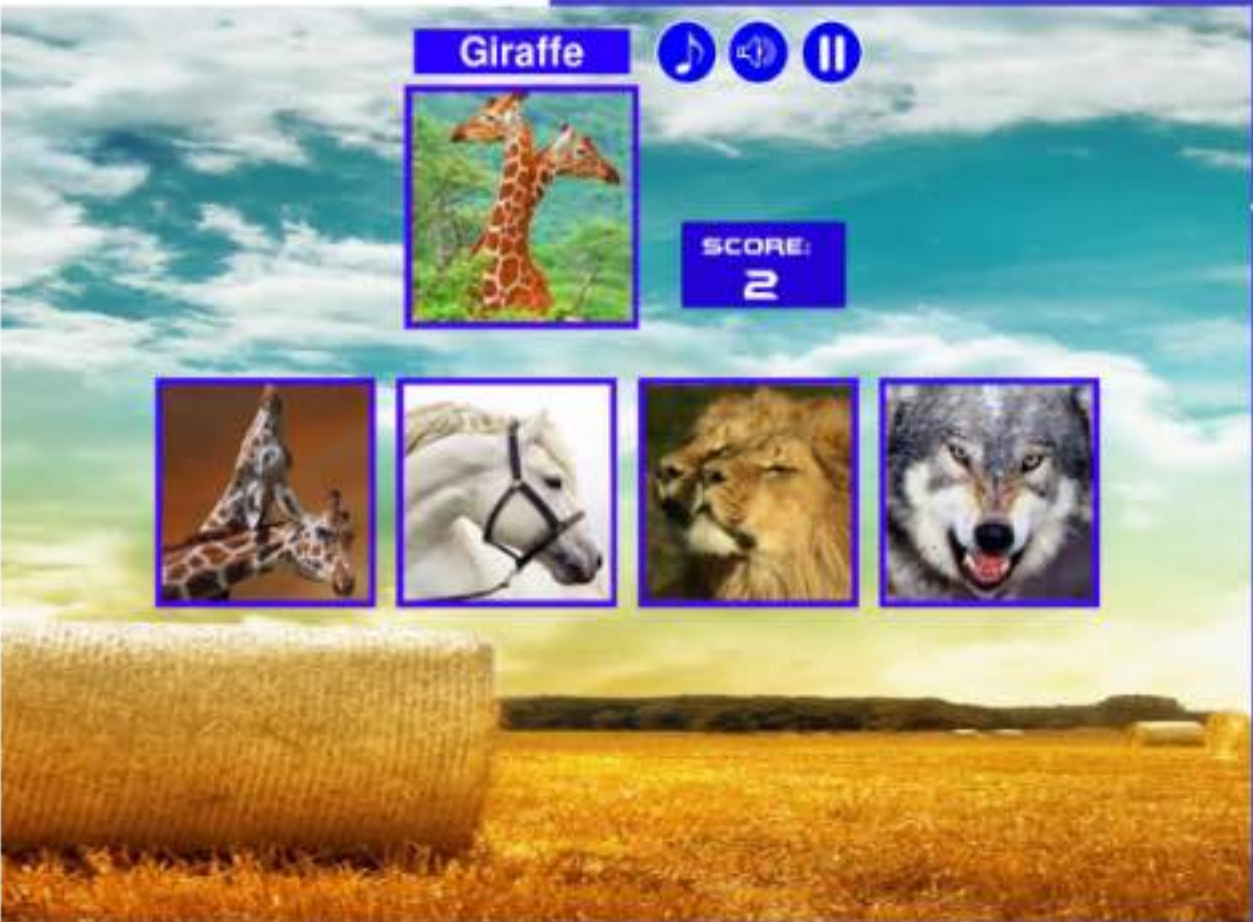
Who is it for?

PRESCHOOLS (AGES 3-6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Picture Quiz

Choose the correct animal image from four options – use its sound and appearance as clues. Watch the timer! Choose your difficulty level before starting: the second level is much faster and demands quick reflexes. We recommend starting with the easier level. Tap the correct image with your foot – but hurry!

Who is it for?

PRESCHOOLS (AGES 3-6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Memory Animals

Repeat the animal sequence shown on screen, one step at a time. Each round adds one more animal to the sequence. Tap the animals with your foot. If you make a mistake, resume from that point – earlier inputs stay saved. Complete as many correct repetitions as possible before time is up. Settings allow sound adjustment and access to the main menu.

Who is it for?

PRESCHOOLS (AGES 3-6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Picking Names

"Picking Names" combines the universal appeal of the memory game format with a foreign language twist – enhancing vocabulary and memory at the same time. As levels progress, more cards appear. Tap cards with your foot to flip them – earn points for correct matches. If the cards don't match, they flip back. Sound and background music can be adjusted in the settings.

Who is it for?

PRESCHOOLS (AGES 3-6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

ELEMENTS

Water, wind, fire – experience nature with all your senses.

The "Elements" package is a collection of interactive sensory applications that let children explore natural phenomena in an active and engaging way. Kids interact with concepts like water, wind, storms, clouds and stars – responding to changes in the game environment and learning through observation and movement. These applications nurture environmental awareness, observation skills, and a connection with nature, introducing children to the world of natural forces through play and motion. A great tool for sparking curiosity and supporting early science education.

What makes this pack unique?
– Sensory experiences inspired by nature and the elements
– Movement-based exploration of natural phenomena
– Develops observation and mindfulness skills
– Natural introduction to early science education
– Great for children with sensory needs and those eager to explore

Who is it for?

| NURSERIES (AGES 0–3) | PRESCHOOLS (AGES 3–6) | PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9) | FINE MOTOR SKILL DEVELOPMENT | WRITING AND DRAWING PRACTICE | SENSORY EXPLORATION | CLASSES FOCUSING ON NATURE |

Number of players:

| GROUP PLAY | PAIR PLAY | SOLO PLAY |

Sea

The screen shows shallow coastal waters. As children move across the interactive surface, their motions disturb the water and trigger sound effects. A small orange fish reacts to movement by swimming away, and stepping near a sea urchin should be avoided! Additional hidden sound zones can also be triggered by user movement.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Stars

The night sky is filled with twinkling stars that light up when touched and fade when idle. Move your foot or hand over the dimming stars to brighten them again. Hidden sound points are scattered across the screen – one even triggers a comet. A gentle lullaby in the background calms and soothes players.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

GROUP PLAY

Pond

A wild pond scene with rocks and lily pads. Hidden sound triggers activate when stepped on. A green frog appears on a lily pad and jumps to another when approached – try to catch it again! Both the water and frog react to movement. Swipe with your foot or hand to trigger playful interactions.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Storm

Chase away the storm clouds! Clouds disappear with any movement – run, jump, or wave your hands to scatter them. Their appearance is controlled via the left/right arrows on the included remote. This sensory experience sharpens reactions and offers new sensory inputs through motion.

Who is it for?

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Clouds

Clear the sky by moving through the interactive area. Clouds vanish with motion – run through them, jump, or swipe with your hands. Their arrival is managed with the included remote. Hidden sound points randomly appear as you move. A soothing melody plays in the background, promoting calm and relaxation.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

River

The goal in "River" is to collect as much floating trash as possible before time runs out. A counter in the top-right corner tracks your progress. A duck and a fish also drift along – they'll swim away when approached. Hidden sound triggers add imagination to the game. Tap floating trash to collect it.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

CREATIVE LESSON IDEA

Elemental arts

Use these applications as inspiration to create your own works of art. For example, after learning about the different aspects of water, children can paint water-related pictures using paints and brushes. As you create, encourage children to express their understanding and interpretation of the elements.

ADVENTURE

Movement, emotions and discovery – a shared journey full of adventure.

The "Adventure" package is a collection of movement-based applications that take children on an exciting journey through diverse, colorful environments. Kids participate in thrilling races, explore underwater worlds, uncover treasures, and overcome obstacles while developing spatial awareness and responsiveness. This shared adventure supports motor coordination, reaction speed, and the ability to act in a dynamic environment. A perfect set for sparking joy and engagement – regardless of age or experience.

What makes this package special?
– Dynamic applications set in various environments
– Development of reflexes, spatial orientation, and quick reaction
– Combines physical activity with storytelling and exploration
– Scenarios that promote cooperation and shared fun
– Emotion, laughter and movement at the heart of learning

Who is it for?

| NURSERIES (AGES 0-3) | PRESCHOOLS (AGES 3-6) | PRIMARY SCHOOLS GRADES 1-3 (AGES 6-9) | GENERAL DEVELOPMENT CLASSES | GROUP INTEGRATION | GROSS MOTOR SKILL AND COORDINATION TRAINING |

Number of players:

| GROUP PLAY | PAIR PLAY | SOLO PLAY |

Asteroids

Help the crew escape a cosmic disaster! Team scores appear on the sides, and the winning score is in the center. Tap the rockets in the corners with a hand or foot to launch and destroy asteroids. The direction depends on the angle; speed is constant per difficulty level.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)
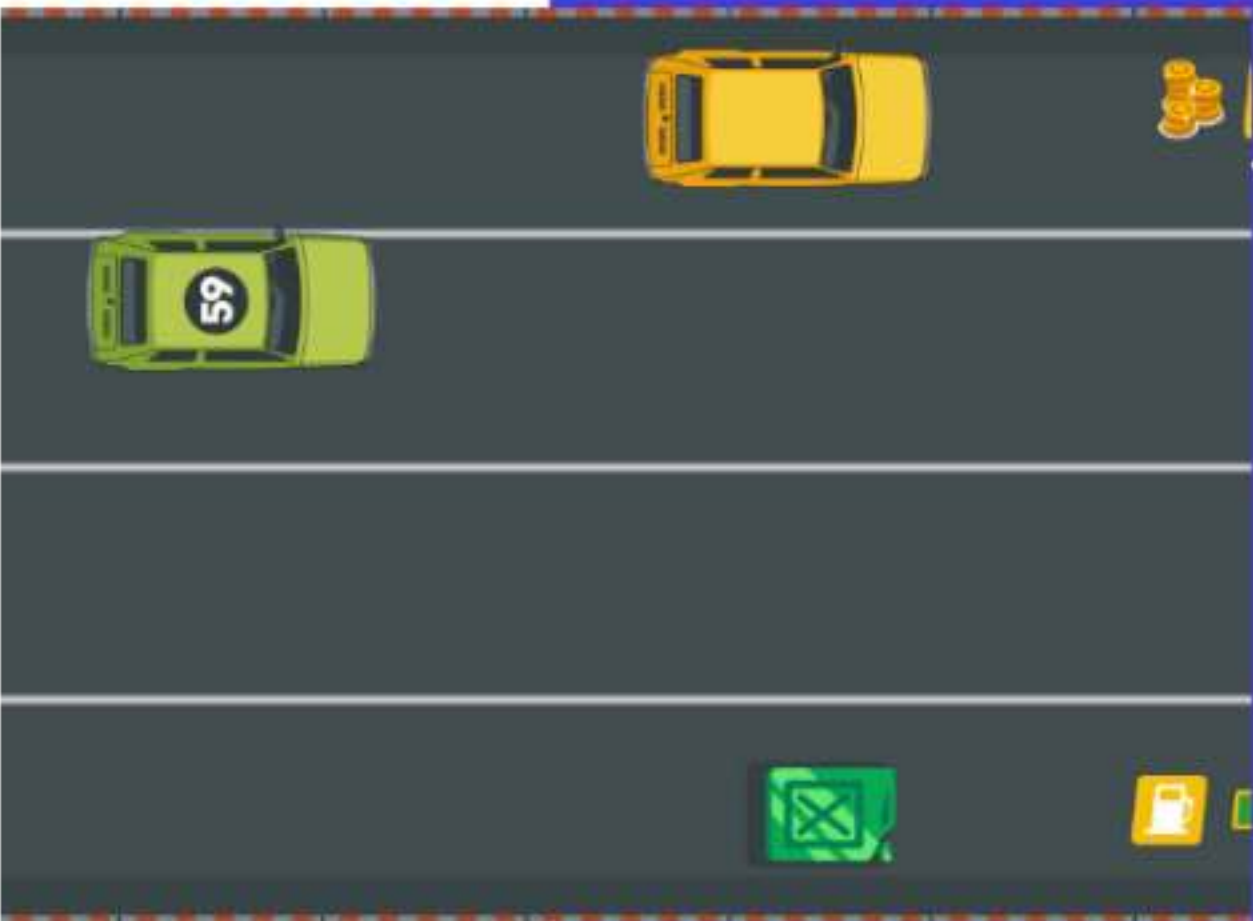
Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Racing

Drive your race car through city streets, avoiding traffic and collecting golden coins. Steer using your hands or feet. Be alert – you're not the only driver on the road!

