didactix

FlySky Offer 2025

We believe in technology, development, functionality and innovation

Modern technology profoundly impacts every aspect of our lives. The key is not to avoid it, but to harness it smartly - making it a tool for learning, play, therapy and work.

Didactix proves that technology and education can go hand in hand — inspiring children to learn, supporting teachers in their mission and helping parents engage their children in meaningful educational and therapeutic activities at home.

Driven by our passion and backed by professional experience, we were among the first to design proprietary solutions in digital education and rehabilitation. Our work brings together unique experts — educators, therapists, and IT specialists — united by a mission to create purposeful, impactful tools.

We design, build and implement our own technologies — delivering multimedia products that unlock new, powerful interactive experiences with outstanding quality and value.

"In no other job have we ever spent so much time playing — and calling it work."

What do experts say about FlySky?

„Using FlySky and Roomie interactive devices in education and therapy exemplifies a modern, holistic approach to learning. It stimulates curiosity, develops logical thinking, and creates aesthetic experiences. Integrating interactive applications into the learning process is a simple way to deliver rich experiences under the guidance of a teacher and within group collaboration."

PhD Barbara Bilewicz
Research and teaching staff at the Institute of Pedagogy, Maria Curie-Skłodowska University in Lublin. Publishes and conducts innovative research in STEAM education and preschool pedagogy based on the ideas of Friedrich Froebel.

„Multimedia interactive devices like FlySky and Roomie support therapists and educators in their daily challenges. The applications meet all the essential requirements for creating engaging and suitable environments for children with special educational needs (SEN). They also allow for personalized therapy plans and measurable therapeutic progress."

PhD Agnieszka Masny
Linguist and speech therapist, university lecturer, owner of a private speech therapy center, and science communicator.

Who are our devices for?

Schools, Preschools, Nurseries, Libraries, Common Rooms

Children engage all their senses while using the FlySky interactive floor. Learning becomes joyful and highly effective through movement and play. Carefully designed games foster curiosity, discovery and a love for learning — turning every activity into an immersive educational adventure.

P.E. Classes, Gyms, Swimming Pools, Sports Clubs

Our movement-based apps improve motor skills, coordination, and spatial awareness. They enable creative sports activities and sustained engagement thanks to personalization, gamification and motivation grounded in autonomy and social connection — factors proven to increase physical activity and group participation.

Hospitals, Sensory Rooms, Therapy Centers, Rehabilitation Clinics

Therapeutic play releases tension and helps patients overcome limitations. With immersive games, children focus on joy instead of barriers - opening up to therapists and peers. FlySky - supported rehabilitation brings enthusiasm and satisfaction to both patients and caregivers.

Why choose Didactix interactive learning devices?

Validated by experts

All our products are developed in collaboration with pedagogical universities. This ensures not only technical excellence, but also educational value aligned with the latest child development and teaching standards.

Polish company with expertise

We are a reliable partner with many years of experience in the educational technology market. We provide end-to-end solutions - from hardware to dedicated software - ensuring full compatibility and consistent reliability.

Android integration

All devices may have access to **One Technology**, which allows screen sharing from and Android tablet. You can launch your own education apps, videos and resources directly from Google Play.

Seamless interactivity

Our unique screen-sharing technology makes it easy to engage students in interactive lessons - quickly, wirelessly, and without messy cables. Available only with **One Technology**.

Always up to date — no internet required

Our devices support easy and fast updates of educational applications - even offline. This is ideal for schools and preschools with limited internet access or IT infrastructure.

Built-in web browser

Access websites, online chess games, learning platforms, and even create your own interactive quizzes - all from the built-in browser operated via touch or interactive pens.

What do you gain by choosing our devices?

