

FLYSKY- lattiaprojektorin sovelluslista



didactix
S M A R T S O L U T I O N S

Catalogue of Applications for FlySky

- laite toimii kosketuksella / liikkeentunnistuksella
- Vinkki: osassa sovelluksista siis käden tai jalan heilautus voi olla "tehokkaampi" kuin astuminen tai kädellä lattiaan koskeminen



PIANO

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- englanniksi nuotit
- näyttää nuotit ja sävelmerkit nuottiviivastossa

If music is your passion, this application will help you develop your skills and learn basic musical sounds. The main game screen shows the active keys with the note names and musical notation marked on them. The Music package also includes versions for two and four people playing simultaneously. Users play on the keys by clicking on them (single click). The pressed keys are highlighted in yellow for a few seconds. Exiting the game is done via the remote control.



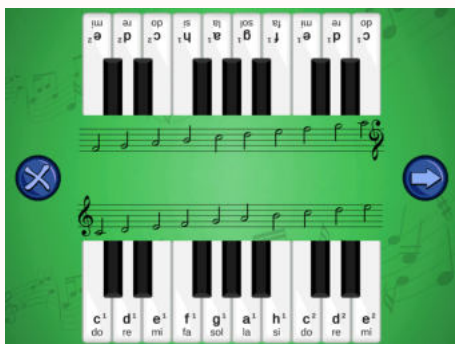
KAKSI PIANOA

TWO PIANOS

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- Kaksi pianoa vastakkain
- englanniksi nuotit

The "Two Pianos" application allows you to play the keys in a duet - users sit opposite each other, and their task is to try to create a harmonious melody. Each key has the names of the notes, with musical notation above them. Users play on the keys by clicking on them (single click). After pressing a key, the associated half note lights up for a few seconds.



KONSERTTI

CONCERT

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- 4 hlön mahdollisuus soittaa yhtä aikaa

It's always better in a group - a four-legged concert is a unique opportunity to have fun and make music together. Get to know the sheet music, create your own compositions and discover the beautiful world of music together! Four players have at their disposal a set of keys with the names of sounds on them. Opposite keys play the same octave. Users play on the keys by clicking on them (single click). Pressed keys are highlighted in yellow for a few seconds. Exiting the game is done via the remote control.



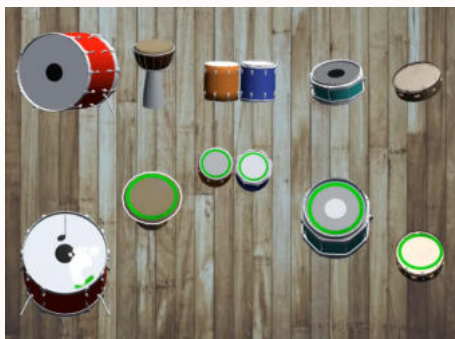
RUMMUT

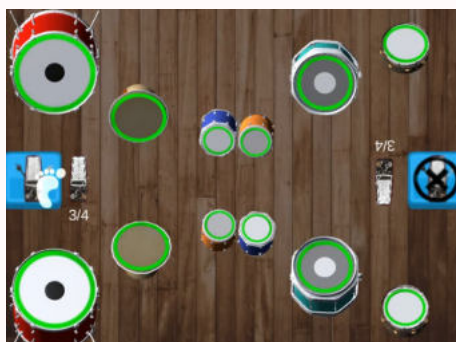
DRUM

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- viisi eri rumpua
- soitetaan joko heilauttamalla kättä tai koskemalla kuvaa
- vinkki: paras käyttökokemus tulee, kun jalan/käden käyttää pois rummun päältä joka "lyönnin" jälkeen

The Music package allows children to play with sounds and experiment freely. The application "Drums" allows you to play five different instruments: snare drums, large drums, bongos, darbukes and tambourines. The application improves the motor skills of the child's body, awakens his creativity and allows you to familiarize yourself with the basic musical instruments from the group of drums. To play the drums, you only need to pass your foot or hand over the instrument - you can also strike them to keep the beat. To use the full potential of the application, we recommend that you move your foot or hand out of the drum area for a moment after striking the drum.





RUMPALIT DRUMMERS

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- 2 rumpalia
- 6 rumpua molemmilla
- soitetaan heilauttamalla/koskemalla
- mahdollisuus metronomiin ON/OFF, sekä tahdin säätämiseen (koskemalla metronomin kuvaa)

The "Drummers" application from the Music package allows you to play the drums in pairs. The two players stand facing each other along the long edges of the game screen. There are 6 different drums at their disposal, such as: big drum, snare drum, bongos, darbuka, tambourine. Musical exercises are supported by tactometers: 2/4, 3/4 and 4/4. The use of the tactometer is optional, you can turn it on, off or change the tempo at any time. Playing the drums is performed by dragging the hand or foot over them. Controlling the tactometer requires clicking on its icon - by clicking, you can change the tempo which beats it or turn it off completely.



EXPERIMENTATION



RHYTHMICS



THERAPY



REHABILITATION



SÄESTYS ACCOMPANIMENT

Valikko / Sovellukset / Koulutus / Musiikki
Menu / Applications / Education / Music

- 6 rumpusetiä
- vapaata soittoa tai soittoa kappaleen tahtiin
- 4 säestystä mistä valita

Game users have at their disposal 6 sets of different drums located along the four edges of the picture. Players can play the instruments freely or create percussion (rhythm) accompaniment to harmonic accompaniment. There are four different accompaniments to choose from. Each accompaniment plays in a loop when started. The full green ring on the diaphragm indicates that the instrument is ready for use. The drums can be hit or dragged over them with the hands and feet. The accompaniment will change when you click on the musical note image in the middle of the screen.



EXPERIMENTATION



RHYTHMICS



THERAPY



REHABILITATION



AAKKOSET ALPHABET

Valikko / Sovellukset / Koulutus / Aapinen
Menu / Applications / Education / ABC-Book

- koske tai heilauta kirjaimet järjestyksessä alariviin
- suunniteltu yksinpeliksi --> peli alkaa aina alusta seuraavalle pelaajalle

The "Alphabet" game is a great tool for our youngest who start learning letters. Select the next characters of the English alphabet by dragging your hand or foot over them and saying them aloud. You can follow your progress on the bar at the bottom of the screen. A great facilitation is the fact that only correctly selected letters jump to the pool of collected ones - you can try to succeed while remembering and recording the entire alphabet. When you complete your quest, the board will reactivate - it's the next person's turn!



VISUAL AND MOTION
COORDINATION



LETTERING LETTERS



NUMEROT DIGITS

Valikko / Sovellukset / Koulutus / Aapinen
Menu / Applications / Education / ABC-Book

- sama idea kuin kirjaimissa eli kerätään numerot oikeassa järjestyksessä
- koskemalla tai heilauttamalla kättä tai jalkaa numeron kohdalla
- peli alkaa lopusta aina automaattisesti uudelleen

There are numbers scattered on the main game board. Select them one by one from the smallest to the largest by dragging your foot or hand over them. The list of marked numbers is visible in the lower part of the screen. After collecting all the characters, the next round will start automatically, so revise and consolidate your knowledge or give others a chance to test yourself! The application allows children to learn the shape of individual numbers and their order. A correctly completed task is rewarded with applause and a cup! After collecting all the characters, the next round will start automatically.



LEARNING NUMBERS



FUN



CONCENTRATION



KIRJAIMET

LETTERS

Valikko / Sovellukset / Koulutus / Aapinen

Menu / Applications / Education / ABC-Book

In the "Letters" application, you should recognize which word can be made up of mixed letters and then put them in the correct order. The user can choose between two modes: in one of them the hint to the they are looking for is a picture, in the other the hint is a short verbal description of the lost password which is displayed after pressing the question mark. By clicking on two letters in turn, you can swap them. An additional difficulty is the limited time which is displayed in the upper right corner of the board.



LETTERING LETTERS

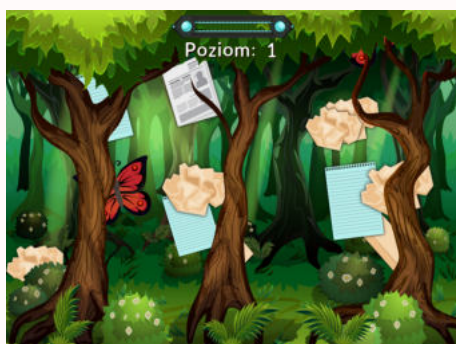


CONCENTRATION



OBSERVATION

- ENGLANNIKSI!
- kirjaimet pitää järjestää oikeaan järjestykseen
- KUVA- tai ARVOITUSVIHJE
- kahta kirjainta klikkaamalla ne vaihtavat paikkaa
- aikarajoitus ON/OFF (kellon kuva)



PAPERIMYRSKY

PAPER STORM

Valikko / Sovellukset / Koulutus / Ympäristötiede

Menu / Applications / Education / Ecology

"Paper Storm" is another game in a series of applications in which you have to clear a forest clearing from scattered waste. This time the forest was polluted with paper trash. The segregation of this waste is extremely important, thanks to this we are able to recycle it and make it use again. Such action allows you to save the removal of trees needed for the production of paper. The difficulty of the game increases with the amount of waste collected. In order to collect the paper waste that flies in the air, run over it with your hand or foot. You have to be careful not to knock the butterflies flying around - there are negative points for that!



MOTOR SKILLS



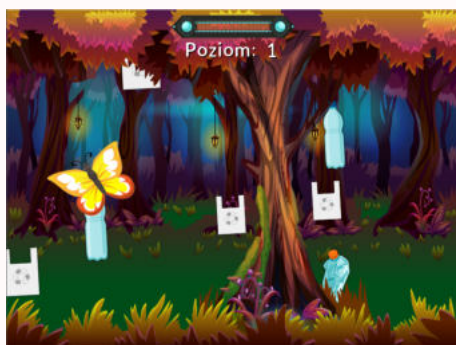
FUN



VISUAL AND MOTION

COORDINATION

- tavoitteena siivota/pelastaa saastutettu metsä
- kerää/hävitä roskat heilauttamalla/koskemalla niitä
- Varo perhosia! (tulee miinus pisteitä)
- peli hankaloituu sitä mukaa kuinka paljon roskia on kerätty



MUOVIMYRSKY

PLASTIC STORM

Valikko / Sovellukset / Koulutus / Ympäristötiede

Menu / Applications / Education / Ecology

The Plastic Gale application is a game in which the task is to clear a forest clearing. The title storm took plastic waste from the forest. They must be collected to ensure the safety of organisms living in the forest. Plastic waste is very dangerous, especially for animals, because it can be eaten by it. In order to collect the plastic elements flying in the air, run over it with your hand or foot. You have to be careful not to knock the butterflies flying around - there are negative points for that! Along with the collected waste, you collect points that lead to the next difficulty levels.



MOTOR SKILLS



FUN



VISUAL AND MOTION

COORDINATION

- sama idea kuin paperimyrkyssä
- siivottavana metsäaukio koskemalla roskiiin
- pelastaa eläimet ja kasvit muovijätteeltä
- pisteet
- pitää varoa perhosia
- peli vaikeutuu asteittain



ROSKAINEN NIITTY

LITTERED MEADOW

Valikko / Sovellukset / Koulutus / Ympäristötiede

Menu / Applications / Education / Ecology

The forest clearing has been contaminated with all kinds of waste, clean it of as much waste as possible. Initially, the clearing is empty. To find hidden objects that litter the clearing, move your hand or foot across the board. When the outline of an object appears, it can be easily brought out with brisk movements. The application allows two, three or even four users to play, and the competition heats up the atmosphere! After starting the application, select the number of items that need to be unearthed: 10, 20 or 30. This gives you control over the length of the game.



VISUAL AND MOTION
COORDINATION



CONCENTRATION



FUN

- 1-4 pelaajaa
- 3 tasoa: 10, 20, 30 (kuinka monta roskaa pitää etsiä --> vaikuttaa pelin kestoön)
- niitty on aluksi tyhjä/puhdas
- liikkumalla niityllä, esineitä alkaa hiljalleen paljastua esiin ja heiluttamalla kättä/jalkaa saa kerättyä esineen



ORGAANINEN MYRSKY

ORGANIC STORM

Valikko / Sovellukset / Koulutus / Ympäristötiede

Menu / Applications / Education / Ecology

- myrsky on levittänyt biojätteen ilmaan
- kosketa/heilauta kättä tai jalkaa kohdalla
- varo perhosia
- pisteet
- vaikeutuu asteittain

Rubbish left in the forest is a huge threat to the flora and fauna of the forest. Not only do they look ugly, they can poison living creatures and soil. The storm took away all the trash making the trash fly in the air! Try to clear the forest of all rubbish. Along with the collected waste, you collect points that lead to the next difficulty levels. In order to collect waste flying in the air, run over it with your hand or foot. You have to be careful not to knock down the flying butterflies - because some of the points will be deducted. There is only BIO waste in the game, but remember that you must not throw any type of rubbish into the forest!