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Hidden Treasures

Become a treasure hunter and collect diamonds, coins, hearts or stars. Move your hand or foot to uncover treasures and dig them out with quick motions. Three difficulty levels available.

Who is it for?
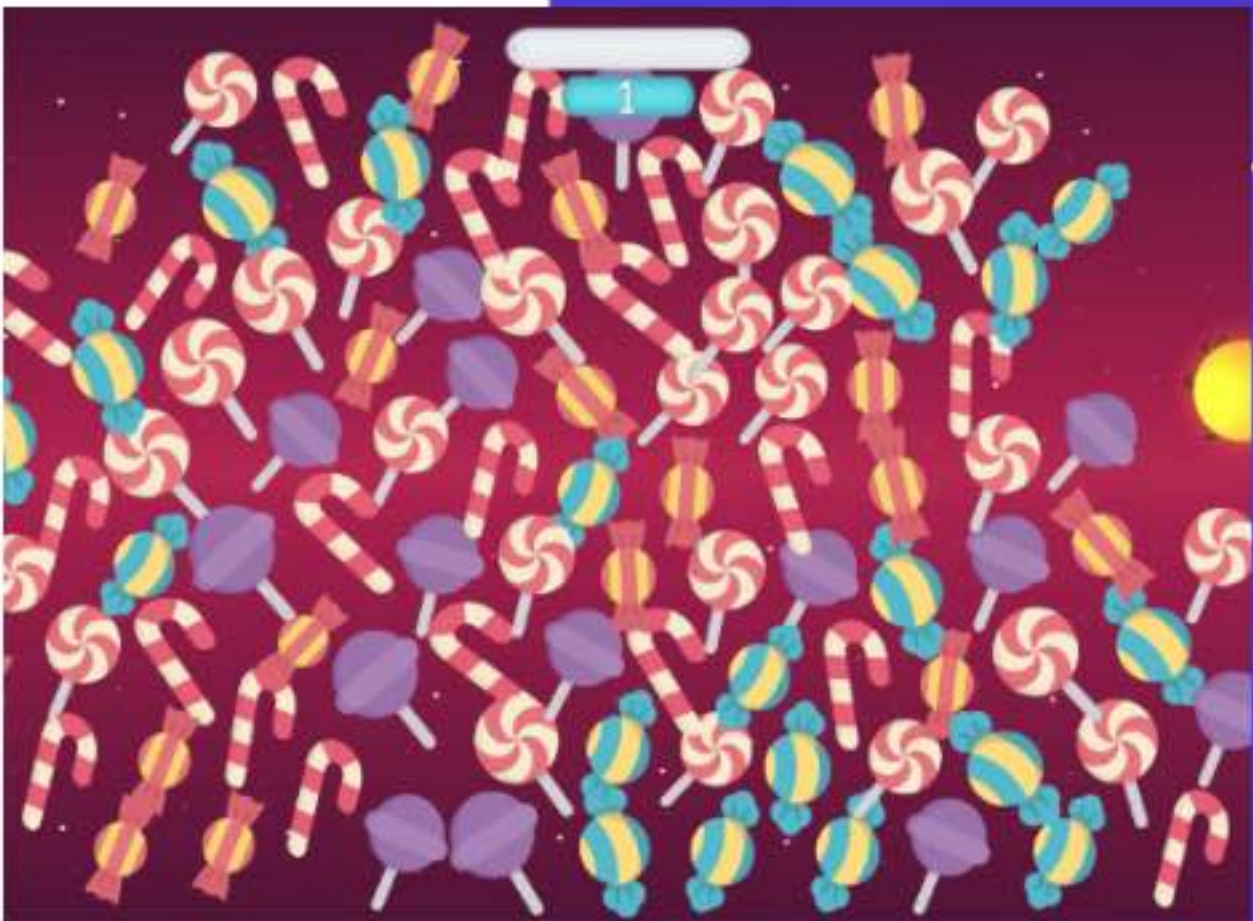
NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Sweets

Catch the cookies flying in from all directions – but avoid the yellow bomb! Swipe to collect or lose points depending on what you hit. The game speeds up as you level up.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Contours

Match animals to their shadows. Choose wisely – you can only make two mistakes! Tap the correct outline with your foot. Three difficulty levels adjust the challenge.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

Rockets

Shoot down enemy spaceships circling your base. Launch rockets by tapping them. Each hit earns points, but you can also shoot down incoming enemy rockets to protect your side.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

GROUP PLAY

Mermaid

Guide the little mermaid Ariel through the ocean. Avoid dangers like crabs and jellyfish, and collect coins with the help of friendly sea creatures. Move her using your hand or foot.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Papers

Push papers off the screen by swiping your foot across the surface. Compete to clear your side first. A soothing, sensory experience that supports exploration and movement.

Who is it for?

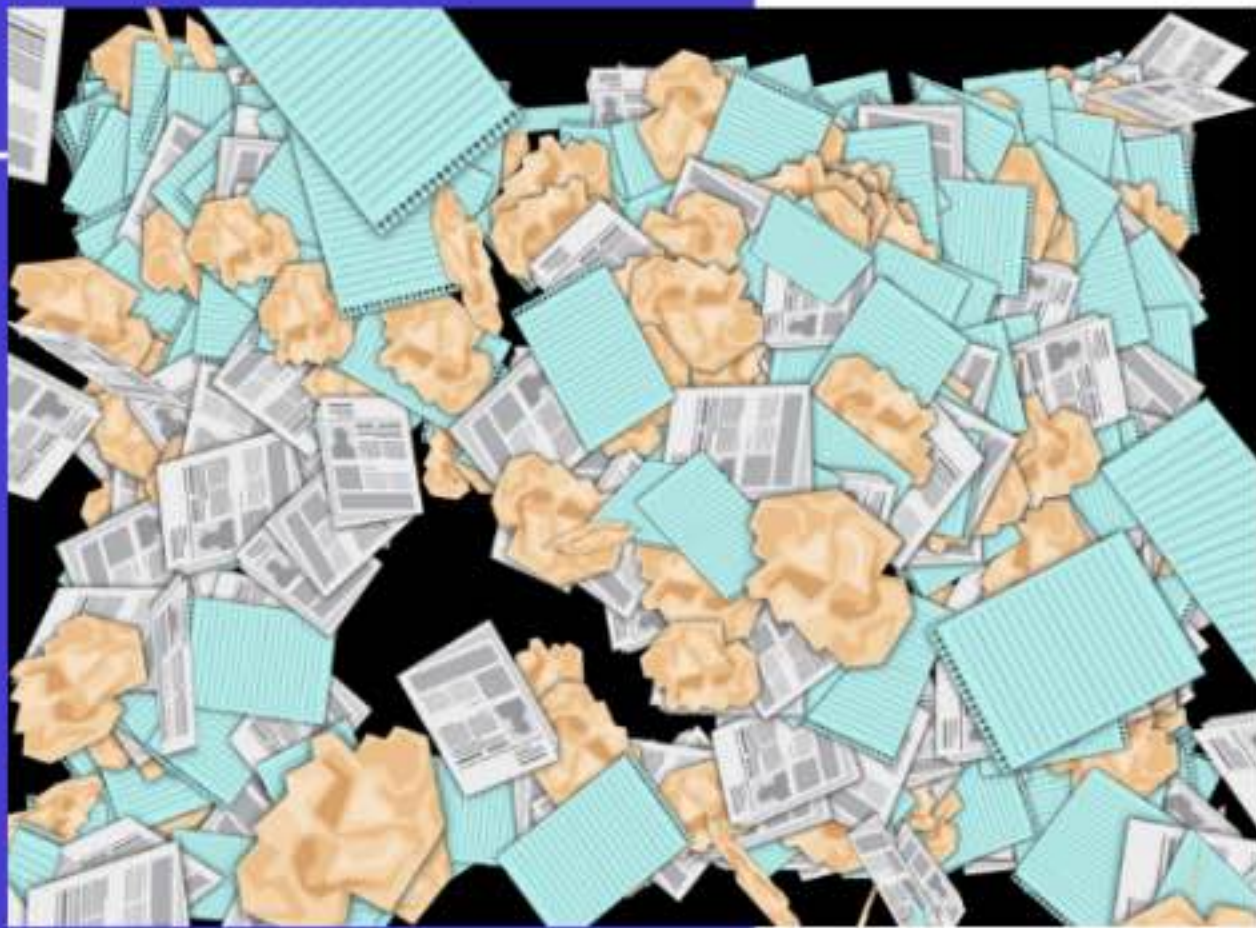NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Snowflakes

Catch the white snowflakes and avoid the yellow ones! Swiping your hand adds or subtracts points. Stay sharp to keep your score growing.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Bubbles

Pop soap bubbles flowing in from all sides – but beware of green toxic ones! Move freely to burst them. Track progress on the green level bar by tapping it.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Forest Flowers

Collect as many bright flowers as you can before they disappear. Avoid the red ones – they cost points! Use your foot to swipe flowers and climb to the next level.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

ACTIVE BOARDS

Movement, senses and fun – endless possibilities for interaction.

The "Active Boards" package is a collection of applications designed for dynamic play, movement, and sensory exploration. Children catch falling objects, observe animated environments, and respond to changing stimuli. The set also includes sensory backgrounds – storms, seas, leaves, foam – and the "Abstract Painting" app, which lets children create abstract art through movement. It's a space for spontaneous activity, sensory stimulation, relaxation and shared laughter.

What makes this package special?
– Free play combined with physical activity
– Backgrounds that respond to movement and user presence
– Opportunities for sensory stimulation and emotional release
– Creative elements like motion painting in "Abstract Painting"
– Ideal for mid-lesson breaks, relaxation or group integration

Who is it for?