FlySky Interactive Floor — Learning in motion

- **Brightest image on the market** – minimum 3600 ANSI lumens, perfect visibility even in well-lit rooms.
- **High-definition projection** – resolution of at least 1280 × 800 for crisp and vibrant content.
- **Ideal for language learning** – purpose-built applications make vocabulary acquisition fun and effective.
- **Largest projection area available** – more space for active learning and group participation.
- **Digital image correction** – perfect screen alignment regardless of surface or angle; easiest installation and setup on the market.
- **Flexible and mobile** – switch between ceiling-mounted and mobile setup with the GO stand; intuitive to move and operate.
- **Proven educational & diagnostic tool** – effectiveness tested in real learning and therapy environments.
- **Exclusive Android app access*** – only Didactix devices allow you to run Google Play games by connecting to an Android tablet.

Roomie Interactive Wall — Unlimited possibilities

- **Multisensory interaction** – respond using touch, IR pens, soft balls, or even laser guns — all senses engaged.
- **Touch-enhanced hybrid mode** – the only educational product that combines wall and floor interactivity in one device.
- **Full internet browser access** – unique among interactive walls and floors: touch and pen-operated web browsing built-in.
- **Unmatched versatility** – more ways to interact than any other solution on the market.
- **Scientifically validated** – recognized as an educational and diagnostic tool in multiple therapeutic contexts.
- **Digital image correction** – perfect screen alignment regardless of surface or angle; easiest installation and setup on the market.
- **Proven educational & diagnostic tool** – effectiveness tested in real learning and therapy environments.
- **Exclusive Android app access*** – only Didactix devices allow you to run Google Play games by connecting to an Android tablet.

*available only with **One Technology**

FlySky Extra / Premium

FlySky is an **interactive floor** that combines learning, play, and developmental support for children — both in general and special education. The device features a **lamp-based projector** that ensures a clear image. All educational content has been developed in collaboration with renowned professors, therapists, and educators, and the effectiveness of FlySky's solutions has been confirmed by scientific research conducted in real-life work with children.

FlySky is available in two variants – **the Extra version includes over 140 applications, and the Premium version includes over 200, all designed to meet the daily needs of nurseries, preschools, and primary schools.**

All Didactix devices, including FlySky, come with a **built-in web browser** that provides unlimited access to online resources — including platforms like **Genially**, which allows users to create their own quizzes and interactive educational materials. Upon request, the device's functionality can be extended with **One Technology***, which, together with a **Samsung** tablet, grants full access to the Android system, offering the teacher complete flexibility.

FlySky is available in both **stationary (ceiling-mounted)** and mobile **(on a GO or GO MAX stand)** versions, making it easy to adjust to the facility's needs and move between classrooms. **The projection area can be adjusted up to 3.2 × 2.4 m. The shape and size of the image can be digitally adjusted in just four clicks using the interactive pen** — a solution available exclusively in Didactix IT devices.

FlySky One

FlySky One is the most advanced educational and therapeutic solution designed for maximum effectiveness in any spatial and lighting conditions. The device is equipped with a **laser projector offering exceptional brightness and high resolution,** providing a sharp and clear image — even in sunlit rooms.

FlySky One includes **over 200 educational and therapeutic applications.** All content was created in collaboration with leading professors, educators, and therapists, and its effectiveness was confirmed through practical testing in real educational institutions.

The device features **integrated One Technology* and comes with a Samsung tablet,** enabling interactive screen sharing from an Android tablet. This allows users to run their own applications, multimedia, and educational programs while maintaining full access to Didactix content. Additionally, FlySky One offers full digital image correction — the user can easily adjust the image size, angle, and position to match the room's layout without needing precise setup or mounting.

FlySky One is available in two versions: **stationary (ceiling-mounted)** and **mobile (GO or GO MAX),** allowing flexible use in various spaces and easy transfer between rooms.

See FlySky in action:
https://www.youtube.com/watch?v=_wVqrRcNWpQ

See how easy it is to install:
https://www.youtube.com/watch?v=EiHunGubVFO

FlySky
Interactive floor

Unit weight: 11 kg
Device dimensions: 34 x 35,5 x 24,5 cm
Number and type of connectors: 2 x USB 3.0, 1 x VGA, 1 x Audio Jack, 1 x RJ45 (Ethernet)

Standard set includes:

- FlySky interactive device
- Remote control (2 pcs)
- Network card
- Power cable
- Mounting kit (depending on the device configuration – mobile or ceiling mounted)
- User manual
- Warranty card