VISUAL AND MOTION
COORDINATION



FUN



MOTOR SKILLS



AFRIKAN ÄÄNET

THE SOUND OF AFRICA

Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

- Huom! Äänet voi olla hurjia, ainakin pienemmille!
- 4,5,6 tunnistettavaa eläimen ääntä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa

Can you recognize African animals only by their sounds? Listen to the sounds of the savannah and select the correct animal, will you complete the task flawlessly? This is the first in a series of games in which the user has to identify animals recognizing them only by their sounds. The application offers three modes that differ in the number of animals displayed on the screen. By pressing the active field at the bottom of the screen, you will hear sounds specific to specific animals. Point to a creature that may sound like this - if the answer is correct, the animal will leave the game screen. Otherwise, it will only change its position.



NATURE



LEARNING ANIMALS



METSÄN ÄÄNET

THE SOUND OF FOREST

Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

- Huom! Äänet voi olla hurjia, ainakin pienemmille!
- 4,5,6 tunnistettavaa eläimen ääntä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa

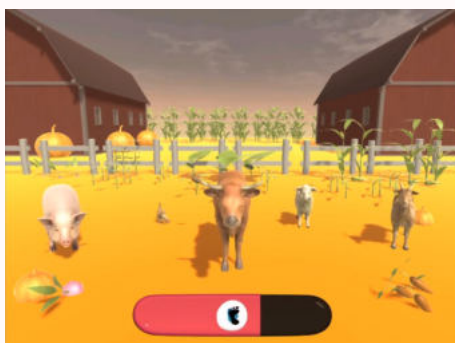
The forest inhabitants once again visited the clearing! Listen to the sounds of forest animals and sort them accordingly. Do you remember what sounds all animals make? Thanks to the "Voices of the forest" application, you will be able to verify it. The application offers three modes that differ in the number of animals displayed on the screen. By pressing the active field at the bottom of the screen, you will hear sounds specific to specific animals. Point to a creature that may sound like this - if the answer is correct, the animal will leave the game screen. Otherwise, it will only change its position.



NATURE



LEARNING ANIMALS



MAATILAN ÄÄNET

THE SOUND OF COUNTRYSIDE

Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

- Huom! Äänet voi olla hurjia, ainakin pienemmille.
- 3,4,5 tunnistettavaa eläintä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa

The countryside is full of farm animals - do you know their sounds? Make sure you have remembered all the animals you have learned in previous applications. This will help consolidate knowledge about rural animals. The application offers three modes that differ in the number of animals displayed on the screen. By pressing the active field at the bottom of the screen, you will hear sounds specific to specific animals. Point to a creature that may sound like this - if the answer is correct, the animal will leave the game screen. Otherwise, it will only change its position.



NATURE



LEARNING ANIMALS



AFRIKAN ELÄIMET AFRICAN ANIMALS

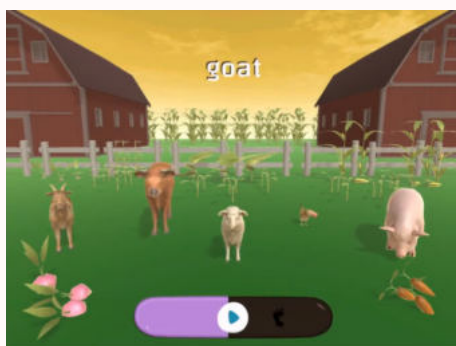
Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

Playing with animals is a series of applications for the youngest users, allowing you to get to know the creatures inhabiting different continents. The application will take you to the areas of Africa inhabited by wild animals, can you guess all of them? The application offers three modes that differ in the number of animals displayed on the screen. After clicking the active field near the bottom of the screen, the reader will read the name of one of the animals - try to select the appropriate creature. If the answer is correct, the animal will leave the screen and if the answer is incorrect, it will only change its position on the screen.



- ENGLANNIKSI
- 4,5,6 tunnistettavaa eläintä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa



MAATILAN ELÄIMET FARM ANIMALS

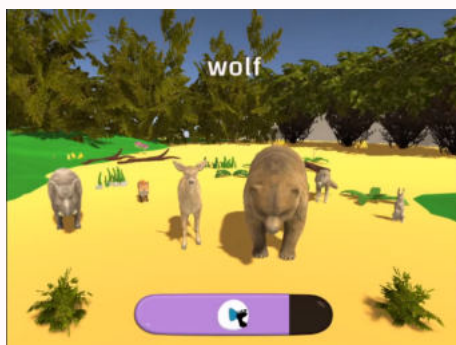
Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

The animals living there are visible against the background of the farm. This time, the application takes us to rural areas where the user has the opportunity to meet animals that can be found in the countryside. See how well you know country animals, can you guess them all? The application offers three modes that differ in the number of animals displayed on the screen. After clicking the active field near the bottom of the screen, the reader will read the name of one of the animals - try to select the appropriate creature. If the answer is correct, the animal will leave the screen, and if the answer is incorrect, it will only change its position on the screen.



- ENGLANNIKSI
- 3,4,5 tunnistettavaa eläintä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa



METSÄN ELÄIMET FOREST ANIMALS

Valikko / Sovellukset / Koulutus / Eläimet

Menu / Applications / Education / Animals

Thanks to the application "Forest Animals" you will get to know the whole range of wild animals living in the forest. What other animals can be found in the forest apart from those shown in the game? There are three modes available that differ in the number of animals displayed on the screen. After clicking the active field near the bottom of the screen, the reader will read the name of one of the animals - you should then select the appropriate creature. If the answer is correct the animal will leave the screen, and if the answer is incorrect it will only change its position on the screen.



- ENGLANNIKSI
- 4,5,6 tunnistettavaa eläintä
- painetaan PLAY-nappulaa ja kuuluu englanniksi eläimen nimi ja sitten pitää klikata oikeaa eläintä
- jos menee oikein, eläin kävelee pois, ja jos valinta on väärä, eläin vaihtaa asentoa



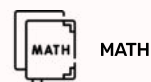
YHTEENLASKU

ADDITION

Valikko / Sovellukset / Koulutus / Matematiikka

Menu / Applications / Education / Math

Help the underground crystal mine by solving math puzzles. Fill the cars with the correct results. The app allows you to practice adding skills in a fun way. You can choose the difficulty of adding tasks up to 10, 20, or 100. Master adding to perfection! To fill the cart with the correct amount of crystals, press one of the three available answers displayed in the center of the screen. The number at the bottom of the screen is the result of adding the number in the upper left corner and one of the answers. Good luck!



- Auta kristallikaivosta!
- Täytä vaunut oikeilla vastauksilla
- Valitse taso 10, 20 tai 100 (max.vastaus)
- Oikealla alhaalla näkyy haluttu summa
- Vasemmalla ylhäällä näkyy luku johon pitää lisätä oikea määrä kristalleja eli yksi vastaus-vaihtoehtoista, jotta saadaan oikea summa



VÄHENNYSLASKU SUBTRACTION

Valikko / Sovellukset / Koulutus / Matematiikka
Menu / Applications / Education / Math

The underground crystal mine is full of resources that you can get by solving math problems - this time you have to face the effects of subtraction. With this application you will be able to practice your subtraction skills on three levels of difficulty, ranging from 10, 20 or 100. The trolley will only fill with crystals if you choose the correct answer by touching it with your hand or foot. As in "Adding", the number of actions is displayed at the bottom of the screen, while the possible answers are displayed in the center. Can you handle subtraction as well as adding?



MATH



LEARNING TO SUBTRACT

- Kerää kristalleja vaunuihin vastaamalla oikein
- Kolme vaikeustasoa: 10, 20 tai 100
- Oikealla alhaalla näkyy haluttu tulos
- Vasemmalla ylhäällä näkyy luku, josta vähentää
- Valitsemalla keskeltä oikea vähennettävä luku
- Vaunu täyttyy ainoastaan valitsemalla oikea vaihtoehto



YHTEENLASKU JA VÄHENNYSLASKU ADDITION&SUBTRACTION

Valikko / Sovellukset / Koulutus / Matematiikka
Menu / Applications / Education / Math

The final step in extracting crystals from the mine is overcoming obstacles and solving math operations from the addition and subtraction pools. This time, the available answers will contain numbers with different signs. This task is not the easiest one, but the effort is compensated by the reward - a car full of crystals! When choosing an answer, pay close attention to the sign next to the number, do not get confused! As in "Adding" and "Subtracting", answers should be selected by touching them with your hand or foot. If the answer is incorrect, the number that was created after the action was performed will be displayed in the lower right corner.



MATH



CONCENTRATION



BASIC MATH

- haastavia tehtäviä
- oikealla alhaalla näkyy haluttu tulos
- vasemmalla ylhäällä luku josta vähennetään tai johon lisätään
- oikealla vastauksella saa kristallit vaunuun!
- väärällä vaihtoehdolla oikea alalaatikko näyttää luvun, joka olisi valinnasta muodostunut



LASKETAAN! LET'S COUNT

Valikko / Sovellukset / Koulutus / Matematiikka
Menu / Applications / Education / Math

"Let's count" is - intended for the youngest - an application supporting learning to count from 1 to 10. The child's task is to indicate the number of objects that appeared on the screen. For variety, at the beginning of the game, the user can choose the types of items to count and choose from boxes, lollipops or crystals. After selecting the type of items to count, the first round will automatically begin. A random number of items will appear and there are 3 available answers. If you select the correct one - you will hear a victory sound, and if you touch an incorrect answer, it will be highlighted in red. Have fun!



MATH



LEARN TO COUNT



CONCENTRATION



CHILD DEVELOPMENT

- harjoitellaan numeroita 1-10
- aluksi valitaan haluttu laskettava esine
- sitten näyttöön tulee 1-10 ko.esinettä ja valitaan kolmesta vaihtoehdosta oikein
- oikeasta valinnasta kuuluu ääni ja väärästä valinnasta nro muuttuu punaiseksi



ENEMMÄN VAI VÄHEMMÄN MORE OR LESS

Valikko / Sovellukset / Koulutus / Matematiikka
Menu / Applications / Education / Math

The player once again moves to a mine full of valuables. This time the task is to estimate and indicate which elements are more on the screen. The application helps to acquire the skill of efficient estimation and consolidation of basic numbers. The user has three difficulty levels, which differ in the number of crystals that appear. The player, after selecting the difficulty level and starting the game, has the option to listen to the content of the task to be performed by pressing the "speaker" icon in the upper left corner. There are two kinds of tasks: to identify which crystals there are more or less. Read the instruction carefully to select the correct crystal. Good luck!



MATH

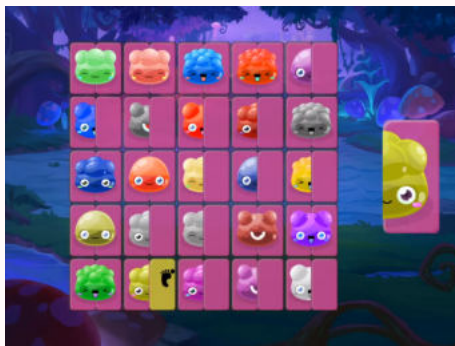


CONCENTRATION



ESTIMATION

- muuten suomeksi, mutta äänivihje englanniksi
- aluksi valitaan vaikeustaso 1,2, 3 (esineiden määrä sekä visuaalinen vaikeustaso nousee)
- vastaus valitaan kahdesta väristä, kumman väristä kristallia on vähiten/eniten



KARKKIPALAPELI JELLY PUZZLE

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

"Jelly Puzzle" is an application in which we practice perceptiveness and the ability to concentrate. The user's task is to find the second half of the jelly bean displayed on the right side of the screen. Jelly beans on the board have different shapes and colors, which makes the task not easy, you have to be focused all the time, because there are traps at every step. All you have to do is double-press the empty field next to the jelly bean with your foot or hand - this will cause the part displayed on the right to be moved to the indicated place. Depending on the difficulty level, you will need to find a match for 16, 25 or 36 jellies!

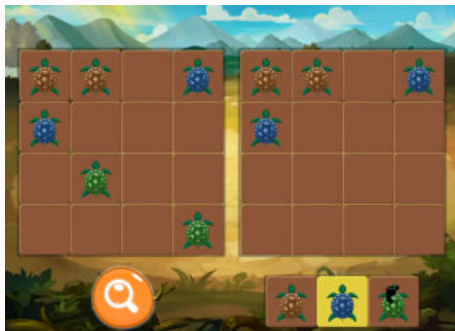


CODING



LOGICAL THINKING

- aluksi valitaan "palapelin" koko,
4x4= 16 paria
5x5 = 25 paria
6x6 = 36 paria
- tavoitteena on löytää aina oikealla näkyvän puolikkaan pari
- huom: värit, ilmeet ja muodot!



VÄRIKKÄÄT KILPIKONNAT COLORFUL TURTLES

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

The "Colorful Turtles" application is the next level when it comes to the level of difficulty in coding. Just like in the game "Model pigs" you need to fill the boards on the right side of the screen with the arrangement of turtles displayed on the left side. However, this time you have to be even more careful, because in addition to the correct mapping of the setting, you should also keep the correct colors of turtle shells. In the lower right part of the screen, available turtles are displayed, which can be selected by double-pressing with the foot or hand. To put a butterfly on the board, you should also click twice on an empty space on which you want to place a given turtle.