NURSERIES (AGES 0–3)　　**PRESCHOOLS (AGES 3–6)**　　**PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)**　　**SENSORY SESSIONS**　　**PHYSICAL AND GROUP ACTIVITIES**　　**MOVEMENT BREAKS**

Number of players:

GROUP PLAY　　**PAIR PLAY**　　**SOLO PLAY**

Lagoon

A shallow lagoon near the shore appears on screen. Moving around the active area triggers water ripple effects and matching sounds. Hidden areas also activate different sound effects. Step onto the interactive surface to activate the reactions.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Cliffs

A shallow sea with underwater cliffs. Moving on the surface disturbs the water and activates sounds. Watch out for fish – they'll swim away if stepped on! Hidden areas trigger random sounds, encouraging sensory discovery.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Thunderbolts

Touch the screen to trigger exciting visual and sound effects. Lightning strikes activate near movement. Can you handle the sensory stimulation for more than a few seconds? This game strengthens sensory responses and builds resilience.

Who is it for?

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Paradise Sands

A tropical shallow sea with sandy bottom. Moving triggers water disturbances and sound effects. A little orange fish will swim away when it senses motion. A gentle introduction to cause-and-effect play.

Who is it for?

NURSERIES
(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Action Painting

Become an artist and express emotions using five paint colors. Splashes of various sizes appear on screen. Select a color with your hand or foot and tap where you want to paint. Encourages creativity through movement.

Who is it for?

NURSERIES (AGES 0–3) **PRESCHOOLS (AGES 3–6)** **EARLY PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)**

Number of players:

SOLO PLAY **GROUP PLAY**

Pool

Float with colorful inflatable mattresses! Touch or lie on them, and they'll drift away. Move them using hands or feet. A playful way to stimulate touch, sight, and motion sensitivity.

Who is it for?

NURSERIES (AGES 0–3) **PRESCHOOLS (AGES 3–6)**

Number of players:

SOLO PLAY **GROUP PLAY**

Balls

A screen filled with bouncing balls. Try to clear them, but they keep bouncing off one another! Inspired by "Paper" and "Flower Children" apps. Can you name all the sports connected to the balls?

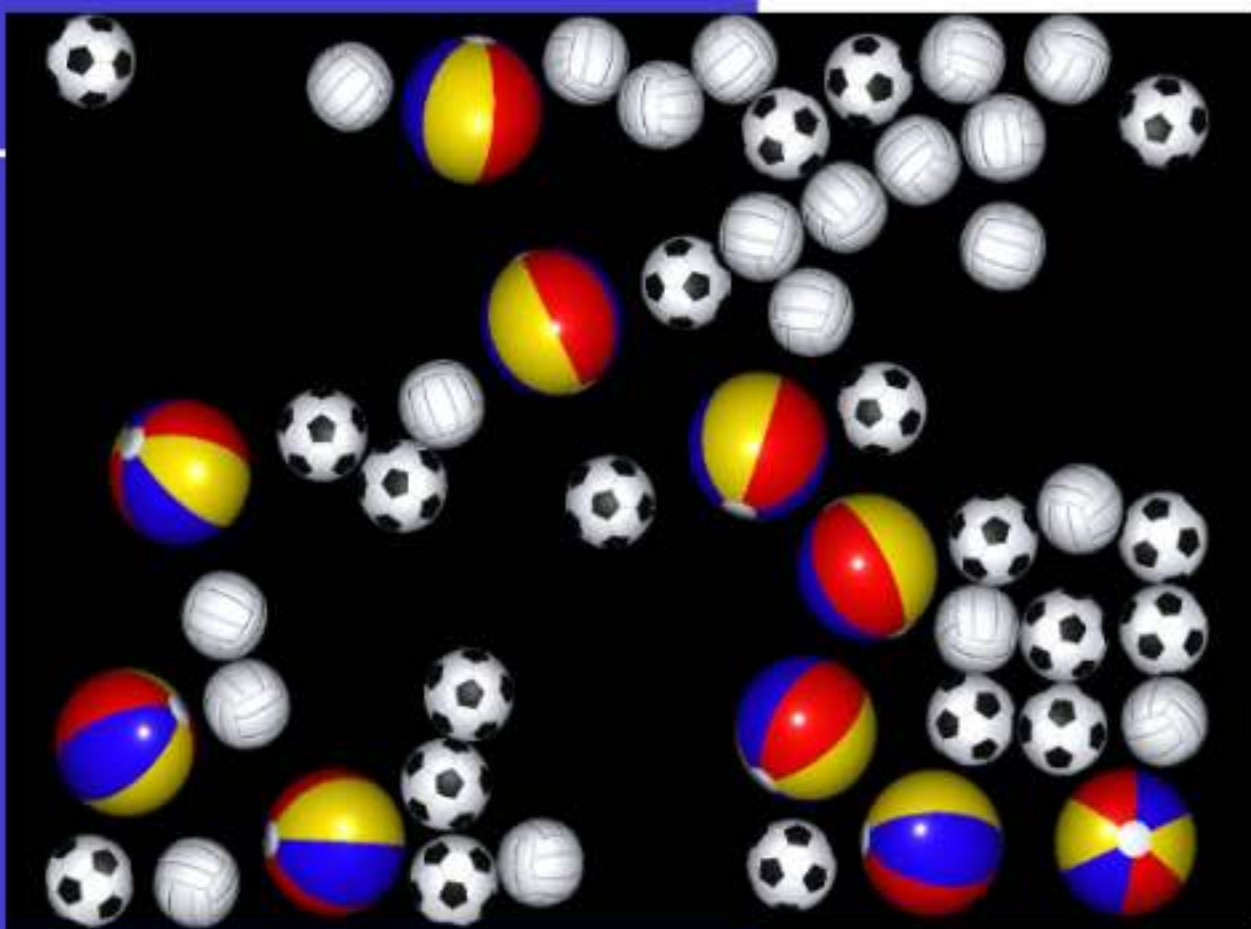## Who is it for?

NURSERIES (AGES 0–3) **PRESCHOOLS (AGES 3–6)**

Number of players:

SOLO PLAY **GROUP PLAY**

Flower Children

Swipe across the screen to push away colorful flowers. Compete to clear your half of the screen. A calming and engaging way to develop coordination and focus.

Who is it for?

NURSERIES (AGES 0–3) **PRESCHOOLS (AGES 3–6)**

Number of players:

SOLO PLAY **GROUP PLAY**

Leaves

Autumn leaves cover the screen. Move your hand or foot to push them away. A simple, soothing activity that encourages gross motor movement and sensory interaction.

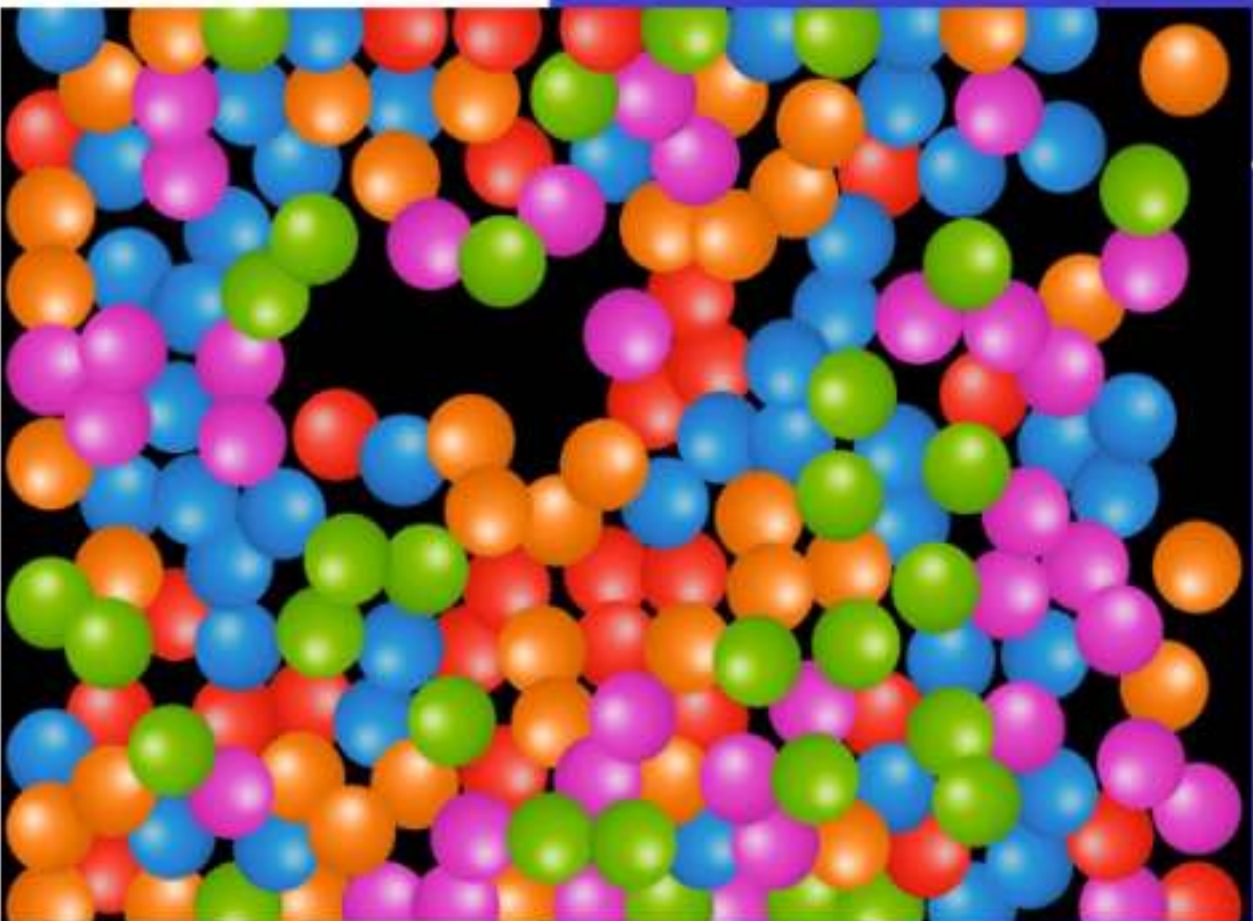## Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Ball Pit

A colorful swirl of bouncing spheres fills the screen. Just like "Paper" and "Flowers," but with round shapes that bounce off one another. Stimulates coordination, reaction time and curiosity.

Who is it for?

NURSERIES (AGES 0–3)

PRESCHOOLS (AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

INSPIRATION FOR A TEACHER

The Nest

In the calming Leaves app, children gently swipe virtual leaves into a "nest" drawn at the centre of the screen, racing to gather the most without letting any leaf touch the outer border. The slow, precise motions refine fine-motor control, visual tracking, and cooperative focus within a soothing sensory environment.

QUIZZES

Curiosity, movement and learning - a knowledge-filled adventure on the interactive device.

The "Quizzes" package offers a wide variety of educational challenges across subjects like math, nature, geography and history. Designed to spark curiosity and test knowledge, each app presents engaging multiple-choice questions tailored to different age groups. Children can play individually or in teams, racing to choose the correct answers using movement. The combination of learning and physical activity keeps young minds focused and motivated.

What makes this package stand out?
– Questions from core subjects: math, science, geography and history
– Adapted to different learning levels and age groups
– Active learning through movement-based answer selection
– Promotes collaboration, critical thinking and recall
– Ideal for classroom warm-ups, revisions and educational fun

Who is it for?