SPECIFICATION	EXTRA	PREMIUM	ONE
Number of content packages	20	28	28
Number of applications	140+	200+	200+
Number of interactive activities	400+	2400+	2400+
One Technology with Samsung tablet with access to Android resources	Possibility of purchase*	Possibility of purchase*	Yes
Processor	AMD Ryzen 5	AMD Ryzen 5	AMD Ryzen 5
Projector type and brightness	Lamp, 3600 ANSI	Lamp, 3600 ANSI	Laser, 3600 ANSI
Resolution	1600 x 1200	1600 x 1200	1600 x 1200
Projection size (ceiling - mounted, 3 m height)	3,6 x 2,3 m	3,6 x 2,3 m	3,75 x 2,10 m
Projection size (mobile version – GO / GO MAX)	2,7 x 2 m / 3 x 2,4 m	2,7 x 2 m / 3 x 2,4 m	2,7 x 2 m / 3,2 x 2,4 m
Contrast	20 000:1	20 000:1	300 000:1
Lamp lifespan	5000 h	5000 h	30 000 h
IR pen	1	2	2
IR pen on extension	1 medium	1 medium, 1 long	1 medium, 1 long
Puzzle mat	✖	✔	✔

One Technology – full two - way synchronization with the device, Android access and Samsung tablet provided!

One Technology allows you to project content from a Samsung tablet directly onto the interactive device and control it in real time — using touch, an interactive pen, a laser gun, soft balls or the tablet itself.

The image on the tablet and the projection surface is always perfectly synchronized: any action performed on the tablet is instantly mirrored on the projected screen, and every interaction with the projection is simultaneously reflected on the tablet.

One Technology unlocks full access to the Android ecosystem — thousands of educational apps and games from Google Play, multimedia resources, websites, and tools commonly used in educational and therapeutic settings. Using popular apps like Kahoot, Duolingo, and many others becomes seamless: launch the app on the tablet, and it immediately appears in its full interactive form on the device.

Availability of One Technology
In devices from the **One Series** (FlySky One), One Technology comes fully integrated. The interactive device is delivered together with a Samsung tablet, ready to use straight away.

In the **Classic Series** (FlySky Extra / Premium), One Technology is available as an optional upgrade. The package includes a Samsung tablet ready for immediate use with the device.

Watch One Technology in action and discover its key features:
https://www.youtube.com/watch?v=SFJcC3_DCLQ

The table below outlines the packages included in each set, along with additional options that are not part of the standard configuration but can be purchased separately.

Package	Age group	Number of applications	Classic Series FlySky Extra	Classic Series FlySky Premium	One Series FlySky One
Basic*	nursery, preschool, primary school	140	✔	✔	✔
SEN - ASD	preschool, primary school	6	Ask for price	✔	✔
Language learning (English)	preschool, primary school	10	Ask for price	✔	✔
Language learning (German)	preschool, primary school	10	Ask for price	✔	✔
Language learning (French)	preschool, primary school	10	Ask for price	✔	✔
Language learning (Portuguese)	preschool, primary school	10	Ask for price	✔	✔
Language learning (Ukrainian)	preschool, primary school	10	Ask for price	✔	✔
Language learning (Spanish)	preschool, primary school	10	Ask for price	✔	✔
Language learning (Italian)	preschool, primary school	10	Ask for price	✔	✔
Count on the Family – **mathematics**	preschool, primary school	8	Ask for price	✔	✔
Detective Riddle and a Family Quest - **SEN**	preschool, primary school	6	—	—	—
Steer on **STEAM**	preschool, primary school	6	Ask for price	Ask for price	Ask for price

* The **Basic package** includes **20 content packs** — full list available on **pages 11–13.**

Application packages included with every FlySky device

Logic Games package

This package includes a variety of challenges, from classification tasks to classic games like tic-tac-toe and sudoku. Children can develop their skills while enjoying dynamic and engaging gameplay.

Music package

Music package offers six unique applications that take music learning to a whole new level. In the piano game, children become little virtuosos, exploring different keys and composing melodies. Drum and rhythm games offer a burst of energy and allow kids to create their own musical compositions while improving coordination and focus.