CODING



LOGICAL THINKING

- "2.tason" ohjelmointia
- tavoitteena järjestää kilpikonnat oikealla ruudukkoon samalla tavalla kuin ne ovat vasemmalla
- hankaluutta lisää, että aluksi on valittava oikea väri kilpikonalle alhaalta
- lopuksi tarkistus suurennuslasista



KARTOITA PORSAAT MAP THE PIGS

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

"Map the Pigs" is the first introductory coding app. All actions in the game are performed by double-clicking. The first step is to choose the difficulty level. Then, the user's task is to accurately reproduce the position of the pigs from the board on the left side of the floor. To place a pig on an empty field, press the field twice, select the field with the first click and accept the selection with the next one. The last step is to check the position of the pigs using the "magnifying glass" button. It is the simplest of all games from the package, it will allow you to learn the basic elements of coding, which will result in the use of more difficult applications. There are three difficulty levels at the user's disposal, which differ in the number of pigs to be arranged.

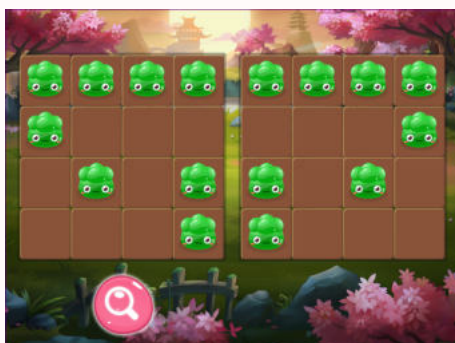


CODING



LOGICAL THINKING

- HELPON TASON KARTOITUSPELI!
- aluksi valitaan vaikeustaso: 4, 6 tai 8 (possujen lkm)
- tavoitteena saada samanlaiset ruudukot
- VASEN: malli, OIKEA: itse asetellaan possut paikoilleen
- possut saadaan paikoilleen tuplaklikkauksella
- lopuksi tarkistus suurennuslasista



VIHREÄT KARKKIPAVUT GREEN JELLY BEANS

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

This application is an introduction to learning programming. During the game, the arrangement of the green jellies on the left side should be shown symmetrically on the board on the right side. On the right board, jellies are added simply by clicking on the selected field or by moving your foot or hand over it. Finally, check your alignment with the "magnifying glass" button. Will you be able to position the jellies flawlessly? There are three levels of difficulty, differing in the number of elements to be mapped.



CODING



LOGICAL THINKING

- tavoitteena ottaa mallia vasemmasta ruudukosta ja järjestää karkkipavut oikein oikeaan ruudukkoon symmetrisesti peilikuvana!
- pavut saadaan näkymään tuplaklikkaamalla tyhjää ruutua
- lopuksi tarkistus suurennuslasista



KARTOITA SAMMAKOT MAP THE FROGS

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

Map the Frogs is another introductory coding app. All activities in the game are performed with a single click. The first step is to choose the difficulty level. Then, the user's task is to accurately reproduce the position of the frogs from the board on the left side of the floor. To place a frog on an empty field, click on the field, to remove an incorrectly positioned frog, just click on it. The last step is to check the position of the frogs using the "magnifying glass" button. It is the simplest of all games from the package, it will allow you to learn the basic elements of coding, which will result in the use of more difficult applications. There are three difficulty levels at the user's disposal, which differ in the number of frogs to be arranged.



CODING



LOGICAL THINKING

- HELPON TASON KARTOITUSPELI!
- järjestä sammakot oikeaan ruudukkoon samalla tavalla kuin ne ovat vasemmalla
- sammakko klikataan yhdellä klikkauksella haluttuun paikkaan
- lopuksi tarkistus suurennuslasista



VÄRIKKÄÄT KARKKIPAVUT COLORFUL JELLY BEANS

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

This application is the next level in learning programming. During the game, the position of the jellies should be mapped on the left side of the board on the right side. An additional difficulty is that the jellies come in different colors. Use a double click to select a jelly of the required color and then also use a double click to place it on the empty field. Finally, check your alignment with the "magnifying glass" button. Will you be able to position the jellies flawlessly? There are three levels of difficulty, differing in the number of elements to be mapped.

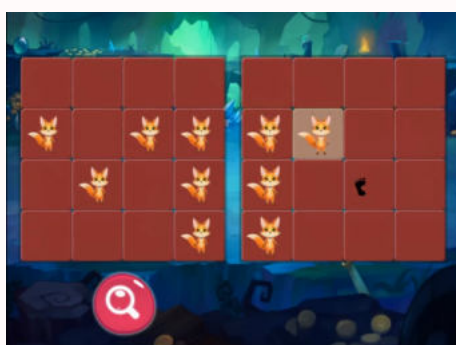


CODING



LOGICAL THINKING

- ".2-tason" ohjelmointia/kartoittamista
- tavoitteena saada oikeasta ruudukosta vasemman mukaan symmetrinen peilikuva
- hankaluutta lisää, että ensin pitää valita alhaalta halutun karkkipavun oikea väri
- lopuksi tarkistus suurennuslasista



SYMMETRISSET KETUT SYMMETRICAL FOXES

Valikko / Sovellukset/ Koulutus / Kartoitus
Menu / Applications / Education / Mapping

In "Symmetrical foxes" - as in previous applications - the position of the board on the left side of the screen should be mapped to walk. Children try to catch a turtle that runs away after detecting movement in its vicinity. The turtle moves in the opposite direction to the detected movement (dragging, clicking). After the turtle disappears behind the edge of the screen, a new one with a different shell color will appear on the board. As in the "Butterfly" and "Frog" applications, the fun is enriched by hidden places with sound effects that players find while moving around the game screen. A single click on a note in the lower right corner of the board will highlight the sound points scattered around the game screen.

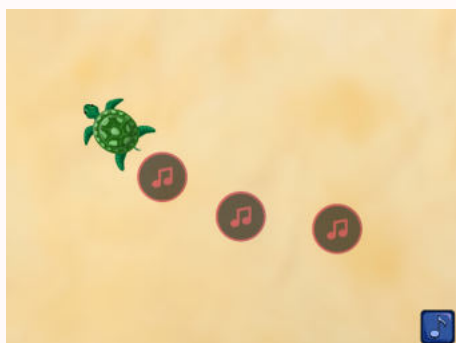


CODING



LOGICAL THINKING

- tavoitteena saada toinen ruudukko peilikuvaksi malliruudukosta
- ketut lisätään ruutuihin tuplaklikkaamalla haluttua ruutua
- lopuksi paina suurennuslasia tarkistaaksesi



SAMMAKKO TURTLE

Valikko / Sovellukset/ Koulutus / Päiväkoti
Menu / Applications / Education / Nursery

"Turtle" is the last of three movement games intended for the youngest children, supporting, among other things, learning to walk. Children try to catch a turtle that runs away after detecting movement in its vicinity. The turtle moves in the opposite direction to the detected movement (dragging, clicking). After the turtle disappears behind the edge of the screen, a new one with a different shell color will appear on the board. As in the "Butterfly" and "Frog" applications, the fun is enriched by hidden places with sound effects that players find while moving around the game screen. A single click on a note in the lower right corner of the board will highlight the sound points scattered around the game screen.



CHILD DEVELOPMENT



MUSIC AND MOVEMENT FUN



MOTOR SKILLS

- aistikokemuspelejä, ei aikaa/pisteitä
- kilpikonnaa koskemalla se vaihtaa suuntaa
- pois uideissa, uusi ilmestyy eri puolelta takaisin
- nuottisimpukoista kuuluu ääniä (simpukat saa pois/näkyviin nuotin kuvasta)
- vinkki: sopii pienille, esim. kävelyä opetellessa



KELLOPELI GLOCKENSPIEL

Valikko / Sovellukset/ Koulutus / Päiväkoti

Menu / Applications / Education / Nursery

Large, colorful stripes are tempting to jump on them and see what happens! It turns out that they can make an elegant, clean sound, and hitting them is very easy. Babies crawling, crawling or jumping on the active game board produce sound effects assigned to the colored bars visible on the screen. The bars make the sounds of the instrument which are diatonic bells. The strips are activated with a single click mechanism. Multiple sounds can be activated at the same time. Activated bars light up for a few seconds.



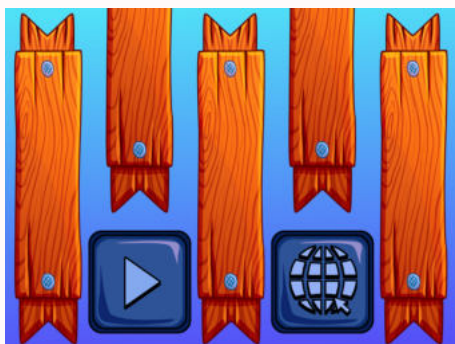
CHILD DEVELOPMENT



MOTOR SKILLS



MUSIC AND MOVEMENT FUN



MUSIIKKILATTIA MUSICAL FLOOR

Valikko / Sovellukset/ Koulutus / Päiväkoti

Menu / Applications / Education / Nursery

Music is a field of art with which each of us has had more or less contact. Music education should be provided to children from an early age - it develops their imagination, brings relaxation and influences their emotional development. One of the musical instruments proposed in music lessons is a xylophone. The sounds that children make can become familiar with the "Playing Floor" application while playing. The boards bend and make xylophone sounds when you click on them once. Multiple boards can be activated at the same time - then the sounds will be superimposed on each other. Each plank of the floor makes a different xylophone sound - can you play a tune?



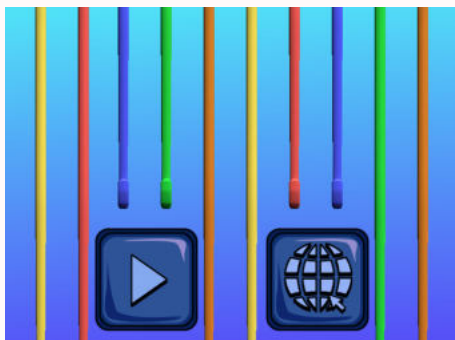
CHILD DEVELOPMENT



MOTOR SKILLS



MUSIC AND MOVEMENT FUN



HARPPU HARP

Valikko / Sovellukset/ Koulutus / Musiikki tai Päiväkoti

Menu / Applications / Education / Nursery

"Harp" for music directed to the youngest, starting the application with music. There are 10 lines on the board. By pressing a string or a hand with a leg on a color book, the user triggers various emotions, what the harp is like. Pleasant to the sound, always harmonizing perfectly with each other - they encourage children to walk or walk on the board and are checked each time.



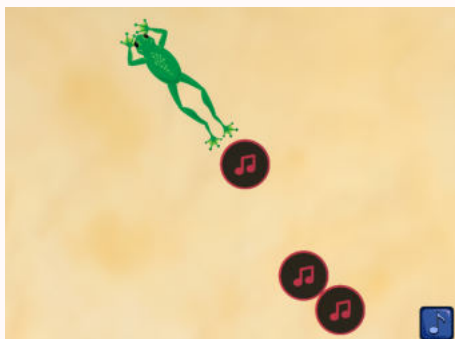
CHILD DEVELOPMENT



MOTOR SKILLS



MUSIC AND MOVEMENT FUN



SAMMAKKO FROG

Valikko / Sovellukset/ Koulutus / Päiväkoti

Menu / Applications / Education / Nursery

The game from the "Catch Me" package is intended for the youngest users of the interactive floor. Its aim is to support the motor coordination of children at the stage of crawling, crawling and learning to walk, and to improve their motor skills. A frog appears on the displayed screen, reacting to the child's movement - it will run in the opposite direction. When it disappears over the edge of the screen, it will automatically reappear on the other side of the board. In addition, there are sound points hidden on the board that children discover by moving around the game board. They can be displayed on the board by clicking on the musical note in the lower right corner of the screen.



CHILD DEVELOPMENT



MOTOR SKILLS



MUSIC AND MOVEMENT FUN

- lattiaa tulee kellopeleä
- viisi eri laattaa mille astua
- rauhalliset, kauniit äänet

- lattiaa tulee ksylofoni
- viisi laattaa mihin astua

- 10 viivaa/jousta näytöllä
- soitetaan koskemalla jousta tai heilauttamalla kohdalla

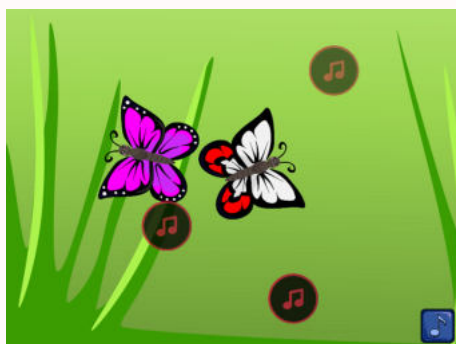
- aistikokemuspeli, ei aikaa/pisteitä
- sammakkoa koskemalla se vaihtaa suuntaa
- pois uideissa, uusi ilmestyy eri puolelta takaisin
- nuottilumpeista kuuluu ääniä (lumpeet saa pois/näkyviin nuotin kuvasta)
- vinkki: sopii pienille, esim. kävelyä opetellessa

PERHONEN

BUTTERFLY

Valikko / Sovellukset/ Koulutus / Päiväkoti
Menu / Applications / Education / Nursery

- aistikokemuspelejä, ei aikaa/pisteitä
- kun koskee perhoseen, se häviää ja uusi tulee tilalle
- nuottikukista kuuluu ääniä (saa pois/näkyviin nuotin kuvasta)



CHILD DEVELOPMENT



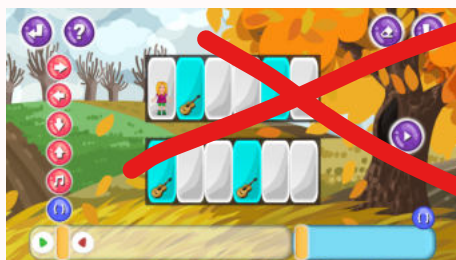
MOTOR SKILLS



MUSIC AND MOVEMENT FUN

MUSICAL INSTRUMENTS*

Menu / Applications / Education / Coding*



COMPUTATIONAL THINKING



CODING



USING FUNCTIONS

COLORFUL RHYTHMS*

Menu / Applications / Education / Coding*



COMPUTATIONAL THINKING



CODING



DECODING

SMALL JOURNEYS*

Menu / Applications / Education / Coding*



COMPUTATIONAL THINKING



CODING



SPATIAL THINKING

In the game "Small Journeys" you will start your coding adventure by programming the train route yourself - in the first stage, or the car route - in the second and third stages. Pieces of tracks will appear on the board and you need to arrange them so that the train can reach its destination. To remove incorrect parts of the route from the board, click on them and then select the correct part of the route from the field on the left side of the screen and - by clicking - place it in the right place. In the second stage, instead of track pieces, you have arrows that show the direction of the car, but the rules do not change. At the third stage, the game becomes much more difficult - we no longer place the arrows on the car's route, we program it on the bottom bar of the screen. This is a real challenge! To check if the route is correct, click the circle with a triangle in the lower right part of the screen. To change the board - click the arrow in the upper right part of the screen to exit to the main menu - click the arrow in the upper left part of the screen. Can you complete all 3 difficulty levels? Good luck!