PRESCHOOLS (AGES 3–6)	PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)	PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)	MEMORY AND ATTENTION TRAINING	THEME-BASED LESSONS

Number of players:

GROUP PLAY	SOLO PLAY

Quiz Fortress

Transform learning into an exciting battle! Two players take turns answering questions, strategically choosing difficulty levels - easy, medium or hard. Higher difficulty deals more damage to opponents but carries greater risk of bad answer. This engaging format sharpens concentration and makes learning genuinely thrilling across all areas of knowledge.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

PAIR PLAY

GROUP PLAY
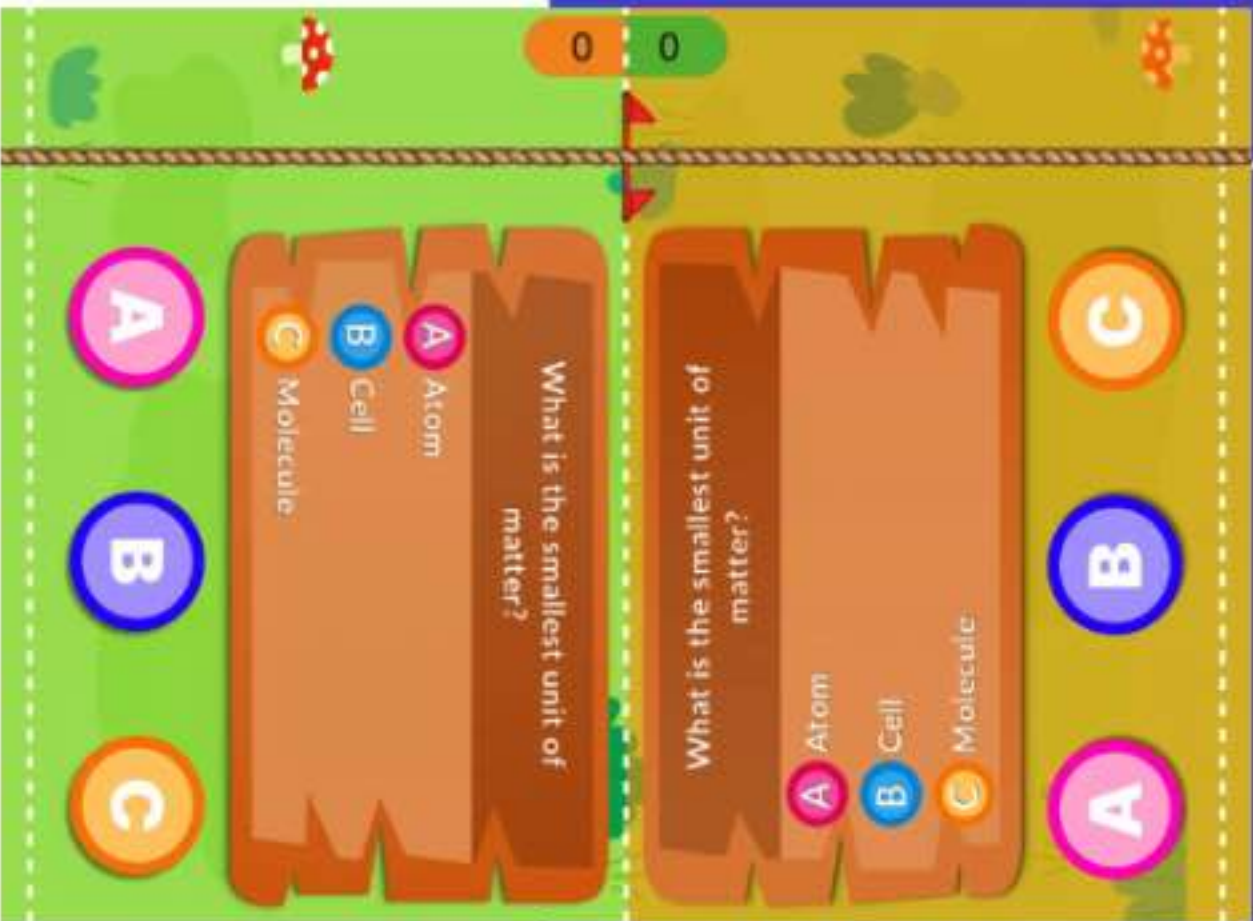
Quiz Rope

Experience the ultimate knowledge battle with "Quiz Rope". Correct answers pull the rope toward your side, while wrong answers give your opponent an advantage. Watch the rope move in real-time as your knowledge determines victory in this thrilling blend of education and competition.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)
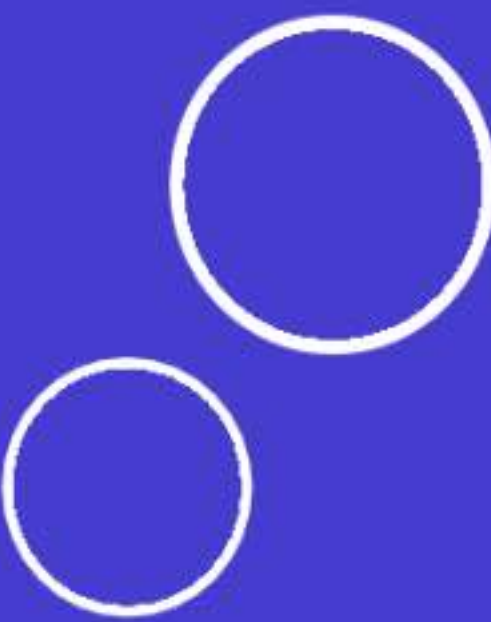
PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

PAIR PLAY

GROUP PLAY

CREATIVE LESSON IDEA

Knowledge tournament

Divide students into small teams and let them compete by answering questions from various categories in the "Quiz Fortress" application. After each round, encourage teams to explain why their chosen answer is correct. You can rotate the categories or allow each team to select a topic to increase engagement and reinforce subject knowledge.

SEN - ASD

Communication, relationships, independence – support tailored to individual needs.

The "SEN - ASD" package is designed for children with autism and communication difficulties. It's based on proven therapeutic scenarios and aims to develop language, social, and emotional skills while adapting the difficulty level to each child's abilities. Tasks are rooted in everyday situations, which supports generalization and skill transfer. It's a toolkit for conscious, supportive work in the spirit of special needs education and therapy.

What makes this package unique?
– Therapeutic scenarios created by specialists
– Activities that support communication and social interaction
– Adjustable difficulty level tailored to individual needs
– Tasks grounded in everyday situations and real-life contexts
– An effective tool for one-on-one work with children with SEN

Who is it for?

NURSERIES (AGES 0–3)	PRESCHOOLS (AGES 3–6)	PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)	PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)	AUTISM SPECTRUM DISORDERS	SPECIAL, INCLUSIVE, AND THERAPEUTIC EDUCATION	SESSIONS WITH SPECIAL NEEDS TEACHERS OR SPEECH THERAPISTS

Number of players:

GROUP PLAY	PAIR PLAY	SOLO PLAY

Portal

"Portal" teaches children how to collaborate, notice others, and respond to what their peers say or do. The goal is to reach the magical gate leading to the portal. Players roll the dice and answer on-screen questions in turns. Points are scored cooperatively, but only when each player answers correctly. The game supports development of social and communication skills, with a strong emphasis on theory of mind, cooperation, and turn-taking.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

GROUP PLAY

Throws player pink

Our Emotions

"Our Emotions" helps children identify emotions by analyzing facial expressions. The screen displays characters with distinct expressions, and the child must select the correct emotional state. The game develops empathy and theory of mind in children with autism spectrum disorders.

Who is it for?

NURSERIES
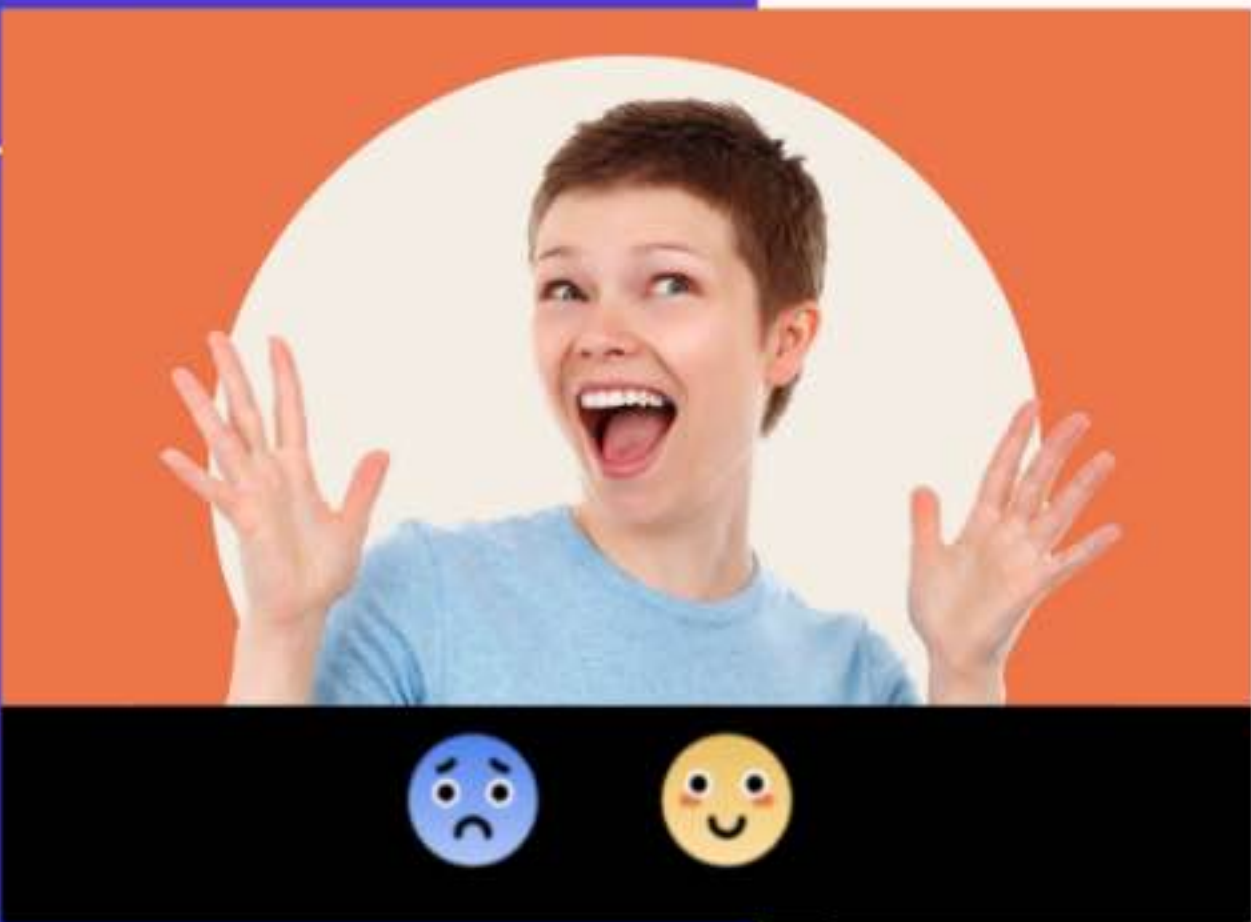(AGES 0–3)

PRESCHOOLS
(AGES 3–6)

Number of players:

SOLO PLAY

GROUP PLAY

Visionaries

"Visionaries" challenges children to read facial cues. The goal is to identify which direction the person on the screen is looking. The character appears only when the child steps onto the screen. To respond, players click the appropriate arrow.