ABC - Book package

This colorful and friendly environment helps children learn the alphabet and numbers in a fun and accessible way. Kids can interactively explore letters and digits and even form simple words, developing both language and basic math skills.

Nursery package

Designed especially for the youngest users, this package inspires movement and physical activity in a joyful and engaging way. Children improve their motor skills while discovering colors and sounds. Crawling across interactive boards, they explore a colorful world full of surprises.

Ecology package

In these interactive applications, children embark on eco-adventures, engaging in physical activities that promote environmental awareness. Through active play, they learn about sustainable living, environmental care, and recycling.

Motor Activity package

This application package features activities like jumping, object catching, and exciting adventures. These interactive experiences not only entertain, but also build motor skills and coordination.
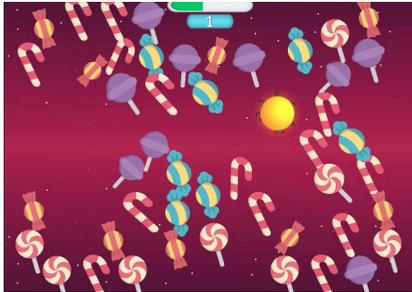
Adventure package

This package takes kids on exciting journeys through unique environments. Race through thrilling tracks, discover animal silhouettes, launch into space among rockets and meteors, or explore the depths of the ocean. It includes treasure hunts and underwater adventures for a complete exploratory experience.

Interactive Backgrounds package

These applications invite children to play by catching or dispersing objects like leaves, colorful balls, inflatable toys, or sweets. The package also includes sensory simulations like thunderstorms or realistic water effects. One highlight is "Abstract Painting," where children can create their own digital artwork.

Sports package

Hit the field in the soccer app and score goals like a pro or head to the rink in "Hockey" for fast-paced matches. Try your strength in "Rope Pulling" and test your endurance. Looking for a real thrill? "FlySky World Cup" lets kids step into the shoes of their favorite team.

Intro to Coding package

These applications introduce kids to coding by creating sequences and solving logic tasks. They support analytical thinking, cause-effect reasoning, and problem solving — all through interactive and creative play.

Math package

This package offers engaging challenges that develop math skills in a clear and fun way. Children can practice addition and subtraction through interactive games that strengthen their understanding of math fundamentals.

Puzzle package

This package includes classic memory games, sound-matching tasks, and rhythmic challenges. Perfect for developing concentration and memory while making learning enjoyable.

Animals & Nature package

This package includes a wide range of activities — from classification tasks to classic games like tic-tac-toe and sudoku. Children not only enhance their skills but also enjoy dynamic, animal-themed gameplay.

Coding 1 & 2 package

In the applications included in Coding 1 & 2 package, children create sequences and solve tasks that develop analytical thinking and cause-and-effect reasoning. Learning to code translates into problem-solving skills and creative thinking. The packages have been enhanced with new applications that further support logical reasoning and digital literacy.

Mapping package

These applications take children into the world of mapping, symmetry, and replication. With a variety of tasks, they develop spatial reasoning, analytical thinking, and planning skills.

Coloring Books package

These applications give children a wonderful opportunity to express themselves through drawing, coloring, and creating their own artwork. With the help of the interactive pen, kids experience the joy of creation while improving their fine motor skills. The games in this package inspire creativity and support the development of writing skills.

Elements package

This set includes applications such as "Sea," "Stars," "Clouds," "Storm," "River," and "Pond." Each of these lets children interactively explore natural phenomena and the elements. We recommend using these applications to discover and understand the mysteries of nature.