UNDERWATER WORLD

Valikko / Sovellukset/ Koulutus / Ohjelmointi

Menu / Applications / Education / Coding*

In the "Underwater World" application, your task is to fill the fields around the blots with the appropriate colors. Depending on how many blots the given field borders with with the given number, fill in the square - if the field borders with only one blot, we will cover it with green with the number 1, similarly to the other colors. To paint over a square, tap the color you want to use, and then check the boxes to paint over. There are three difficulty levels. Stages one and two differ in the number of blots, and in the third stage there is a time limit! To check the correct positioning of the colors, click on the circle with a triangle in the right part of the screen, to change the position of the blots, click on the button in the upper right part of the screen. To return to the main menu, click on the circle in the top left of the screen.



COMPUTATIONAL THINKING



CODING



DECODING



WASTE SORTING

Valikko / Sovellukset/ Koulutus / Ohjelmointi

Menu / Applications / Education / Coding*

"Waste Sorting" is an application that starts a series of games in which you need to clean the boards from the appropriate type of waste. The task is to program the hero's path so that he collects all BIO waste that is ultimately to be put in the trash. You should be vigilant, because there is always one waste on the board that must be avoided - they are displayed in the bubble in the bottom right corner. Programming the road is done by selecting the arrows with the double-click displayed on the left side. The current road is displayed at the bottom of the screen. Above it there is a counter for the collected waste. Using the "eraser" you can delete the entire route, the "arrow" is used to skip the level. The "triangle" checks the correctness of the route. All actions in the game are performed by double-clicking. There are three levels of difficulty, which differ in the size of the board and the number of waste to collect - select the level you are interested in by double clicking. At the highest level, time is running out as an additional difficulty.



COMPUTATIONAL THINKING



CODING



LOGICAL THINKING



ROAD BUILDING

Valikko / Sovellukset/ Koulutus / Ohjelmointi

Menu / Applications / Education / Coding*

There are 3 difficulty levels in "Road Building". Fragments of the road will appear on the board, and you need to arrange them so that the car can reach its destination. Select the correct part of the route in the field on the left side of the screen by waving your foot or hand over it and - by clicking on the target point - place the part of the route. If you make a mistake you can delete the route using the eraser in the top right corner of the screen. In the second stage, instead of road fragments, you have arrows that indicate the direction of the car, but the rules of the game do not change. In the third stage, the game becomes much more difficult - we no longer place the arrows on the car's route, we program it on the bottom bar of the screen, so we do not have a route preview! To check if the route is correct, click the circle with a triangle in the lower right part of the screen. To change the board - click the arrow in the upper right part of the screen to exit to the main menu - click the arrow in the upper left part of the screen.



COMPUTATIONAL THINKING



CODING



SPATIAL THINKING



PIANO - CODING

Valikko / Sovellukset/ Koulutus / Ohjelmointi

Menu / Applications / Education / Coding*

Playing "Piano - coding" is a real challenge! The game has three difficulty levels. All activities are performed by "clicking" or waving your foot or hand over a given element of the board. Your task is to program the robot's route so that it only plays on the yellow keys. Use the circles on the left side of the screen to create the correct route. But be careful! You have to stay within a certain number of moves! It will be easier to use the function field in the lower right corner. If any part of the route repeats you can turn it into functions and use it many times in the final route field. You can delete the route with an eraser in the upper right corner, next to it there is a circle, which you can change the board, to check the correctness of your program, click on the circle with a triangle on the right side of the screen.



COMPUTATIONAL THINKING



CODING



$f(x)$ USING FUNCTIONS



PICTURE STORIES

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Application / Education / Coding*

In "Picture Stories", your task is to arrange the stories in chronological order. There are three difficulty levels. In the first stage, you have a fairy tale scattered and by clicking or waving over a given board element with your hand or foot, select it, and then place it in the appropriate balloon by clicking. In the second step, the story is already placed in the balloons, but in the wrong order. Change the order to correct! To remove a picture from the speech bubble, click on it with your foot or hand. In the third stage, you have two different stories scattered. Put one of them in the correct order - you choose which one! To check the correctness of your program, click on the circle with a triangle in the right part of the screen, to change the story, click on the circle in the upper right corner, to exit the game click on the circle in the upper left corner. Good luck!



COMPUTATIONAL THINKING



CODING



DECODING



FOREST FRUIT

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

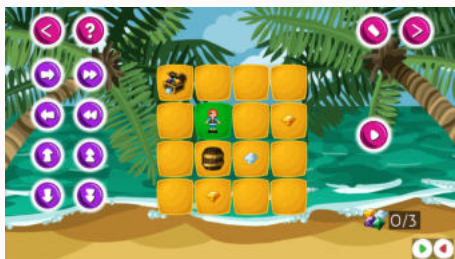
In the "Forest Fruit" application your task is to reach the fruit chest by collecting all the fruits along the way. There are three difficulty levels. The boards differ in size and the number of fruits to be collected. Plan your child's route to the treasure by clicking or waving over the screen elements you want to select. You can move every one or two squares, but you cannot move diagonally. You select the field that you want to move to by selecting the letter with the appropriate column, and then matching the number with the appropriate row number. Remember to avoid obstacles! To check if the route is correct, click the circle with a triangle in the lower right part of the screen. To change the board - click the arrow in the upper right part of the screen to exit to the main menu - click the arrow in the upper left part of the screen. Can you complete all 3 difficulty levels? On the third level, an additional difficulty is the limited time to complete the task!



COMPUTATIONAL THINKING



CODING



MERIROSVOJEN AARRE

PIRATES TREASURES

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

In the application "Pirates Treasures" your task is to reach the treasure chest by collecting all the scattered diamonds along the way. There are three difficulty levels. The boards differ in size and the number of diamonds to collect. Plan the pirate's route to the treasure by clicking or waving over the screen elements you want to select. You can move every single field - in the first two levels or every two fields in the third level, but it is impossible to move diagonally. You select the field to which you want to move by selecting the appropriate arrow indicating the direction. The programmed route is displayed at the bottom of the screen. Remember to avoid obstacles! To check if the route is correct, click the circle with a triangle in the lower right part of the screen, to delete the route click on the eraser in the upper right part of the screen. To change the board - click the arrow in the upper right part of the screen to exit to the main menu - click the arrow in the upper left part of the screen. Can you complete all 3 difficulty levels?



COMPUTATIONAL THINKING



CODING



PIXELART

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Menu / Applications / Education / Coding*

In the "PIXELART" application your task is to paint over the appropriate squares on the board so that they create a hidden shape. There are three difficulty levels. At the first stage, each color has its own number and the squares with the number responding to each color should be filled in. First, by clicking with your foot or hand, select the appropriate color, and then click on the square you want to paint over. At the second stage, the addresses of the fields are displayed at the bottom of the screen, in colors corresponding to those available to us. We find each field by looking for a column corresponding to the letter of the address, and then we go down as many squares down as indicated by the number in the address. To validate your picture, click on the circle with a triangle on the right side of the screen. To change the pattern to be painted, click on the circle in the upper right part of the screen, to go back to the main menu, click on the circle in the upper left part of the screen.



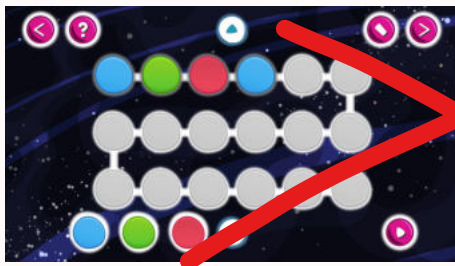
COMPUTATIONAL THINKING



CODING



DECODING



RHYTHMS*

Menu / Applications / Education / Coding*

The "Rhythms" application is a derivative of the "Colorful Rhythms" game, and your task is to program a route consisting of colors, letters or numbers based on their initial distribution - you choose what you prefer. There are three difficulty levels. In the first stage, you have a few random fields to complete the diagram. First you click on the color you want to select and then on the field you want to complete. In the second step, you have the entire route to program from the first few fields of the diagram. There is a time limit in the third stage! To change the layout of the scheme, click on the circle in the upper middle of the screen to change the colors to letters or numbers - click on the circle next to the colors. To check the correctness of your completed diagram, click on the circle with a triangle in the lower right part of the screen. To erase your movements, click on the eraser in the upper right part of the screen - the circle next to it can change the pattern to be completed. To go back to the main menu, click on the circle in the upper left part of the screen.



COMPUTATIONAL THINKING



CODING



DECODING



CAT PLAY*

Menu / Applications / Education / Coding*

In the application "Pirates Treasures" your task is to reach the treasure chest by collecting all the scattered diamonds along the way. There are three difficulty levels. The boards differ in size and the number of diamonds to collect. Plan the pirate's route to the treasure by clicking or waving over the screen elements you want to select. You can move every single field - in the first two levels every two fields in the third level, but it is impossible to move diagonally. You select the field to which you want to move by selecting the appropriate arrow indicating the direction. The programmed route is displayed at the bottom of the screen. Remember to avoid obstacles! To check if the route is correct, click the circle with a triangle in the lower right part of the screen. To delete the route click on the eraser in the upper right part of the screen. To change the board - click the arrow in the upper right part of the screen to exit to the main menu - click the arrow in the upper left part of the screen.



COMPUTATIONAL THINKING



CODING

- pelin hahmo, "sankari", kerää jätteet matkallaan roska-astialle
- klikkaa vasemmalta nuolista oikea reitti sankarille, ja kerää roskat: vain BIO
- klikkailemassa reitti ilmestyy alareunaan, ja voit pyyhkiä sen vasemmalta ylhäältä pyyhekumista, ja kulkea sen painamalla PLAY
- huom! älä kerää oikealla kuplassa näkyvää jätettä, kierrä se!
- jokainen nuoli on suunta+liike, eli nuoli oikealle = yksi askel oikealle
- nuolet painellaan pelaajan näkökulmasta, ei tarvitse välittää miten hahmo kääntyy laudalla

OHJELMOINTI - BIO CODING - BIO

Valikko / Sovellukset/ Koulutus / Ohjelmointi
Menu / Applications / Education / Coding*



CODING



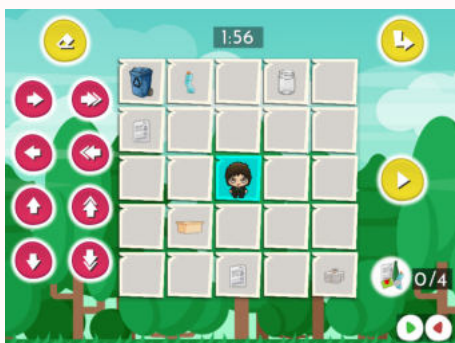
LOGICAL THINKING

"Coding- Bio" is an application that starts a series of games in which you need to clean the boards from the appropriate type of waste. The task is to program the hero's path so that he collects all BIO waste that is finally to be put in the garbage can. You should be vigilant, because there is always one waste on the board that must be avoided - they are displayed in the bubble in the bottom right corner. Programming the road is done by selecting the arrows with the double-click displayed on the left side. The current road is displayed at the bottom of the screen. Above it there is a counter for the collected waste. Using the "eraser" you can delete the entire route, the "arrow" is used to skip the level. The "triangle" checks the correctness of the route. All actions in the game are performed by double-clicking. There are three levels of difficulty, which differ in the size of the board and the number of waste to collect - select the level you are interested in by double clicking. At the highest level, time is running out as an additional difficulty.