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–9)

Number of players:

SOLO PLAY

PAIR PLAY

Totem

"Totem" promotes cooperation and teaches turn-taking. Players work together to build a totem by dragging pieces scattered on opposite sides of the screen and placing them in the correct order using visible outlines as guidance. The app is designed to encourage teamwork and mutual respect.

Who is it for?

PRESCHOOLS
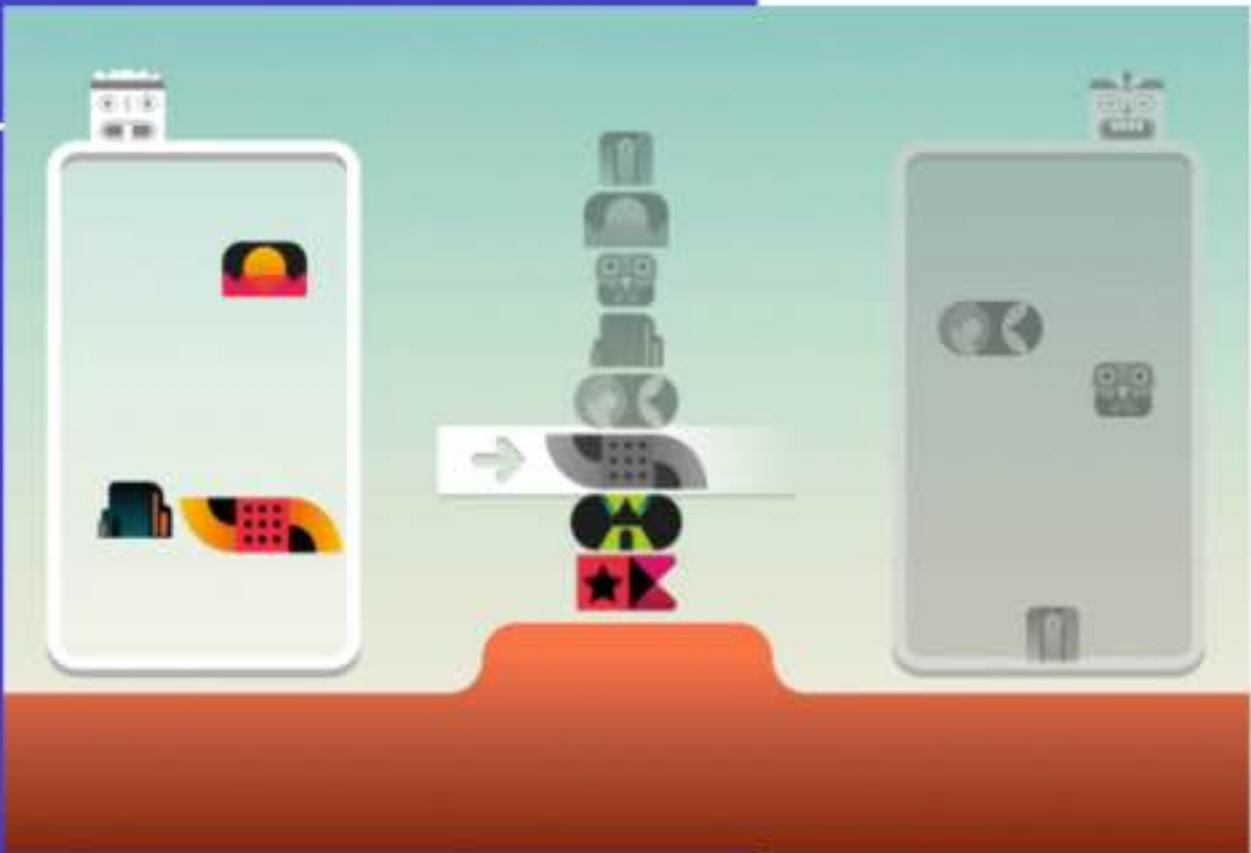(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–9)

Number of players:

SOLO PLAY

PAIR PLAY

Ludo

"Ludo" is inspired by the classic board game. Four teams compete to bring all their pieces to the center of the board after completing a full loop. Players learn patience, turn-taking, and experience healthy competition. Educators can guide the children using phrases like "my turn" and "your turn."

Who is it for?

PRESCHOOLS
(AGES 3-6)
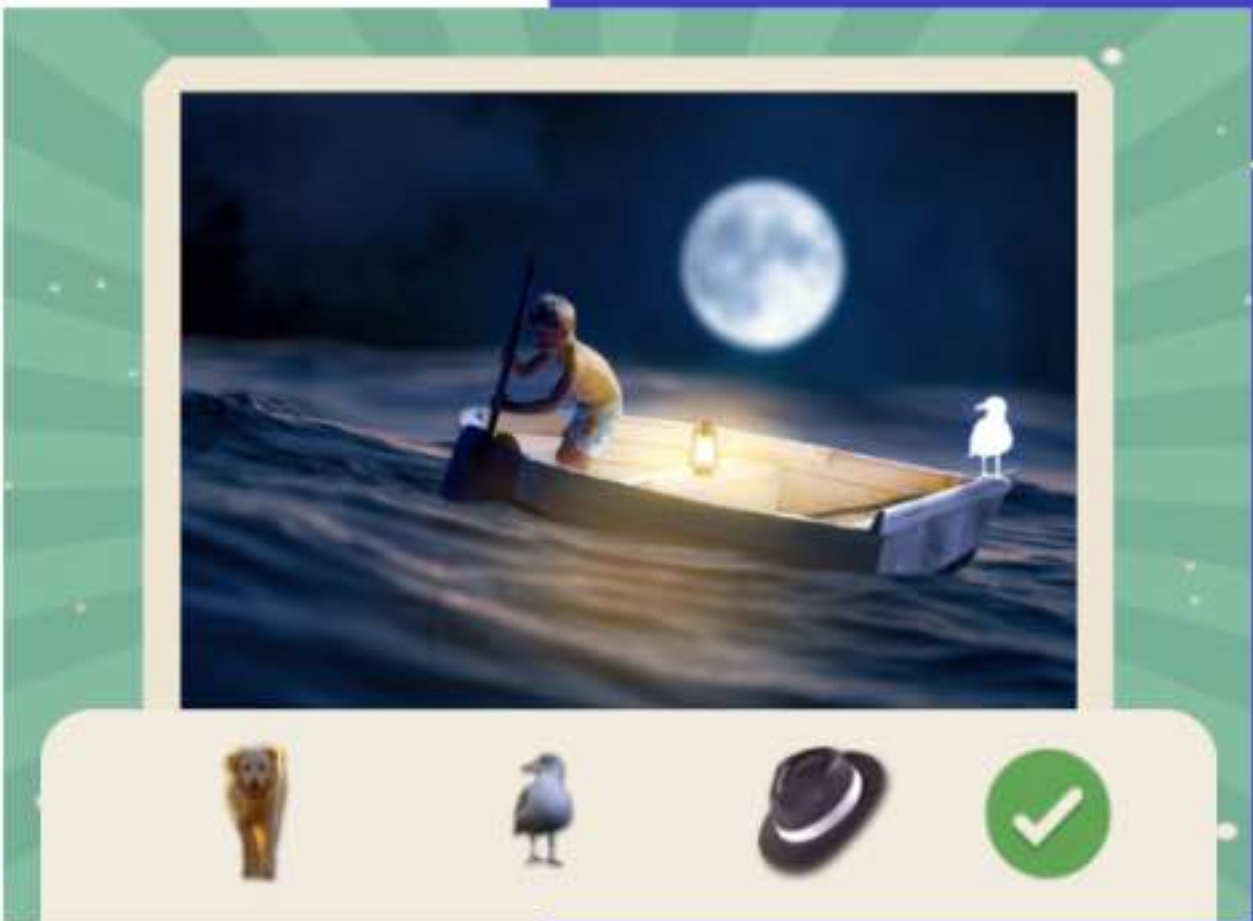
EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

GROUP PLAY

Sticker Album

"Sticker Album" develops nonverbal communication. Children are shown images with a missing part and must indicate the correct element from the options below by pointing. The educator confirms the selection. This exercise supports the development of pointing gestures and visual tracking.

Who is it for?

NURSERIES
(AGES 0-3)

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

Number of players:

SOLO PLAY

PAIR PLAY

CREATIVE LESSON IDEA

Emotions in the theater

Organize interactive theater classes where participants can express and recognize different emotions through facial expressions. Use apps related to recognition of emotions and facial expressions. Ask participants to imitate selected emotions and try to recognize them in other participants. You can also create short role-plays where participants role-play different emotions.

LANGUAGE PACKAGE

Words, sounds, meaning – learning a language through play.

The "Language Package" is a collection of educational applications designed to introduce children to words, meaning and communication in a fun and engaging way. The games help children explore vocabulary across various topics, understand context and build language skills – both in their native tongue and in foreign languages. Supported languages include English, German, French, Portuguese, Spanish, Italian and Ukrainian.

What makes this pack unique?
– Learning foreign vocabulary through interactive visuals, sounds and actions
– Customizable content: different word sets and multiple languages
– Development of contextual understanding and communication skills
– Ideal for education, therapy and language learning
– Wide range of topics – from everyday vocabulary to more advanced themes

Who is it for?