Additional application packages

Math package – Count on the Family with methodological guide (ages 6–12)

This package includes 8 advanced games and applications with cognitive, educational, and therapeutic value. It supports the development of key competencies - especially mathematical, social, and digital skills. The applications aim to enhance logical - mathematical thinking and expand mathematical knowledge through interactive tasks focused on:
- spatial orientation and body awareness
- logical grouping and classification
- counting and calculations
- measurement
- solving real-life problems using mathematical tools
- applying modern devices and technologies

Steer to STEAM package with methodological guide (ages 6–12)

The "Steer to STEAM" program is a scientifically developed educational tool designed for modern teaching and therapy of children aged 6–12. Created in collaboration with Maria Curie-Skłodowska University in Lublin under the guidance of PhD Barbara Bilewicz, an expert in early childhood education and didactics. The program content was the subject of a scientific study titled:
"Steer to STEAM – characteristics and preliminary evaluation of the aesthetic and educational value of the interactive floor application package," confirming its quality and educational potential. The research shows that "Steer to STEAM" effectively supports cognitive and social development.

SEN - ASD package (ages 1-9)

This package offers a uniquely tailored approach to task design, carefully adapted to individual needs. Activities are structured across multiple difficulty levels and draw from participants' real-life environments, experiences, and personal interests. The progressive complexity of tasks supports the gradual development of communication skills and social competencies.

Language learning packages (ages 3-12)

Multisensory applications supporting language learning in English, German, French, Portuguese, Spanish, Italian and Ukrainian. Designed for children in preschools and primary schools — also ideal for multilingual groups.
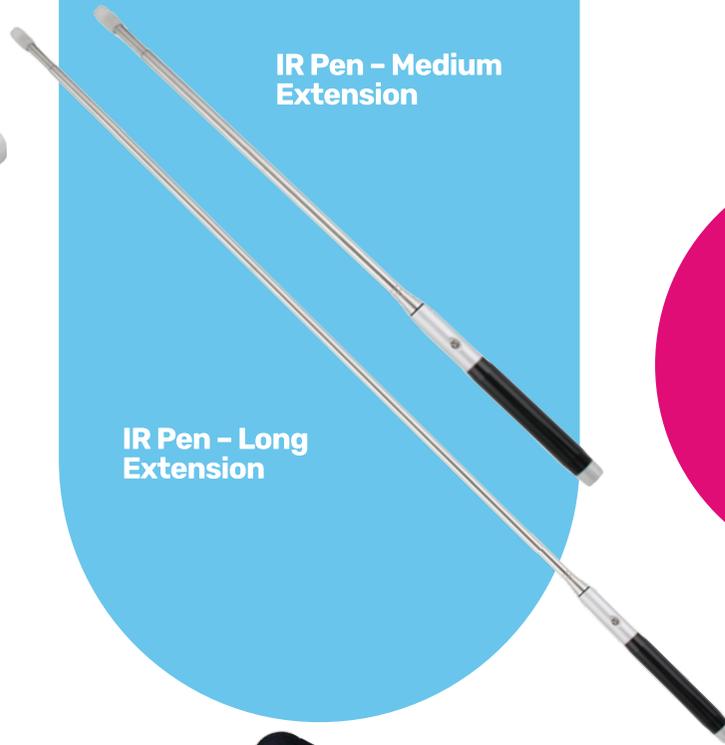
Accessories
for FlySky

IR Pen

IR Pen – Medium Extension

IR Pen – Long Extension

Foam Mat for FlySky – 20 pieces

Remote Control

FlySky Protective Case

Ceiling Extension Arm

INTERACTIVE DEVICE
FlySky

WARRANTY CARD

www.didactix.pl

FlySky Warranty Extension – 12 months

MOBILE STANDS

Want to use your FlySky device in multiple rooms? The GO and GO MAX mobile stands give you total flexibility - thanks to their durable construction and smooth-rolling wheels, you can move the device effortlessly wherever it's needed.

FlySky GO Stand

Specification:
Set height: **155 cm**
Set weight: **22 kg**

Image size (FlySky Classic & One): **270 × 200 cm**
Distance from the front of the device to the edge of the projected image: **50 cm**

FlySky GO MAX Stand

Specification:
Set height: **180 cm**
Set weight: **22 kg**

Image size (FlySky Classic): **300 × 240 cm**
Image size (FlySky One): **320 × 240 cm**
Distance from the front of the device to the edge of the projected image: **50 cm**

FAQ

1. **How is a Didactix interactive device used?**

The device projects an interactive image onto a flat surface — either a wall or floor. Users interact with it directly using their hands, feet, IR pens, interactive balls, laser pointers, or mobile educational robots. Operation is intuitive and requires no prior training.