- pelin hahmo, "sankari", kerää jätteet matkallaan roska-astialle
- klikkaa vasemmalta nuolista oikea reitti sankarille, ja kerää roskat: PAPERI
- klikkailemassa reitti ilmestyy alareunaan, ja voit pyyhkiä sen vasemmalta ylhäältä pyyhekumista, ja kulkea sen painamalla PLAY
- huom! älä kerää oikealla kuplassa näkyvää jätettä, kierrä se!
- jokainen nuoli on suunta+liike, eli nuoli oikealle = yksi askel oikealle
- nuolet painellaan pelaajan näkökulmasta, ei tarvitse välittää miten hahmo kääntyy laudalla

OHJELMOINTI - PAPERI CODING - PAPER

Valikko / Sovellukset/ Koulutus / Ohjelmointi
Menu / Applications / Education / Coding*

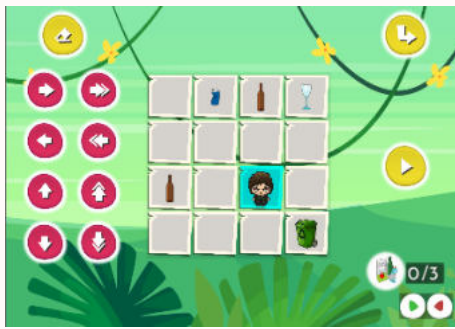


CODING



LOGICAL THINKING

In the "Coding-Paper" application, the user's task is to plan the hero's path. This time, the waste that needs to be collected and then thrown into a container is paper waste. Programming the path is done by selecting the arrows displayed on the left side. The current road is displayed at the bottom of the screen. Above it, there is a waste collected counter. Be careful not to pick up any other type of waste! By using the "eraser", you can delete the entire route, the "arrow" is used to skip the level. The "triangle" checks the correctness of the route. There are three difficulty levels, which differ in the size of the board and the amount of waste to collect. At the highest level, time is running out as an additional difficulty. All actions in the game are performed by double-clicking.



OHJELMOINTI - LASI CODING - GLASS

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

In this application, the user's task is to collect the glass waste scattered around the board. It is possible through the correct planning of the route - you have to collect all the glass waste and throw it into a container. Programming the path is done by selecting the arrows displayed on the left side by double clicking. The current road is displayed at the bottom of the screen. Above it there is a collected waste counter. By using the "eraser", you can delete the entire route, the "arrow" is used to skip the level. The "triangle" checks that the route is correct. All actions in the game are performed by double-clicking. There are three difficulty levels, which differ in the size of the board and the amount of waste to collect. At the highest level, time is running out as an additional difficulty.



CODING



LOGICAL THINKING

- pelin hahmo, "sankari", kerää jätteet matkallaan roska-astialle
- klikkaa vasemmalta nuolista oikea reitti sankarille, ja kerää roskat: ^^ yläpelissä vain LASI ja alapelissä MUOVI
- klikkailemalla reitti ilmestyy alareunaan, ja voit pyyhkiä sen vasemmalta ylhäältä pyyhkeumista, ja kulkea sen painamalla PLAY
- huom! älä kerää oikealla kuplassa näkyvää jätettä, kierrä se!
- jokainen nuoli on suunta+liike, eli nuoli oikealle = yksi askel oikealle
- nuolet painellaan pelaajan näkökulmasta, ei tarvitse välittää miten hahmo kääntyy laudalla

OHJELMOINTI - MUOVI CODING - PLASTICS

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

"Coding-Plastics" is the last application in this series. This time the waste to be collected is plastic waste. The rules of the game are the same as in the previous applications of this cycle. The user has to design a route to collect all the waste and place it in a container. Programming the path is done by selecting the arrows displayed on the left side. The current road is displayed at the bottom of the screen. Above it there is a collected waste counter. Using the "eraser" you can delete the entire route, the "arrow" is used to skip the level. The "triangle" validates the route. There are three difficulty levels, which differ in the size of the board and the amount of waste to collect. At the highest level, time is running out as an additional difficulty. All actions in the game are performed by double-clicking.



CODING



LOGICAL THINKING

- aluksi valitaan halutun ruudukkokentän koko
- alareunassa on valmiina reitti, joka pitää ymmärtää
- klikkaile sitten reitin mukaan ruudut ja ilmapallo oikealle kohdalle
- valitsemasi reitti näkyy punaisina ruutuina
- tarkistus suurennuslasista
- ruutujen klikkausjärjestys on oltava oikea, eli ruudut on klikattava reitin nuolien mukaan VASEMMALTA OIKEALLE

ILMAPALLOT BALLOONS

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

In the "Balloons" application, the user's task is to move the yellow balloon to the place where the coded route leads. The path that the balloon must travel is shown by the arrows displayed in the lower part of the screen. The balloon is transferred by pressing twice on the napole with your hand or foot. The order of the steps is also important! The route should be read from the left to the right. The balloon can only be moved to the adjacent space, it is not possible to move diagonally. The correctness of the road is checked by pressing the "magnifying glass". There are three difficulty levels, which differ in the size of the board and the difficulty of the coded path.



CODING



LOGICAL THINKING



CONCENTRATION

- aluksi valitaan halutun ruudukkokentän koko
- klikkaile nuolilla oikea reitti aarteen luo
- yksi nuoli = suunta + liike, eli nuoli vasemmalle on yksi askel vasemmalle
- nuolet ovat pelaajan näkökulmasta, ei tarvitse välittää miten merirosvo kääntyy ruudukossa
- tarkistus suurennuslasista

MERIROSVOJEN AARRE PIRATES TREASURE

[Valikko / Sovellukset/ Koulutus / Ohjelmointi](#)
Menu / Applications / Education / Coding*

Countless treasures are waiting for you to find them. Become a treasure hunter! The user has to program the way to the treasure. The game starts after selecting the difficulty level, there are three difficulty levels, differing in the number of squares you need to complete to get to the treasure. Arrows that can be used are displayed on the right side of the screen. Selecting an arrow is done by pressing it twice with your foot or hand. The currently programmed path is displayed at the bottom of the screen. The green triangle is the beginning of the route and the red triangle is the end. Remember, there is no one correct path, it is important that your solution leads to the goal!



CODING



LOGICAL THINKING



CONCENTRATION



TUX-MAALAUS TUX PAINT

Valikko / Sovellukset/ Hauskaa / Infrapunakynä
Menu / Applications / Fun / IR Pen

- Monipuolinen piirustusohjelma
- luovuus valloilleen!
- toimii ainoastaan IP-kynällä (1kpl)

You have no limits in the "Tux Paint" application. Draw whatever you want with different colors, but not only! You can also paste various figures, shapes, animals or pictures. In addition, you can choose their color and add special effects to them, such as blur, shadows, lightening. You can also choose the background color. To select an element or color, simply click on it with your foot or hand. Use the eraser to erase the fragment. You can also save your effects and open them at any time!



COLORS



FUN



CREATIVITY



KIRJOITUKSET SCRIBBLES

Valikko / Sovellukset/ Hauskaa / Infrapunakynä
Menu / Applications / Fun / IR Pen

- liitutaulu
- voi piirtää liidulla ja pyyhkiä sienellä
- PELATA!-sanasta piirretyt asiat alkavat tippua ylhäältä ja niitä pitää saada kiinni! :)
- toimii ainoastaan IP-kynällä (1 kpl), mutta kiinniottopeli toimii kosketuksella

The Scribbles game is a black board on which you can draw any shape with chalk. You can wash your drawings with a sponge. There is also a hidden "play" function - when you click it, a game will start in which your task will be to collect falling shapes drawn earlier by you! How many shapes can you collect? Is it easier to collect smaller or larger shapes?



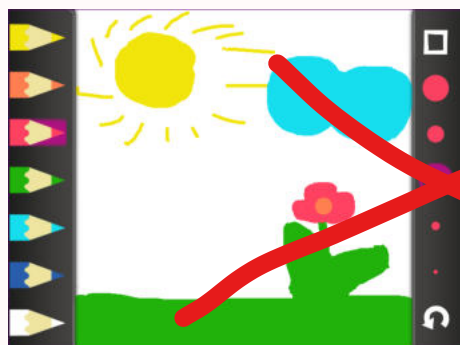
COLORS



FUN



CREATIVITY



SKETCHBOOK WHITE*

Menu / Applications / Fun / IR Pen

In "Sketchbook white" you can draw anything you want on a white background. You have five colors of crayons and different thicknesses for the product. To choose a color, click on it with your hand or foot, and then... draw! Feel free and draw whatever you want. To undo your move you can use the eraser by clicking on it.



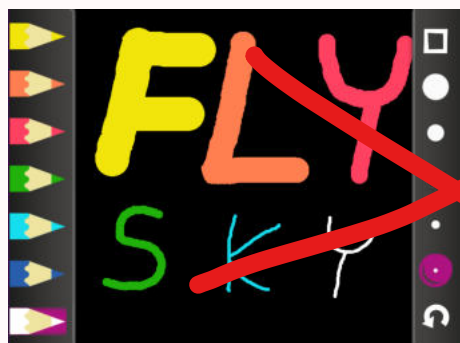
COLORS



FUN



CREATIVITY



SKETCHBOOK BLACK*

Menu / Applications / Fun / IR Pen

In "Sketchbook black" you can draw anything you want on a black background. You have five colors of crayons and different thicknesses for the product. To choose a color, click on it with your hand or foot, and then... draw! Feel free and draw whatever you want. To undo your move you can use the eraser by clicking on it.



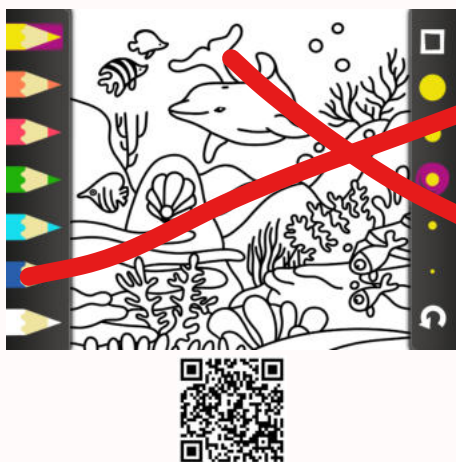
COLORS



FUN



CREATIVITY



SKETCHBOOK - NATURE*

Menu / Applications / Fun / IR Pen

Sketchbook - nature is a collection of five coloring books related to nature. To choose the color you want to use, click on it with your foot or hand, and then run over the parts you want to paint over. You can choose the thickness of the pen and undo your movements with the eraser.



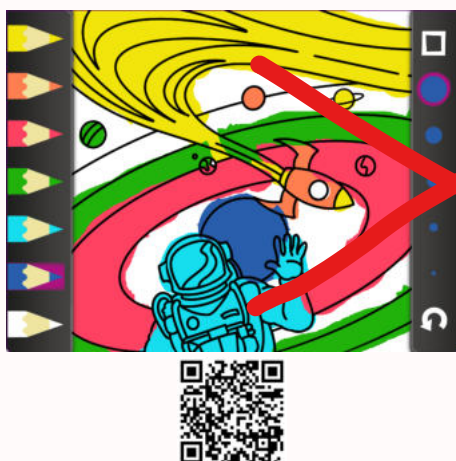
COLORS



FUN



CREATIVITY



SKETCHBOOK - LIFE*

Menu / Applications / Fun / IR Pen

"Sketchbook - life" is a collection of five coloring pages related to the scenes of everyday life. To choose the color you want to use, click on it with your foot or hand, and then run over the parts you want to paint over. You can choose the thickness of the pen and undo your movements with the eraser.



COLORS



FUN



CREATIVITY



RISTINOLLA TIC-TAC-TOE

Valikko / Sovellukset/ Hauskaa / Logiikkapelit

Menu / Applications / Fun / Logic Games

One of the most popular puzzle games aimed at a pair of players of all ages. The game starts with the person who is the first to draw three of the same pieces. The goal and condition of victory is to place three of your characters on the board in a line: vertical, horizontal or diagonal. You place your pieces on the main board with a double click. After the first click, the selected field will be highlighted, and the second click will confirm the selection. At the same time, you should position your pieces in such a way as to prevent the opponent from winning. The game takes place on a 3x3 board. After the game is over, you return to the game's Start Screen.



VISUAL AND MOTION
COORDINATION

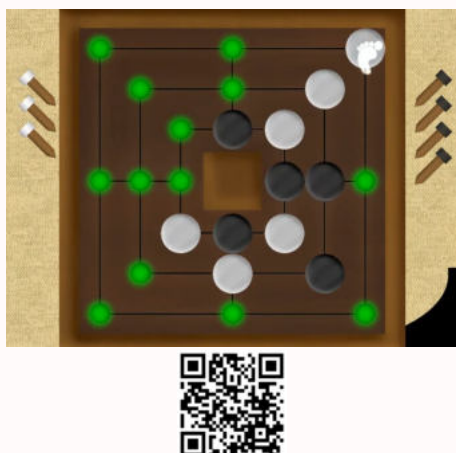


OBSERVATION



LOGICAL THINKING

- peli alkaa arvonnalla (hedelmäpelimäisesti arvotaan symbolit pelaajille, se joka saa ensiksi kolme samaa symbolia, aloittaa)



MYLLY TIC-TAC-MILL

Valikko / Sovellukset/ Hauskaa / Logiikkapelit

Menu / Applications / Fun / Logic Games

Mill is a puzzle board game for two players only. After drawing the color and determining which one begins, you plan to arrange the players alternately, 9 of their pawns, referring to 3 pieces in a line with the next two clicks. The first click highlights a yellow field, the second one, the second selection. The first who is the first ten wins. If, after placing all the pieces, there is still no winner, the participants move their lines along the lines so as to arrange the winning "grinder" - 3 pieces of one color in a line. A double-click is to click to make a square, then a square lit twice on the board, if we clicked - after clicking a pawn on a riser, referring to our pawn. You can choose with the current game leveling - a blank board or a board with the game started.