PRESCHOOLS
(AGES 3–6)

PRIMARY SCHOOLS
GRADES 1–3
(AGES 6–9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

LANGUAGE
CLASSES

SPEECH THERAPY

Number of players:

GROUP PLAY

PAIR PLAY

SOLO PLAY

Finding Category

"Finding Category" is a playful and engaging game where kids learn to group objects, grow their vocabulary and think logically. Each round starts with a category like fruits, animals or clothing - shown in the center of the screen. Around it appear different items and the challenge is to spot and select only those that match the category.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Wild Letters

This application invites children to solve simple word puzzles through movement and observation. In each round, a picture appears along with its corresponding word - but with one letter missing. Around the screen, several letters are displayed and the challenge is to choose the correct one to complete the word.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Gears of Knowledge

"Gears of Knowledge" turns learning into a friendly competition! Designed for 2 to 4 players, this game challenges users to match the correct word to the image shown in the center of the screen. The goal is to step on the correct word as quickly as possible.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

PAIR PLAY

GROUP PLAY

Finding Color

"Finding Color" invites users to explore colors through movement and play. In each round, a color name appears in the center of the screen, and players must find and select all objects that match the given color from a variety of colorful items.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 - 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

First Letter

This application supports children in recognizing and matching beginning letters to familiar words. In each round, a picture appears in the center of the screen along with a word that is missing its first letter. Several letters are displayed and the user's task is to choose the correct one to complete the word.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
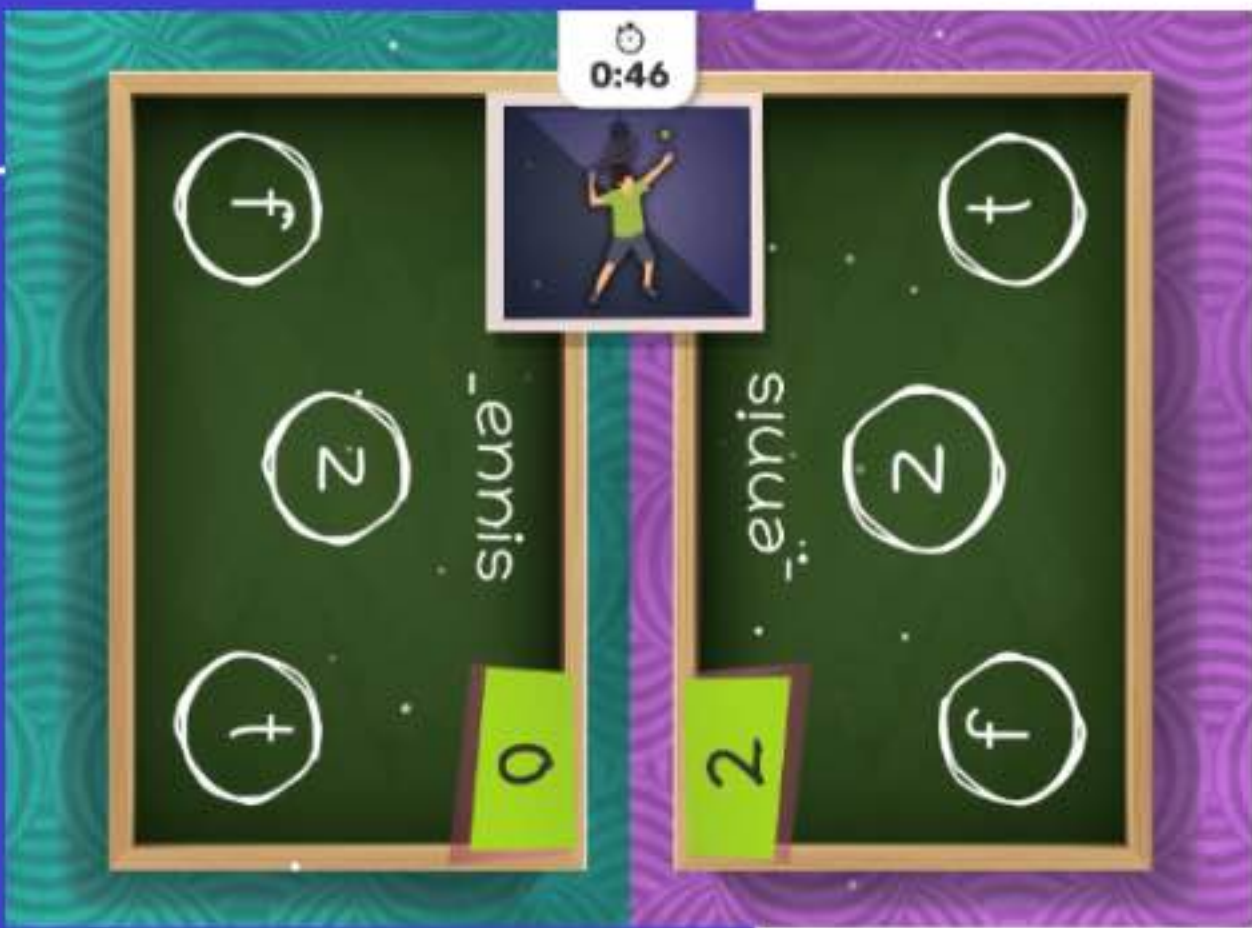(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Fruit Detection

Your task is to recognize different fruits. In the center of the screen, a picture of a fruit appears, surrounded by several word options in the selected language. The application helps develop vocabulary, supports word-image association, and promotes learning through movement and play.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Memory

Match the cards by pairing pictures with their correct names! This app helps develop memory and vocabulary in a fun and interactive way. Players flip cards to find matches - one card shows an image, the other its name. Remember where the cards are and select pairs to win. Perfect for improving concentration and word recognition through active play.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
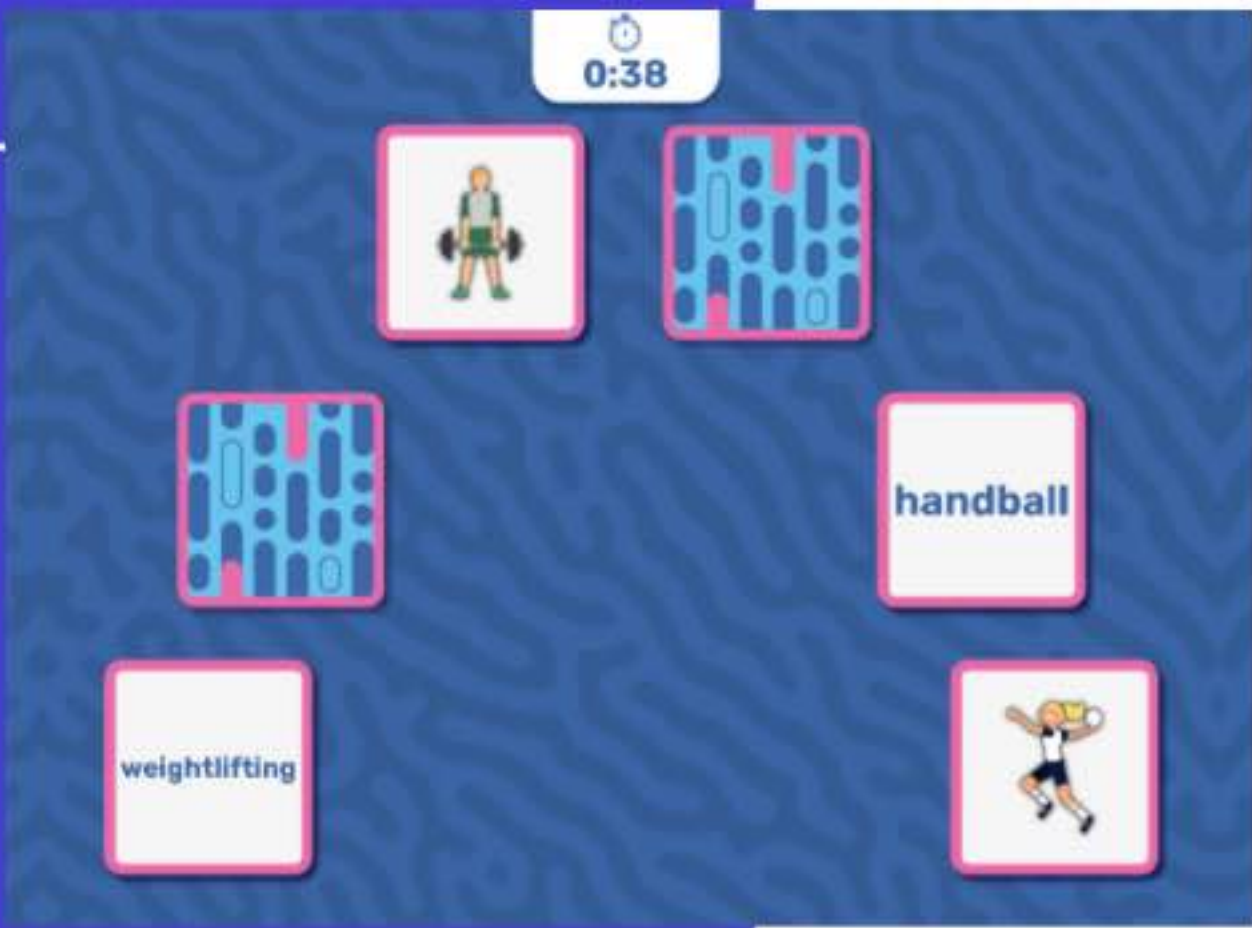(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

Musical Exploration

Match the instrument to the word displayed at the top of the screen. Can you name them all? A narrator reads each answer aloud. Customizable in terms of time, rounds and players.

Who is it for?

PRESCHOOLS
(AGES 3-6)

EARLY PRIMARY SCHOOLS
GRADES 1 - 3
(AGES 6 - 9)

PRIMARY SCHOOLS
GRADES 4-6
(AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Vegetable Sequences

Repeat the vegetable sequence by selecting the highlighted items in order! At the start, one vegetable lights up and its name is spoken aloud. After correctly repeating the sequence, the game adds more vegetables to remember. This app helps improve memory, attention and vocabulary.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Antonyms

Find the opposite! This app challenges players to identify the antonym of a word displayed at the top of the screen. Several word options appear below and the task is to select the correct answer. This game supports vocabulary building, language comprehension and critical thinking - all through engaging, interactive play.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

CREATIVE LESSON IDEA

Say it to save it!

During the Memory app, each player flips two cards; when a picture–word pair matches, the finder must instantly create and say a sentence using that word. Verbalizing the match deepens vocabulary retention.

COUNT ON THE FAMILY

Logic, movement and interaction – meaningful mathematics.

The "Count on the Family" package is an educational and therapeutic program based on a set of 8 extensive applications designed for working with children aged 3–12. The apps develop mathematical thinking, spatial orientation and cause-and-effect reasoning. They are based on hands-on methods and closely tied to everyday situations and mathematical contexts – from sorting and comparing to measuring, counting and solving problems. The program supports children in both mainstream and special education, fostering motivation to learn, developing key competences and creating space for active learning.

What makes this package unique?
– 8 math-based applications grounded in everyday contexts
– Aligned with preschool and early primary curricula
– Supports EU key competences
– Suitable for both educational and therapeutic use
– High flexibility and personalization options

Who is it for?

PRESCHOOLS (AGES 3–6)	PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)	PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)	CHILDREN WITH SEN	PUPILS WITH VARIOUS COGNITIVE PROFILES	WORK WITH A TEACHER OR THERAPIST

Number of players:

SOLO PLAY

Portraitist

A face appears on screen – add eyes, a nose, mouth, hair, glasses, or eyebrows and design your own portrait! Create yourself, a friend, or an adult. A grid helps maintain symmetry – or break it on purpose. The app develops spatial awareness, facial vocabulary and geometric intuition.

Who is it for?