2. **What are the key differences between Classic and One Series devices?**

Classic Series devices come with a **lamp-based projector,** offering very good image quality at a competitive price. These are proven educational solutions — available in both stationary and mobile versions — with full access to Didactix software and application packages.

One Series devices feature a **laser projector** for significantly higher brightness, vivid colors, and longer lifespan — ensuring excellent image quality even in bright rooms.

Only the One Series includes **built-in One Technology,** allowing wireless screen sharing from an Android tablet — including games, Google Play apps, and videos. A Samsung tablet is provided with the device.

Both series include full access to Didactix software and apps.
In Classic Series devices, One Technology is available as an add-on.

3. **What is One Technology? Does it work wirelessly?**

Yes. It allows screen sharing from an Android tablet to the interactive device and control it in real time — using touch, an IR pen, or directly from the tablet. This gives you full access to the Android ecosystem and apps available on Google Play, used exactly how you like. The image on the tablet and the device is always perfectly synchronized.

One Technology is delivered together with a Samsung tablet. If you own a device from the One Series (FlySky One or Roomie One), One Technology is already preinstalled on your device, which was delivered along with the tablet. However, if you own a Classic Series device, you can purchase One Technology bundled with a Samsung tablet. One Technology allows wireless or wired interactive sharing of Android tablet content on the projection surface. This lets you display apps, videos, educational games, and websites — without needing an HDMI cable. See how One Technology works in practice and explore its key features – click here:
https://www.youtube.com/watch?v=SFJcC3_DCLQ

4. **Can additional application packages be purchased after buying the device?**
Yes. Didactix devices allow you to expand functionality with additional application packages at any time. Installation is done remotely, with no need for physical access — so you can activate new content quickly and easily.

5. **Are application packages included with the device?**
Yes. Every Didactix device — regardless of version — comes with a set of pre-installed application packages. The number and range depend on the version selected. All apps are ready to use immediately after turning on the device, with no additional setup required.

6. **Do the devices come with a manufacturer's warranty?**
Yes. All Didactix devices include a 24-month manufacturer's warranty, with an option to extend coverage.

7. **What is digital image correction and how does it work?**
Digital image correction allows you to adjust the shape, size, and position of the interactive image without physically moving the device. Using the dedicated IR pen, simply click and drag the image corners to fit your projection surface. Repeat this for all four corners to achieve the exact shape you need — even in non-standard spaces.

8. **Do Didactix devices meet ICT standards in education?**
Yes. Didactix devices are fully compliant with Information and Communication Technology (ICT) requirements. They promote modern education through interactivity, access to digital content, and development of key skills in children.

9. **Are Didactix devices officially recognized as educational tools?**
Yes. Didactix devices are designed as interactive educational tools, and their effectiveness has been confirmed through academic research — including studies conducted by Maria Curie-Skłodowska University in Lublin. All content is developed in cooperation with experienced educational experts.

10. **Are Didactix IT devices suitable for children with Special Educational Needs (SEN)?**
Yes. Our applications are tailored for children with Special Educational Needs (SEN) — they support communication, emotional development, perception, sensory integration, and motor skills.

11. Is there a "Favorites" folder?
Yes. The device interface includes a "Favorites" folder, where you can save your most frequently used applications and quickly return to them during everyday use.

12. Can I use third-party software?
Yes. Thanks to One Technology, you can use any Android-compatible apps and games, even those not included in the Didactix library.