VISUAL AND MOTION
COORDINATION

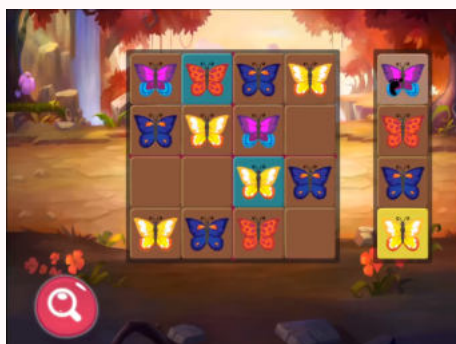


OBSERVATION



LOGICAL THINKING

- 2 pelaajaa
- 9 nappulaa molemmilla
- Tavoite saada nappuloita viivojen mukaisesti vierekkäin



PERHOSSUDOKU BUTTERFLY SUDOKU

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- aluksi valitaan vaikeustaso: 4, 6 tai 8 (tyhjen ruutujen määrä)
- sudokusäännöt: joka riville sekä sarakkeeseen yksi perhonen jokaista väriä
- lopuksi suurennuslasista tarkistus

"Butterfly sudoku" is an accessible version of the popular sudoku game, in which the user has to complete the board with appropriate butterflies in such a way that each type of butterfly appears only once in the horizontal and vertical lines. On the right side of the screen, available butterflies are displayed, which can be selected by double-pressing with the foot or hand. To place a butterfly on the board, you also need to double-click an empty field. By pressing the magnifying glass, we can check if we have successfully completed the task. There are 3 difficulty levels, each with a different number of empty fields - we recommend that new sudoku enthusiasts start with the lowest one.



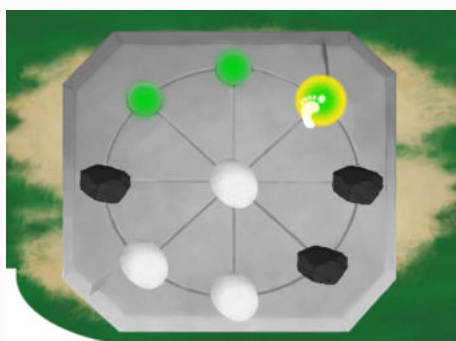
VISUAL AND MOTION
COORDINATION



CODING



LOGICAL THINKING



TABULA LUSORIA TABULA LUSORIA

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- 2 pelaajaa
- Kolme vaihetta:
Valitaan pelaajien nappulat
Asetellaan nappulat vuorotellen laudalle
Vaihdetaan nappuloiden paikkoja klikkaamalla kahta nappulaa peräkkäin, jotka vaihtavat paikkaa
- Se joka saa 3 nappulaa peräkkäin viivojen mukaisesti ensin, voittaa!

A board puzzle game consisting of two players with three steps: color drawing, positioning and moving. The game takes place on a board made up of eight squares connected by straight and curved lines. After determining the colors of the players, the second phase of the game takes place, where the players alternately place 3 of their pawns on free fields. The pieces should be placed or moved on the board with a double click. After the selected field is highlighted in yellow, click on it again to confirm your selection. In the third stage, the pieces should be moved along the lines connecting the fields on which they are located. After clicking on a pawn, the fields that can be seized will light up green. The player who first places 3 pieces in a line wins.



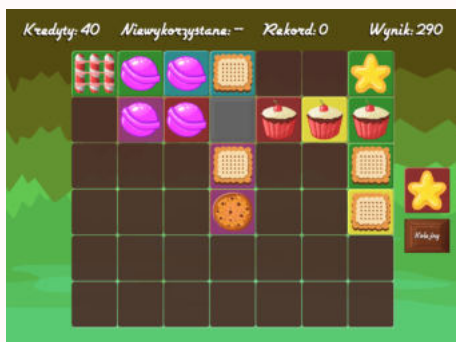
VISUAL AND MOTION
COORDINATION



OBSERVATION



LOGICAL THINKING



JATKUVA KUVABINGO ENDLESS SWEZZLE

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- asettele kuvakortteja pelilaudalle joko taustavärin tai samanlaisen kuvan mukaan vierekkäin jonoiksi
- aloitus tapahtuu asettamalla kuva harmaan neliön viereen
- välillä alareunaan ilmestyvällä pommilla voi poistaa kuvakortin
- paina Seuraava, jos et pysty laittamaan kuvakorttia mihinkään kohtaan

This application is a modified version of the game "Swezzle". In this variant, you have to focus on a much longer, even time - unlimited gameplay. The rules for tiling and scoring remain the same - the tiles are placed on the board with a double click - the difference is that a row or column will disappear when they are completely filled with picture tiles. To remove a tile with a picture, click on the bomb, and then double-click the unwanted tile - the player can do it when a bomb appears in the lower right corner, it is not always there. However, you will lose some points then! The goal is to set a new point record and have long, relaxing games.



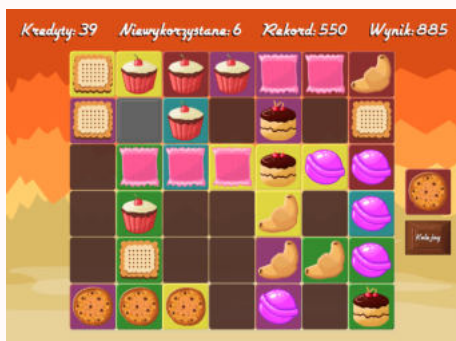
CONCENTRATION



OBSERVATION



LOGICAL THINKING



KUVABINGO SWEZZLE

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- asettele kuvakortteja pelilaudalle joko taustavärin tai samanlaisen kuvan mukaan vierekkäin jonoiksi
- aloitus tapahtuu asettamalla kuva harmaan neliön viereen
- paina Seuraava, jos et pysty laittamaan kuvakorttia mihinkään kohtaan

The object of the game is to arrange the pieces in rows or columns - you earn points every time you complete any of them. The first element (displayed on the right side of the board) must be adjacent to the gray tile. Each subsequent one must touch at least one element placed earlier (unless the fields around the gray tile are still free - then you can also place them on top of them). It is very important that adjacent tiles match each other in color or pattern. If it is not possible to arrange the tile, click the 'Next' button with a single click. You arrange the tiles by double clicking on the selected field. After the first click, the field will be highlighted in yellow - by pressing it a second time you will confirm your choice.



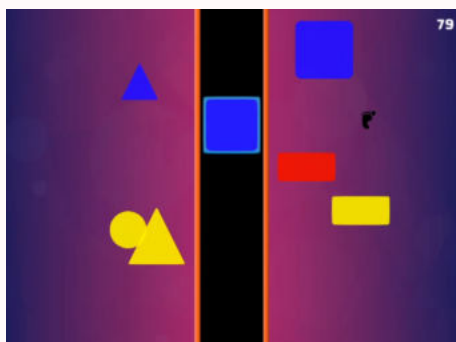
CONCENTRATION



LOGICAL THINKING



VISUAL AND MOTION
COORDINATION



LUOKITTELU CLASSIFICATION

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- valitaan tempo liikkuville kuvioille: 1, 2, 3
- kerätään samaa kuvioita samalla värillä, kuin mikä näkyy keskellä mustassa taustassa
- aikaa 120sek
- huom! kerättävä kuvio vaihtuu pelin aikana!

While playing, try to mark as many figures as possible, which are identical to the element shown on the conveyor belt in the center of the board. You have 120 seconds to do this. Also remember that the figure on the conveyor belt changes every few dozen seconds, watch carefully what elements should be collected. One of the three available tempos is activated with a single click: press the circle with the number 1, 2 or 3. To collect figures, just drag your foot or hand over them, you can also jump or hit them. When free figures of the same shape join, they obtain a derivative color resulting from their primary colors. After the collision of figures of various shapes, an explosion takes place.



CLASSIFICATION



COLORS



GEOMETRIC FIGURES



KÄSITYÖLÄISET CRAFTSMEN

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- neljä käsityöläistä ja tehtävänä on klikata oikeaa hahmoa ylhäällä näkyvän kuvavihjeen perusteella
- melko nopea saa olla!
- Esim.kenelle kuuluu kristallit, alasin tai rahapussi?

There are four representatives of different professions on the board against the background of their work buildings. Your task is to select the profession associated with the item displayed in the upper part of the screen. Activation takes place by dragging the foot over the selected craftsman, hence the movement should be decisive and precise so as not to catch the neighboring man. Wait a few seconds between successive displays of the landmark. Remember: if you look closely, you will see hidden clues. Get as many points as possible. Each wrong answer takes one chance, you can make two mistakes!



CLASSIFICATION

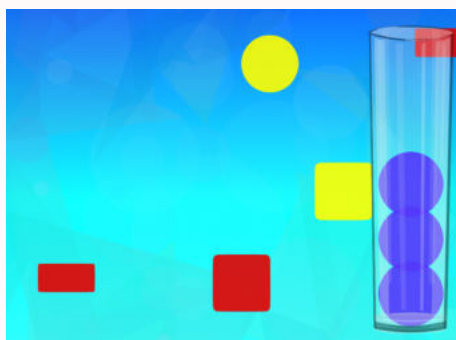


MOTOR SKILLS



VISUAL AND MOTION

COORDINATION



VÄRITETYT HAHMOT COLOURED FIGURES

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- aluksi valitaan tempo liikkuville muodoille: 1, 2, 3
- kerää lasipurkki täyteen
- ole tarkkana värin sekä muodon kanssa!

At the beginning of the game, choose the right speed - there are three speeds of the movement of figures - press the circle with the number 1, 2 or 3. The next step is to remember the shape and color of the figure to be collected - you have a few seconds for this. When the main screen is displayed, you will notice figures of different colors, shapes and sizes coming from each side - choose only those that are the same as the element shown at the beginning of the turn. To collect figures, you just need to drag your foot or hand over them, you can also jump on them or hit them. Fill the vessel on the right side of the board and try again or let others play!



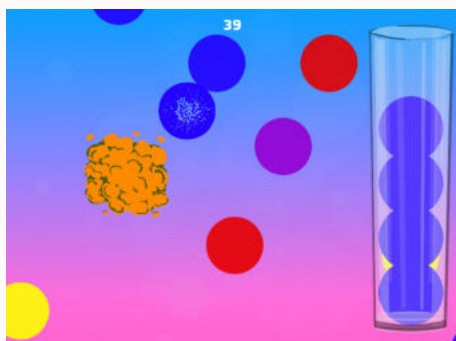
CLASSIFICATION



COLORS



GEOMETRIC FIGURES



VÄRITETYT YMPYRÄT COLOURED CIRCLES

Valikko / Sovellukset/ Hauskaa / Logiikkapelit
Menu / Applications / Fun / Logic Games

- aluksi valitaan tempo liikkuville ympyröille: 1, 2, 3
- 60 sekuntia aikaa kerätä alussa näytettyä kuvioita lasipurkkiin
- ole tarkkana värin kanssa!

A forest plunged in darkness, the sky lit up with stars, romantic music in the background - this idyll is disturbed, however, by little ghosts hiding in the shadows. The goal of the game is to clear the forest of annoying ghosts appearing around you! If you miss even one, you lose. If you can count on the support of friends in this mission, it is definitely worth using the strength of fighting in a group! Players can capture sprites only by dragging their foot or hand over them. If you fail, the specter will catch you and you will return to the main menu. To try again, from the start menu of the game activate the arrow on the brown background with a single click. The number of sprites hit appears in the top right corner of the board - your goal is to raise your score on each subsequent turn!



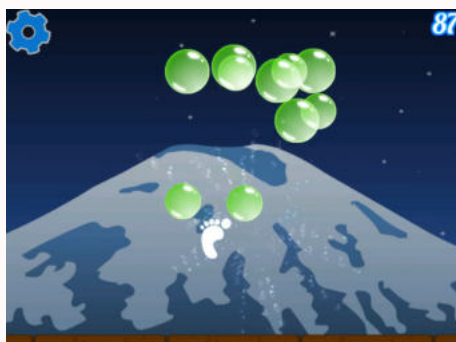
CLASSIFICATION



COLORS



GEOMETRIC FIGURES



SAIPPUAKUPLAT SOAP BUBBLES

Valikko / Sovellukset/ Hauskaa / Motoriset taidot
Menu / Applications / Fun / Motor Activity

Protect the foundations from falling bubbles, do not let them fall to the ground. Soap bubbles are destroyed when you pass over them with your foot or hand - if you hit the bubbles with a kick-like motion, you have a chance to immediately break the smaller ones that appear after a while, but if you fail, smaller bubbles will appear - here a good solution is teamwork as more and more bubbles appear. Get them all! Destroyed foundations rebuild after a few seconds. The application has several boards and difficulty levels - you will unlock them after obtaining sufficient results on the previous board. From the game menu, you can choose the board you want to play - the next boards are unlocked because you have collected five stars on the previous boards.