PRESCHOOLS (AGES 3–6)

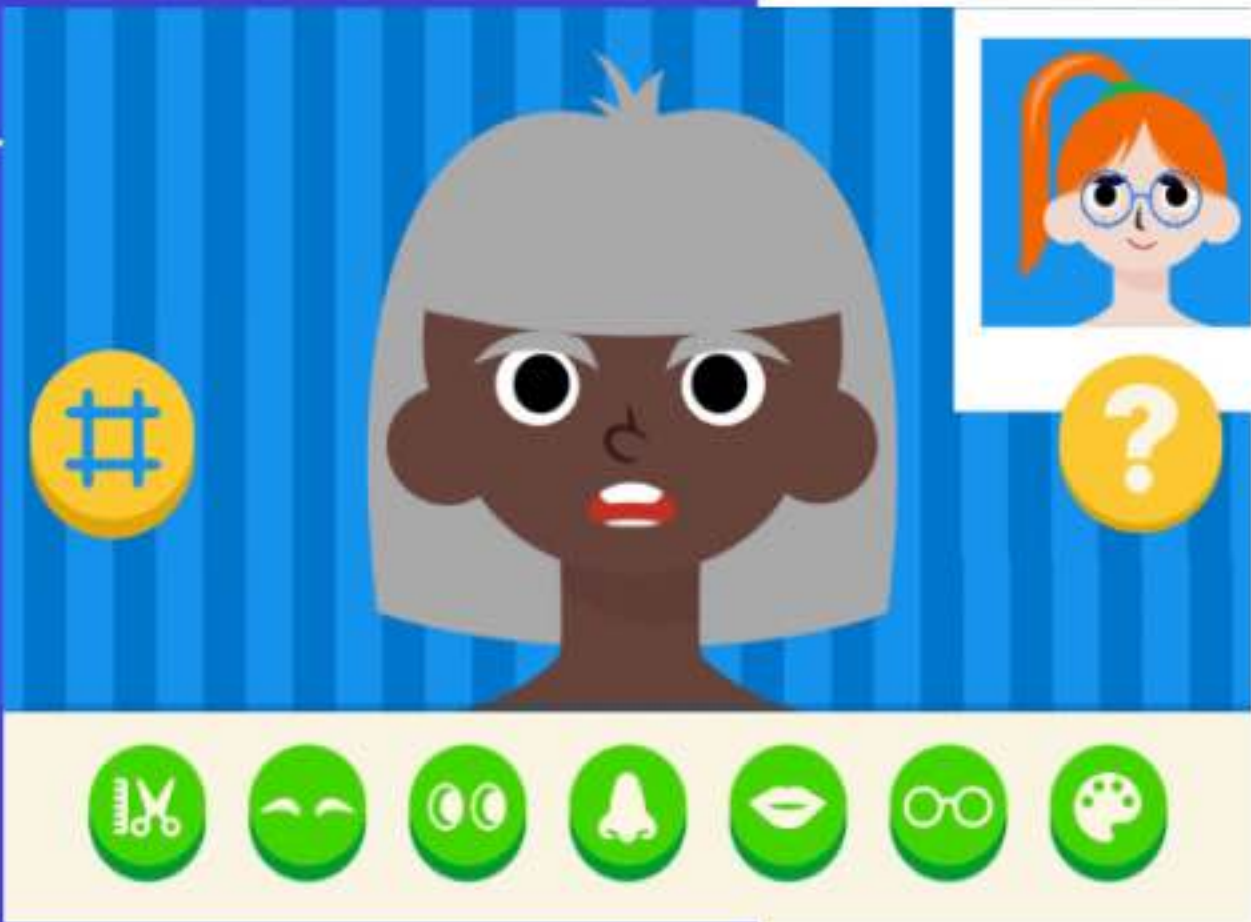EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Count on the Family

Meet the family and help each member find the tools they need for work! Match objects to jobs, estimate their ages, and compare who's older or younger. Three difficulty levels support logical thinking, counting and using mathematical symbols – all in a warm, humorous atmosphere.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

Neighbourhood

Design your own town! Drag and drop houses, tents, and buildings along both sides of the street, making sure everything is laid out proportionally. A square grid and arrows help with orientation. The app develops spatial imagination, planning and geometry skills.

Who is it for?

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Space Arrangement

Become an interior designer and arrange a room based on instructions! Place a bed, table, plant or TV above, below, next to, or beside specific objects. In free mode, paint walls, choose items and rotate furniture freely. The app builds spatial understanding and creative thinking.

Who is it for?
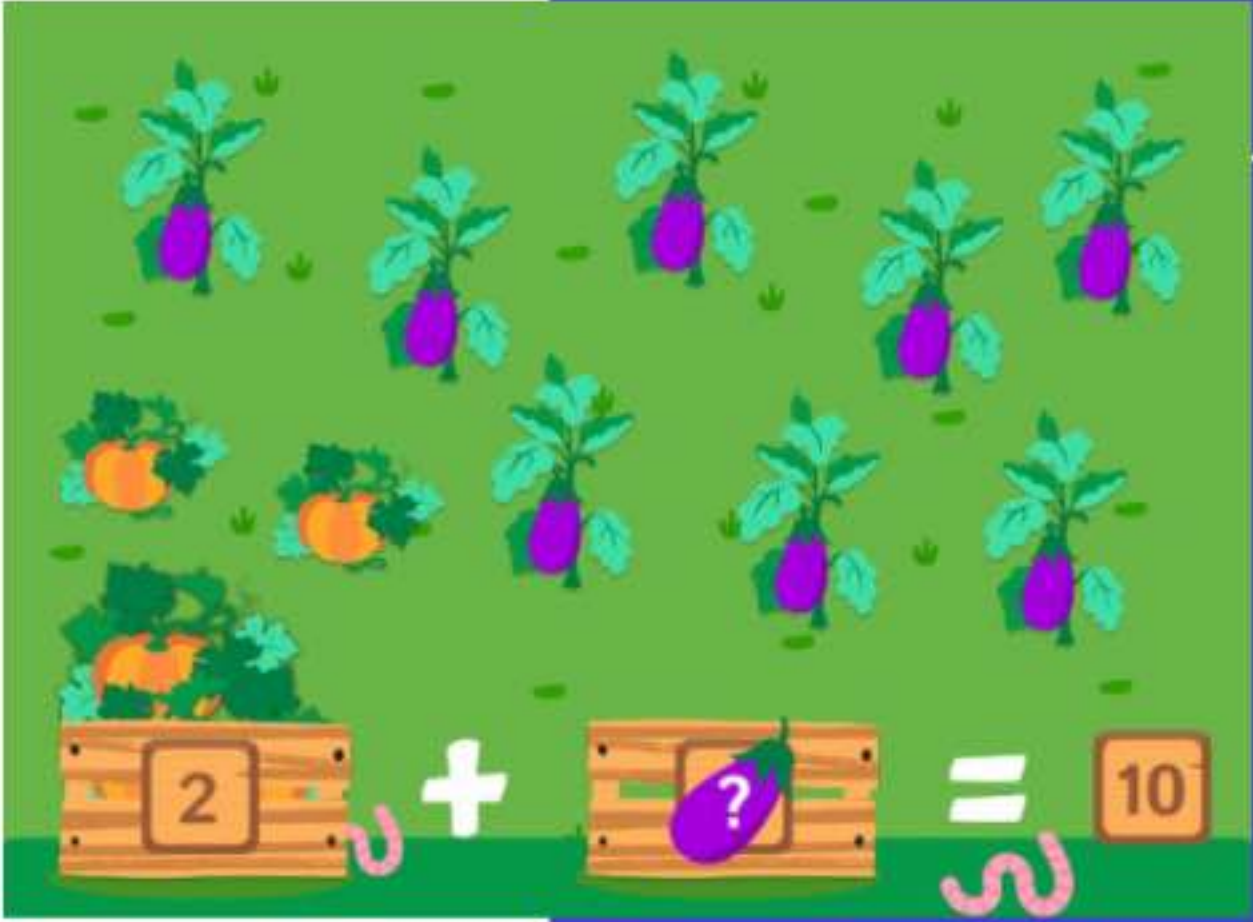
EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Grandma's Garden

On screen: garden beds, bushes, and boxes filled with fruit and veggies – your task is to count them! See how many there are, how many are missing, or how many times something appears. Add, multiply, or find missing numbers. Supports counting, logic, and early multiplication (up to 30).

Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Minimarket

Become a shopper and go grocery hunting! Pick flowers, fruits and vegetables, calculate their price and pay with coins or bills. Work out the cost, your change, and check if you have enough money. The app teaches coin values, basic math up to 80, and real-life problem-solving.

Who is it for?
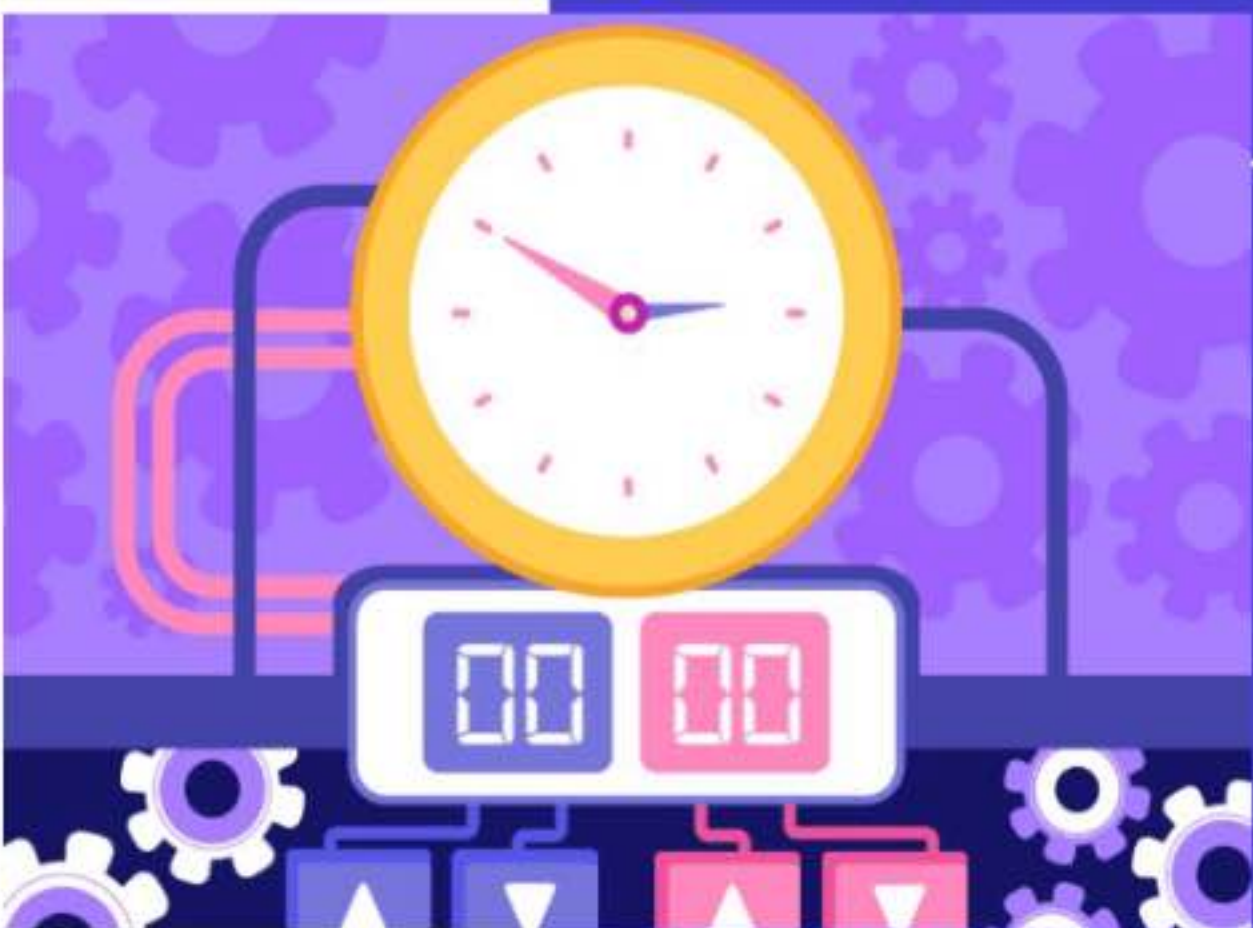
EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

What Time Is It?

