

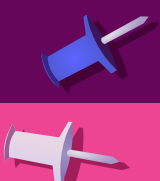
New application package tailored to Special Educational Needs



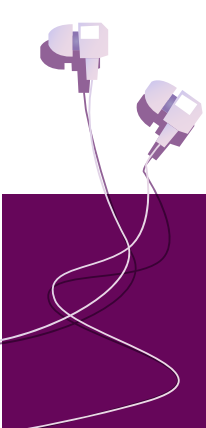
Interactive program Detective Riddle and a Family Quest is a specialized application package supporting educational and therapeutic work with children with special educational needs. The package was created in cooperation with PhD Barbara Bilewicz and was designed to effectively support the cognitive development of children aged 3 to 16.



The package consists of 6 interactive applications that support the development of children with particular attention to their special educational needs. The activities provide multifaceted support, helping to develop psychomotor, sensory, social and emotional functions. Through a variety of tasks, children learn sensory integration, improve motor perception, develop social and cognitive skills tailored to their individual needs.



**Fun and
development
in one package**



**New quality
of education**

The program is designed for use in educational, psychological-therapeutic institutions and individual therapy. Users can be children with various types of SEN, including intellectual disabilities, communication disorders, autism, ADHD, as well as exceptionally gifted children.

Development is supported through multi-sensory experiences that are adjusted to the child's individual needs, allowing for personalization of learning time and the number of stimuli. Interactive games allow for various forms of activity: individual, in pairs, as well as in small and large groups - engaging both children and adult caregivers.

**THERAPY
tailored to
the child**

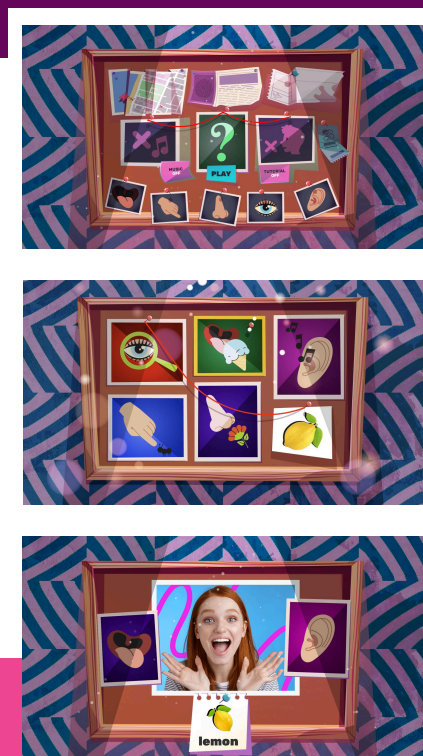
Example of the description of one of the applications in the methodological guide, which is an integral part of the educational package:

The main character of the game is a modern-day Sherlock Holmes, who encourages the player to identify the human senses and associate them with the corresponding stimuli or situations in which they are activated. The player's task is to recognize and name the sense (e.g. touch), presented on the central icon or image, or read its name and then match it with the appropriate image that correlates with it (e.g. TV remote).



Educational objectives:

- Introducing human senses
- Reinforcing and applying the names of human senses: sight, hearing, touch, taste and smell
- Developing logical thinking through meaningful pairing
- Activating the player's senses
- Improving visual and auditory perception
- Developing eye-hand coordination
- Enhancing visual attention
- Improving spatial orientation
- Developing symbolic thinking and the ability to interpret graphic symbols
- Improving the speed of logical responses



Suggested tasks:

1. Detective's senses

Teacher's instruction: The agent has very sharp senses. Get to know him and point out or find the body parts that correspond to the senses. On the screen, icons representing the senses - mouth/taste, ear/hearing, hand/touch, eye/sight and nose/smell appear randomly around the portrait. These icons may pulse to encourage the player to interact with them. The player's task is to select the appropriate body part on the portrait that activates a given sense.

2. Guess the sense

The player's task is to recognize the sense icon and name it, then select the correct sense icon from others, as well as the icon illustrating the stimulus that activates that sense.

3. Activating the senses

The player's task is to recognize the highlighted icon representing the stimulus that activates a given sense (e.g. socks), then choose the appropriate sense icons that are triggered by contact with the stimulus (sight, hearing, smell). The player should also describe the stimulus using verbs (e.g. socks can touch the skin, smell, be pretty or ugly).

4. Pairing

The player's task is to recognize and name the icon illustrating the stimulus that activates a given sense (e.g. socks, guitar), then match it in pairs with the corresponding sense icons that are activated by contact with the stimulus (e.g. guitar – ear, socks – foot).