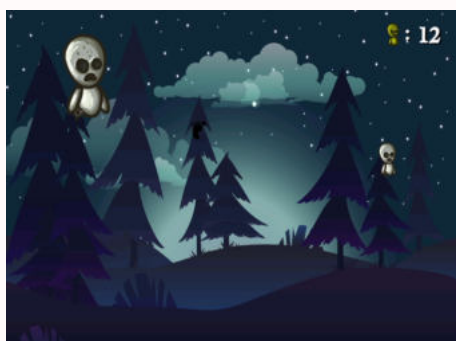
VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



HAAMUT GHOSTS

Valikko / Sovellukset/ Hauskaa / Motoriset taidot
Menu / Applications / Fun / Motor Activity

A forest plunged in darkness, the sky lit up with stars, romantic music in the background - this idyll is disturbed, however, by little ghosts hiding in the shadows. The goal of the game is to clear the forest of annoying ghosts appearing around you! If you miss even one, you lose. If you can count on the support of friends in this mission, it is definitely worth using the strength of fighting in a group! Players can capture sprites only by dragging their foot or hand over them. If you fail, the specter will catch you and you will return to the main menu. To try again, from the start menu of the game activate the arrow on the brown background with a single click. The number of sprites hit appears in the top right corner of the board - your goal is to raise your score on each subsequent turn!



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



AAVIKON AARTEET

- kerää hietikolta taikalamppuja, mutta varo skorpioneja!

TREASURES OF THE DESERT

Valikko / Sovellukset/ Hauskaa / Motoriset taidot

Menu / Applications / Fun / Motor Activity

Treasures of the desert is an atmospheric application located in a desert land, in which you can test your reflexes and hand - eye coordination. You earn points by collecting magic lamps. Lamps are collected by running a foot or hand over them. However, the desert treasures do not remain unattended - they are guarded by poisonous scorpions waiting for you to fall into their trap. You cannot touch them or stand over them, then they will catch you. They also attack in the air! You only have one life, so be careful. During the game, you may wonder what kind of desert countries you know? Do you know what animals live there and what types of plants can be found there?



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



HEDELMÄPOLKU

FRUIT PATH

Valikko / Sovellukset/ Hauskaa / Motoriset taidot

Menu / Applications / Fun / Motor Activity

"Fruit Path" is a type of game that belongs to the category of the so-called "endless runner", that is, applications during which we cannot stop even for a moment, and the game never ends. Colorful fruit is constantly flowing in our direction: pears, apples, bananas, strawberries and kiwi. The task of the players is to get them all! Dragging over or hitting a fruit will make it picked. In addition, you can collect them only at the bottom of the game screen, the top of the path remains inactive. Each collected fruit is one point - you need to collect 100 points to advance to the next level. The speed of the fruit increases with each new level, which makes the task much more difficult! Unfortunately, there are negative points for each abandoned fruit, so it's best to have fun in a group and catch them all!



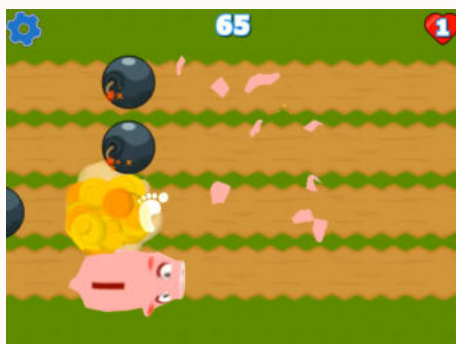
VISUAL AND MOTION
COORDINATION



REFLEX



FUN



RÄJÄHDYSTEN POLKU EXPLOSIVE PATH

Valikko / Sovellukset/ Hauskaa / Motoriset taidot
Menu / Applications / Fun / Motor Activity

With the help of this application you can train your reflexes and dexterity, which are undoubtedly important skills in the everyday life of each of us. Especially in the case of children, interactive games are a good way to train, which in addition to entertainment, provide the necessary amount of movement and encourage concentration. "Explosive Path" is an application that consists of many boards unlocked after scoring a certain number of points - therefore it does not get boring and provides fun for a long time. The goal is to collect pigs, sheep or toy cars and avoid life-taking bombs. You can collect pigs by hovering over them with your foot or hand. Jump between paths to avoid bombs and collect all bonus items; you can't miss any, otherwise you will lose a life! The gameplay is also intended for many players.



VISUAL AND MOTION
COORDINATION



REFLEX



FUN



MYRRÄMÄTÄS MOLEHILL

Valikko / Sovellukset/ Hauskaa / Motoriset taidot
Menu / Applications / Fun / Motor Activity

Lots of traffic - that's what the "Molehill" application is all about. The task of users is to catch the moles before they hide in their mink again - they are very fast! However, be careful of moles with a red helmet, they are dangerous and players receive negative points for catching them. Here, all holds are allowed: moles can be caught with hands and feet, run over them or simply jump on the board. For each additional pet caught in the same turn, you will get more and more points. In addition, those with blue helmets are additionally rewarded. One or more people can play at the same time.



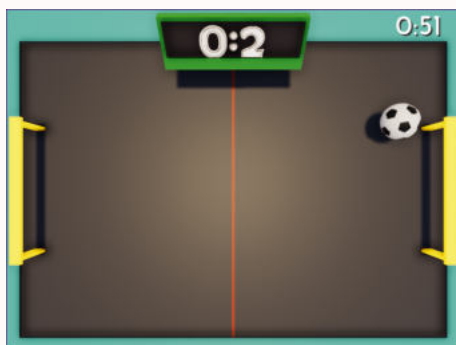
VISUAL AND MOTION
COORDINATION



REFLEX



FUN



KATUJALKAPALLO STREET FOOTBALL

Valikko / Sovellukset/ Hauskaa / Urheilu
Menu / Applications / Fun / Sport

Street football is a type of football, however, it is not played on the pitch or the eagle - only on the "street". Not one of us used to play football in the street or in the yard, because there weren't so many playing fields around. This game will help some people go back to their childhood, and young users can see what the beginnings with the sport of older friends looked like. There is a possibility for players to play a match lasting 1, 3 or 10 minutes - we choose by double clicking. The team with the most goals in the specified time frame wins. The ball reacts after hitting it with your foot, and it can also reach different speeds. Just like in reality, the movement of the ball depends on the force of the stroke and on the side from which the maneuver was made. The decision on the number of players is up to you - the most important thing is to have fun. Remember that precision is often more important than the force of the blow. After the round ends, the game will start automatically with the same timing.



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



FUN



KÖYDENVETO ROPE PULLING

Valikko / Sovellukset/ Hauskaa / Urheilu
Menu / Applications / Fun / Sport

Rope pulling is a movement game for two or four players. Players, jumping on the appearing colored circles (red and blue), drag the rope to their side. Jump speed counts, and the team that manages to move the ribbon tied in the middle of the rope to its side wins. In order to pull the rope to your side, press the colored circles appearing on the board. Speed is important because when the player on the other side presses the wheel first, the rope will be pulled a certain distance towards it and the wheel on our side will disappear.



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



FUN

- HAASTAVA PELI (elämät kuluu nopeasti)
- aluksi valitaan polulta kerättävä esine
- pommeja pitää varoa ja kerätä esineitä, mutta yksikään ei saa mennä ohi, eikä myöskään pommi räjähtää

- karkota myyrät multamaasta koskettamalla niitä
- kerää pisteitä ja saat lisää aikaa
- varo punaisia piikkikypäriä!

- aluksi valitaan pelin kesto: 1min, 3min, 10min
- eniten maaleja saanut pelaaja/joukkue voittaa
- kannattaa asennoitua hauska mielellä, pallo saattaa pomppia minne sattuu, jopa omaan maaliin :D

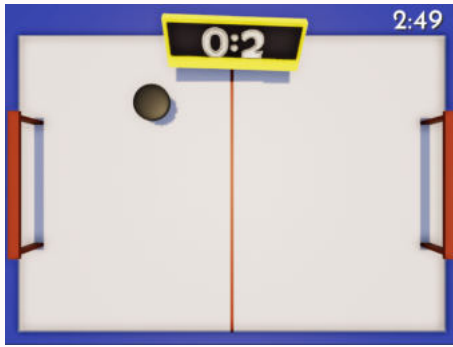
- 2-4 hlön peli
- köyttä "vedetään" painamalla nopeasti oman joukkueen värisiä palloja omalta puolelta
- nopeampi pelaaja/joukkue voittaa!

JÄÄKIEKKO

Hockey

Valikko / Sovellukset/ Hauskaa / Urheilu
Menu / Applications / Fun / Sport

- aluksi valitaan pelin kesto: 1min, 3min, 10min
- eniten maaleja saanut pelaaja/joukkue voittaa
- kannattaa asennoitua hauska miehellä, kiekko saattaa sinkoilla vähän minne sattuu, jopa omaan maaliin :D



If you've never had a chance to play hockey - it's high time to try your hand at this sport! The difference between the virtual version and the real version of this game is that in our case we will use our legs instead of the sticks to hit the puck! There is a possibility for players to play a match lasting 1, 3 or 10 minutes - we choose by double clicking. The team with the most goals within the specified time frame wins. The puck reacts after hitting it with a foot, it can also reach different speeds. Just as in reality, the movement of the puck depends on the force of the impact and on the side of the maneuver. The decision on the number of players is up to you - the most important thing is to have fun. Remember that precision is often more important than the force of the blow. After the round ends, the game will start automatically with the same timing.



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



REFLEX



FUN

PILOTETUT ESINEET

HIDDEN ITEMS

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- SUPERKIVA KAIKILLE!
- on etsittävä tiettyjä esineitä/asioita sekamelskan keskeltä
- yläreunassa näkyvät etsittävät esineet ja lkm
- voi pelata aikarajoituksen kanssa tai ilman



Can you boast of having a so-called "falcon eye"? From the entire pile of scattered items, try to find the indicated items. The items you need to select are on the bar at the top of the screen, next to the magnifying glass picture. In order for the task not to be too easy, you need to meet the time limit; the clock is located in the upper left corner of the screen. Found items should be indicated with a single click. Since the game image is large and the time is short, you can successfully play several people at the same time. By clicking on the image of the gear wheel, you can go to the settings section where you can adjust the music to your needs or return to the start screen of the application.



VISUAL AND MOTION
COORDINATION



OBSERVATION



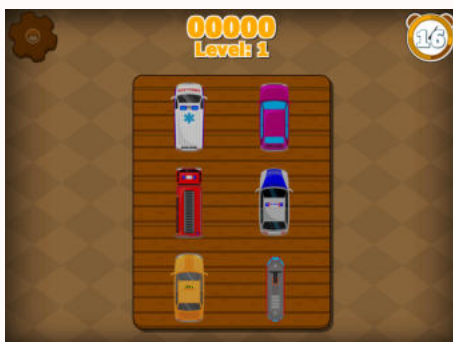
CONCENTRATION

MUISTIPELI AJONEUVOT

MEMORY VEHICLES

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- ÄÄNIIN PERUSTUVA
- joka kierroksella joku ajoneuvo tähtää ja ääntää, ja pelaajan täytyy käydä painamassa oikeaa ajoneuvoa
- seuraavalla kierroksella tulee toinen ääni "äänijonoon" mukaan ja katsotaan kuinka monta ääntä peräkkäin pelaaja/t muistaa
- vahinkoklikkaukset eivät haittaa, kunhan lopulta painelee kaikki oikein



How good is your memory? Do you have a talent for repeating certain sequences? You can test your skills here. Map the order of selecting vehicles in accordance with the code presented. One additional vehicle will be added to your sequence at each step. The user interacts with the image via the single-click mechanism - click on the vehicle you want to select and it's ready! If you make a mistake, continue where you made the mistake - the sequence you selected before will not be lost. Do as many correct repetitions as possible within the given time. The settings icon allows you to adjust the sound and exit to the main menu.



VISUAL AND MOTION
COORDINATION



MEMORY



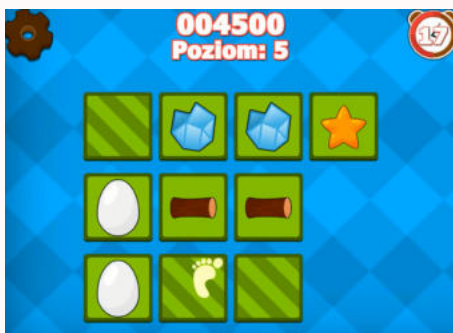
CONCENTRATION

PARIEN POIMINTA

PICKING PAIRS

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- peli etenee tasoittain, joka tasolla enemmän korttipareja
- aikarajoituksen saa pois päältä halutessaan
- pitää etsiä niin paljon pareja kuin ehtii



The Matching Couple application is a game that will provide entertainment and a challenge to every user. Within a given time, you must discover as many pairs of matching pictures as possible. Cards are revealed using the single "click" mechanism. Press the card you want to reveal - after revealing two, you will get points for correct matching or the cards will turn over again. The settings button allows you to adjust the background sounds and music. With each new board, the number of cards to be discovered increases and the time decreases. Each matched pair means extra points - improve your score and set a goal to break the record!