Look at the clocks and tell the time! Match it with another clock, or set it yourself using hands or your feet. Analog and digital clocks help children learn to read and express time. Each round requires focus and accuracy.
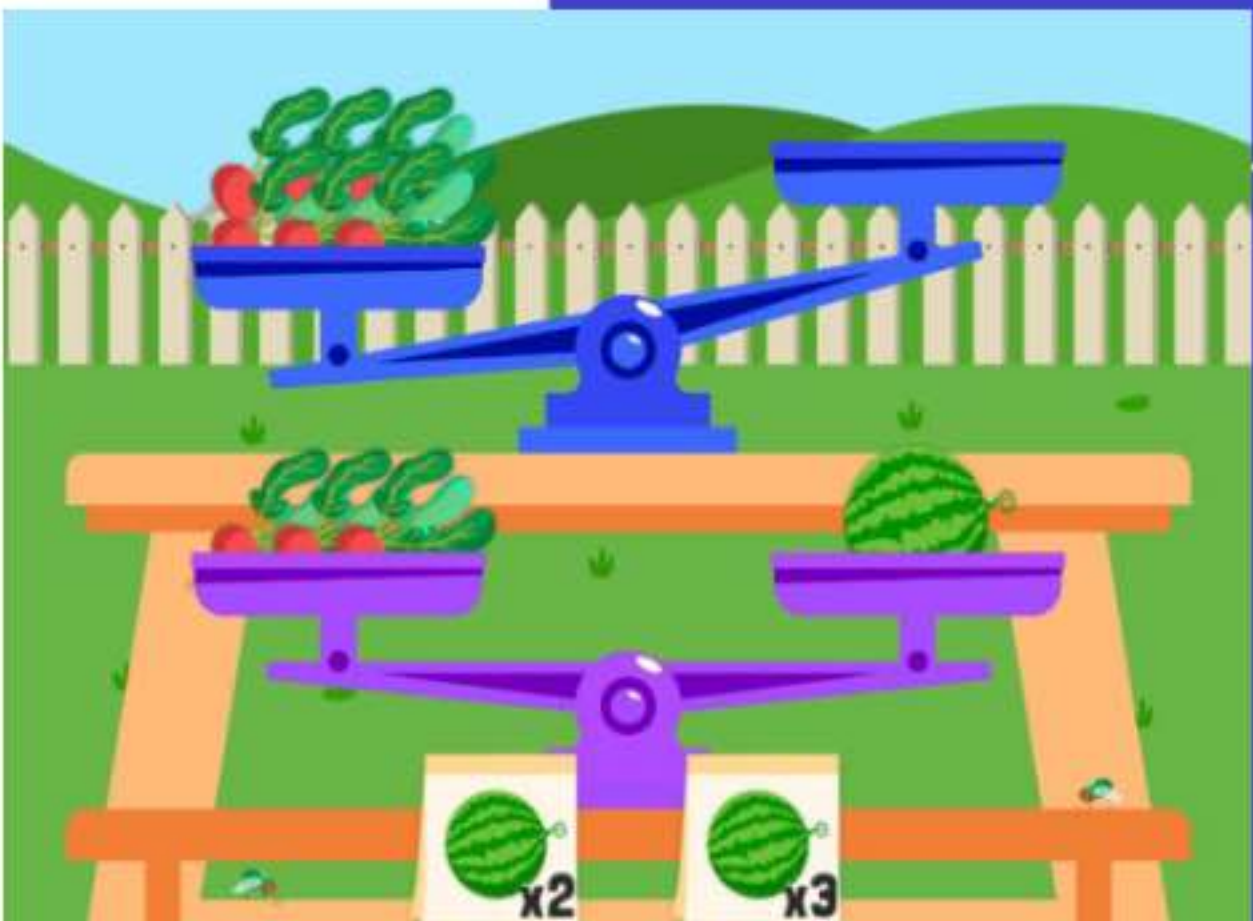
Who is it for?

PRESCHOOLS
(AGES 3–6)

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

Number of players:

SOLO PLAY

Which Is Heavier?

See fruits and vegetables on a scale – can you say which is heavier? Or lighter? Balance the scales or solve a puzzle with missing weights. The more you play, the harder it gets – promoting logic, comparison and basic deductive reasoning.

Who is it for?

EARLY PRIMARY SCHOOLS
GRADES 1 – 3
(AGES 6 – 9)

PRIMARY SCHOOLS
GRADES 4–6
(AGES 10+)

Number of players:

SOLO PLAY

STEER TO STEAM

Learning through movement, emotions and experience – STEAM for modern education.

"Steer to STEAM" is an innovative educational program for children aged 6–12 that combines learning and therapy through the interactive floor. Developed in collaboration with Maria Curie-Skłodowska University in Lublin under the supervision of PhD Barbara Bilewicz, a leading expert in early childhood education, the program's quality and potential have been validated in the study "Steer to STEAM Project – Characteristics and Preliminary Evaluation of the Aesthetic and Educational Value of the Interactive Floor Application Package." The study confirmed that the package effectively supports the development of cognitive, social, and emotional skills, enabling modern forms of education and therapy grounded in movement, interaction, and multisensory learning.

What makes this package stand out?
– Created in collaboration with UMCS and evaluated in a scientific study
– Effectively supports STEAM competencies and social-emotional skills
– Combines education and therapy through interactive, sensory experiences
– Suitable for both didactic and therapeutic use with children of diverse needs
– Promotes modern learning through action, exploration and collaboration

Who is it for?

PRESCHOOLS (AGES 3–6)

PRIMARY SCHOOLS GRADES 1–3 (AGES 6–9)

EVELOPMENTAL AND THERAPEUTIC CLASSES

NEUROTYPICAL CHILDREN AND THOSE WITH SEN

Number of players:

GROUP PLAY

SOLO PLAY

Space

Embark on a space journey and connect the stars to form constellations like Cassiopeia or Pegasus! Use the interactive pen to reveal hidden shapes and score points. Along the way, explore the planets of the Solar System, their structure, and fascinating facts. This game enhances visual perception, logical thinking and hand-eye coordination.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

Kaleidoscope

Create symmetrical kaleidoscope-like patterns! Match shapes, rotate elements, and identify mirror reflections. Each level introduces a new challenge that boosts spatial imagination and geometric intuition. Aesthetic play meets modern optical technology.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

Blocks

Find blocks in the right color or calculate the total structure in 3D! Rotate and analyze the shapes, develop spatial orientation, and face ever-changing challenges that keep gameplay engaging.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY
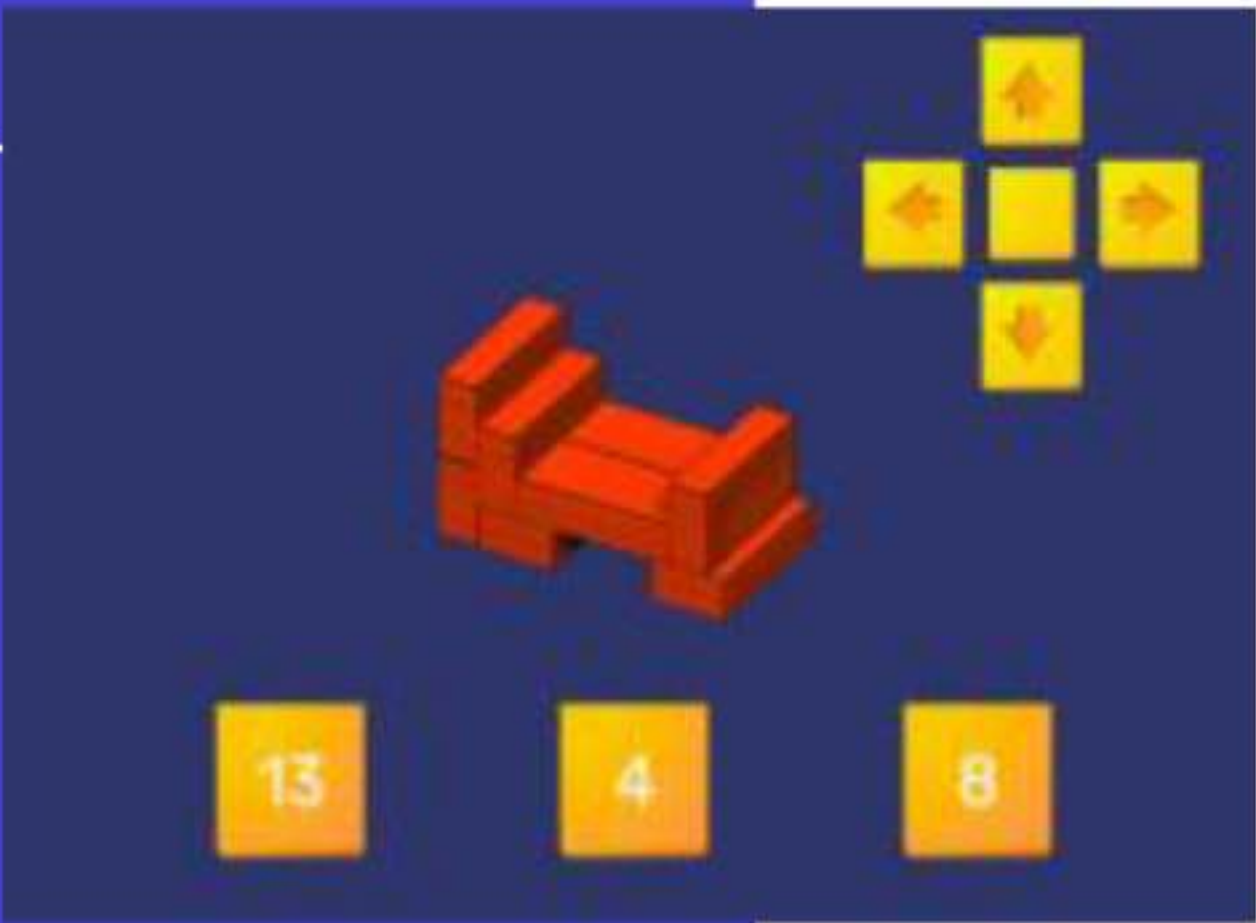
PAIR PLAY

GROUP PLAY

Swirls & Twirls

Design decorative patterns and structures – from windows to gates! Use ready-made elements or get creative with freestyle mode. Rotate, move, and color the figures to create your own artistic compositions.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

Number of players:

SOLO PLAY

PAIR PLAY

Odd One Out

Look carefully and spot the image that's different from the rest! Use a magnifying glass to detect subtle differences and identify the odd one out. The game trains focus, visual perception and spatial reasoning.

Who is it for?

PRESCHOOLS (AGES 3–6)

EARLY PRIMARY SCHOOLS GRADES 1 – 3 (AGES 6 – 9)

PRIMARY SCHOOLS GRADES 4–6 (AGES 10+)

Number of players:

SOLO PLAY

PAIR PLAY

GROUP PLAY

CREATIVE LESSON IDEA

Explain to me!

Using "Odd One Out" app, players tap the image that doesn't belong in the set and immediately justify their choice in a clear one - sentence explanation to a partner. Pairing rapid visual discrimination with concise verbal reasoning sharpens critical-thinking skills and persuasive communication.