13. What comes with the device?
Each Didactix interactive device comes with a complete set of accessories so you can start working right away. There's no need to purchase anything separately — the system is ready to use out of the box. Take a closer look at what's included in the FlySky set:

FlySky

14. Do I need internet access to operate the interactive device?
No, our devices do not require internet access to function.
However, it is useful if you want to:
– update the device,
– use the built-in web browser or YouTube app,
– use One Technology wirelessly via WiFi,
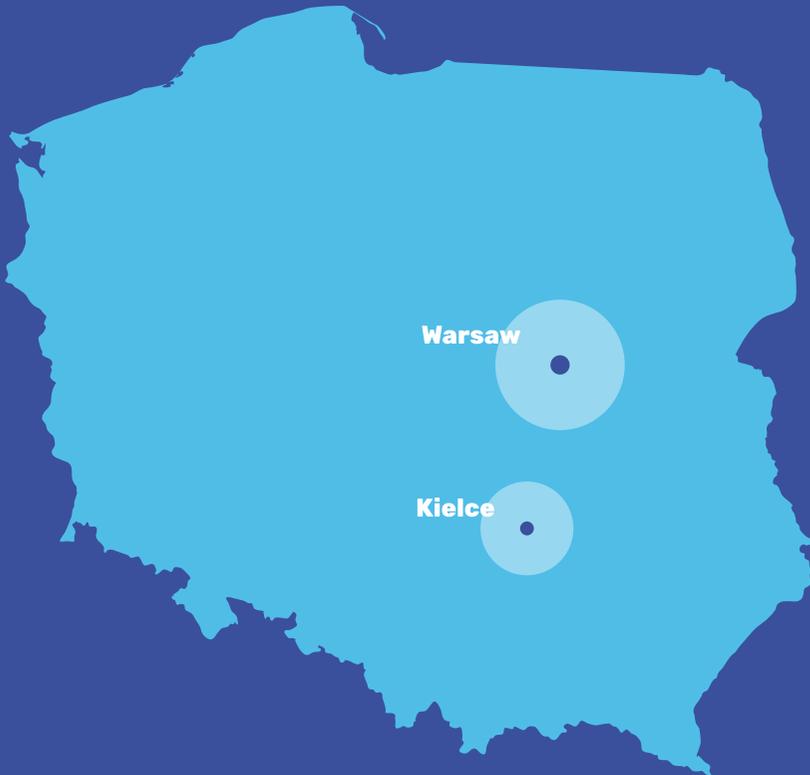– install additional application packages remotely.

15. How many users can use the device at the same time?
Didactix devices are designed for small to medium-sized groups. Depending on the type of activity, between 1 and 6–8 users can interact with the device simultaneously.

Didactix applications are designed with the real educational needs of children in mind – from early childhood through the first years of primary school. Developed by teams of experienced educators and therapists, they are tailored for use in nurseries, kindergartens, and primary schools – both in general education and in working with children with special educational needs (SEN).

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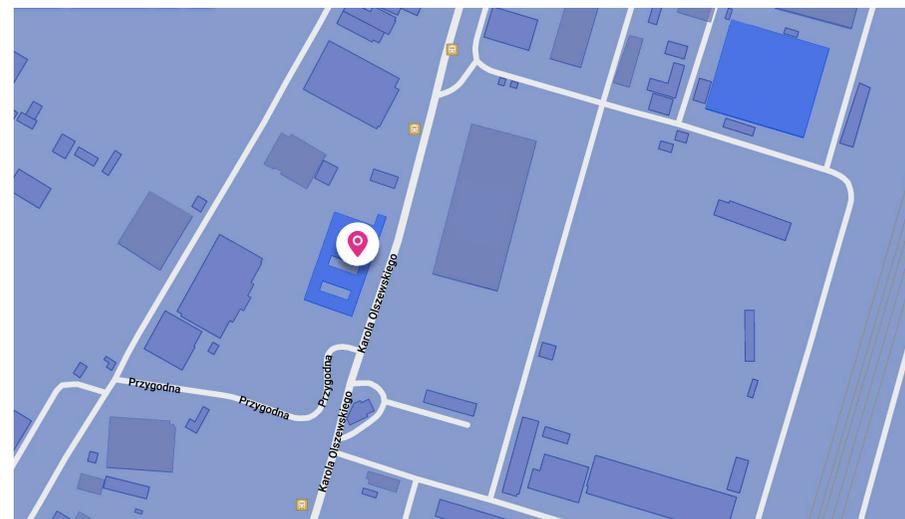
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