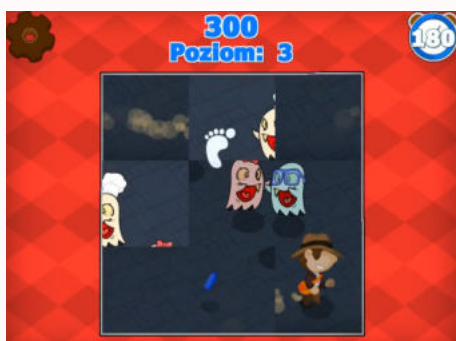
VISUAL AND MOTION
COORDINATION



LOGICAL THINKING



CONCENTRATION



TIILIPALAPELIT TILE PUZZLES

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- palat ovat menneet sekaisin ja pitäisivät järjestää oikein paikoilleen
- klikkaa kahta vierekkäistä palaa ja ne vaihtavat paikkaa
- Huom! Aikaraja! (pitkä 180s mutta kuitenkin)

The starting board shows a picture cut into 4 parts that are not in the correct places. Arrange them so that they form a coherent whole. With a single click, you should select the next two tiles that you want to switch places. After arranging the board, another one will appear, consisting of more puzzles. The difficulty level increases with each subsequent picture - perceptiveness and concentration are essential here! An additional difficulty is the time, which limits the length of a round for one board. The countdown clock is located in the top right corner of the screen. The turn ends automatically after all the puzzles have been correctly solved.



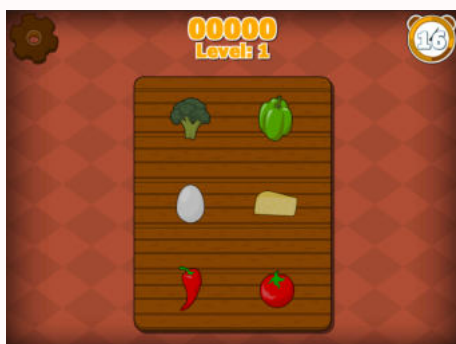
VISUAL AND MOTION
COORDINATION



OBSERVATION



MEMORY



MUISTIPELI RUOKA MEMORY FOOD

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- ÄÄNIIN PERUSTUVA (ei ruoka-aiheisia)
- joka kierroksella joku ruoka tärähtää ja ääntää, ja pelaajan täytyy käydä painamassa oikeaa ruokaa
- seuraavalla kierroksella tulee toinen ääni "äänijonoon" mukaan ja katsotaan kuinka monta ääntä peräkkäin pelaaja/t muistaa
- vahinkoklikkaukset eivät haittaa, kunhan lopulta painelee kaikki oikein

How good is your memory? Do you have a talent for repeating certain sequences? You can test your skills here. Map the order of food selection according to the code presented. One additional product will be added to your sequence at each step. The user interacts with the image through the single-click mechanism - click on the product you want to choose and it's ready! If you make a mistake, continue where you made the mistake - the sequence you selected before will not be lost. Do as many correct repetitions as possible within the given time. The settings icon allows you to adjust the sound and exit to the main menu.



VISUAL AND MOTION
COORDINATION



MEMORY



CONCENTRATION



MUISTIPELI ELÄIMET MEMORY ANIMALS

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- ÄÄNIIN PERUSTUVA (ei eläinten ääniä)
- joka kierroksella joku eläin tärähtää ja ääntää, ja pelaajan täytyy käydä painamassa oikeaa eläintä
- seuraavalla kierroksella tulee toinen ääni "äänijonoon" mukaan ja katsotaan kuinka monta ääntä peräkkäin pelaaja/t muistaa
- vahinkoklikkaukset eivät haittaa, kunhan lopulta painelee kaikki oikein

How good is your memory? Do you have a talent for repeating certain sequences? You can test your skills here. Map the order of selecting animals according to the code presented. One new pet will be added to your sequence each step. The user interacts with the image through a single-click mechanism - press the animal you want to select and it's ready! If you make a mistake, continue where you made a mistake - the sequence you selected before will not be lost. Do as many correct repetitions as possible within the given time. The settings icon allows you to adjust the sound and exit to the main menu.



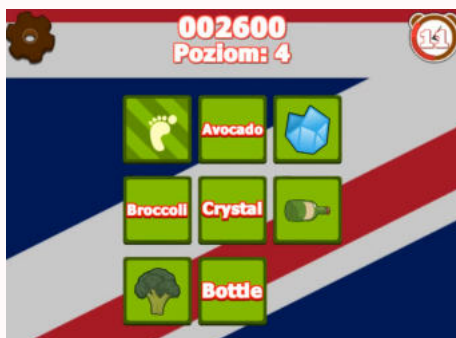
VISUAL AND MOTION
COORDINATION



MEMORY



CONCENTRATION



NIMIEN POIMINTA PICKING NAMES

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- ENGLANNIN OPETTELUUN
- sana/kuvapari - muistipeli
- aikarajoituksen saa pois päältä

The "Matched Word" application was created taking advantage of the universality of the popular Memory game - thanks to this, you will not only learn English, but also improve your memorizing ability. On each successive board you will see more and more cards to match. Cards are revealed using the single "click" mechanism. Press on the card you want to reveal - after revealing two you will get points for correct matching or the tiles will turn over again.



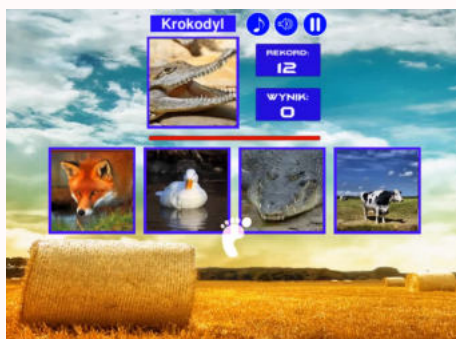
VISUAL AND MOTION
COORDINATION



LOGICAL THINKING



CONCENTRATION



TIETOKILPAILU KUVAT PICTURE QUIZ

Valikko / Sovellukset/ Hauskaa / Palapelit
Menu / Applications / Fun / Puzzles

- huoleton / helppo / vaikea - tasot
- kuvavihjeen (sekä äänen) perusteella pitää arvata mikä asia kyseessä ja klikata oikeaa vaihtoehtokuvaa

Find the correct photo of the animal from among the four proposed ones - the hint is its image and the sound it makes. You have to be on time! First, by clicking, select the difficulty level. You choose from two difficulty levels. But be careful, the second level of difficulty requires a lot of reflexes! For beginners, we recommend starting with the simple level and then trying your hand at a higher level. The desired image is selected with a single "click". Remember that you don't have much time for this!



VISUAL AND MOTION
COORDINATION



FUN



REFLEX



LAMPI POND

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- aistikokemuksia, ei aikaa/pisteitä
- voit kokeilla napata sammakon kiinni joka hyppii lumpeilla

The game screen is a wild water tank with stones and water lilies. There are points on the board invisible to players that will lead to random sound effects. Additionally, a green frog appears on the water lilies, escaping from approaching players. After jumping into the water, it appears on an additional, random leaf. Catch her again! Both the water and the frog will be high, each for the free movement of the players; Simply slide your foot or hand over the game to trigger the desired interaction.



THERAPY



REHABILITATION



SENSORICITY



JOKI RIVER

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- kerää joesta niin paljon roskaa kuin ehdit annetussa ajassa

The main goal of the game "The River" is to collect as many trash flowing with the flow of the river before the end of the game time - its counter is located in the upper right corner of the game screen. Along the current of the river, a small fish and a duck also swim, fleeing from approaching players - if you jump on them, they will run away from you. In random, hidden areas, additional sound effects are activated to stimulate children's imaginations. Rubbish in the river should be collected using the single click mechanism. Additionally, every little movement will cause water disturbances in the river and special sound effects. Help us clean the environment of garbage!



NATURE



REHABILITATION



SENSORICITY



MERI SEA

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- aistikokemuksia, ei aikaa/pisteitä

The main game board shows a shallow sea view near the shore. During the game, while moving around the active area of the water surface, any of your activities will trigger interaction with water, causing its disturbance and appropriate sound effects. A small orange fish will behave in a similar way - it will run away as soon as it detects any movement in its close vicinity! But be careful not to climb onto the sea urchin! In addition, when users are moving, various sound effects are triggered when the hidden areas are activated.



THERAPY



REHABILITATION



SENSORICITY



TÄHDET STARS

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- aistikokemuksia, ei aikaa/pisteitä
- tähdet himmenevät/kirkastuvat askelten perusteella, mutta eivät kovin selkeästi

One of the sensory games we offer, supporting the development of a child's senses and enhancing the response to stimuli. The leitmotif is the sky covered with stars that pulsate at a variable pace. The stars become brighter when we activate them with motion, otherwise they fade out after a while. Drag your foot or hands vigorously over the fading stars to illuminate them. In search of hidden sound points, you need to move across the board! One of these points will activate the comet's flight. A relaxing lullaby heard in the background soothes and relaxes application users.



SENSORICITY



THERAPY



REHABILITATION



MYRSKY STORM

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- aistikokemuksia, ei aikaa/pisteitä
- klikkaile "myrsky"pilvet pois ja paljasta alla näkyvä metsä pilvien alta
- kapulasta voi säätää pilvien "nopeutta" sivunuolinäppäimillä

Chase away all the storm clouds! The storm clouds ebb away as a result of any movement in their area - you can run over them, jump over them, or scatter them by waving your hands over them. The rate of their arrivals is controlled by the left/right arrows on the included remote control. This sensory application enhances children's reaction to stimuli, develops their senses and provides new experiences and sensations.



SENSORICITY



THERAPY



REHABILITATION



PILVET CLOUDS

Valikko / Sovellukset/ Hauskaa / Luonnonvoimat
Menu / Applications / Fun / Elements

- aistikokemuksia, ei aikaa/pisteitä

Moving on the active board, the effect of spreading clouds is triggered - clear the sky of clouds and try to spot birds flying under them. Clouds run away as a result of any movement in their area - you can run on them, jump or chase them away by waving your hands or any props over them. The rate of their arrivals is controlled by the left / right arrows on the included remote control. Additionally, while moving around the game screen, hidden sound points are activated, which randomly change their position. The background music of the application is a relaxing melody, calming and relaxing the users of the game.



SENSORICITY



THERAPY



REHABILITATION



PARADISE SANDS*

Menu / Applications / Fun / Elements

The main game board shows a shallow sea view with Paradise Sand on the bottom. During the game, while moving around the active area of the water surface, any of your activities will trigger interaction with water, causing its disturbance and appropriate sound effects. A small orange fish will behave in a similar way - it will run away as soon as it detects any movement in its close vicinity! But be careful not to climb onto the sea urchin! In addition, when users are moving, various sound effects are triggered when the hidden areas are activated.



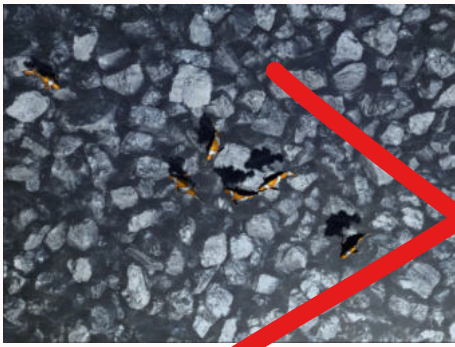
THERAPY



REHABILITATION



SENSORICITY



Cliffs*

Menu / Applications / Fun / Elements

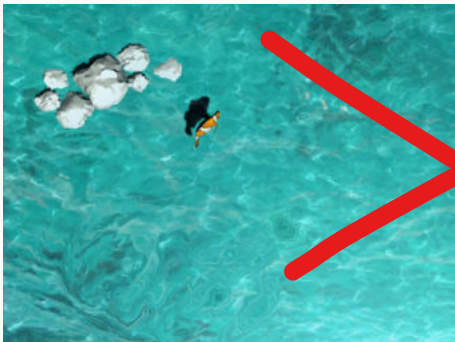
The main game board shows a shallow water view with cliffs below it. During the game, while moving around the area of the active water surface, any of your activities will trigger interaction with water, causing its disturbance and appropriate sound effects. Watch out for the fish - when you step on them, they will run away! In addition, when users are moving, various sound effects are triggered when the hidden areas are activated. To activate the water movement or sound effects, just go to the interactive background and that's it!



THUNDERBOLTS*

Menu / Applications / Fun / Elements

Touch the screen anywhere to see the amazing effect and experience both visual and auditory sensations! Lightning bolts activate when moving in their vicinity. Can you play this game for more than a few seconds? Are you fearless? This sensory application enhances children's reaction to stimuli, develops their senses and provides new sensations and sensations.



LAGOON*

Menu / Applications / Fun / Elements

The main game board shows a view of a shallow lagoon near the shore. During the game, while moving around the active area of the water surface, any of your activities will trigger interaction with water, causing its disturbance and appropriate sound effects. A small orange fish will behave in a similar way - it will run away as soon as it detects any movement in its close vicinity! In addition, when users are moving, various sound effects are triggered when the hidden areas are activated. To activate the water movement or sound effects, just go to the interactive background and that's it!



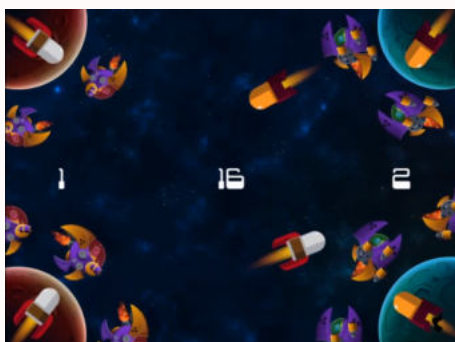
ASTEROIDIT ASTEROIDS

Valikko / Sovellukset / Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- 2-4 hlöä
- aluksi valitaan asteroidien ampumismäärä: 10, 20, 50
- ammutaan oman puolen raketeilla asteroideja
- kumpi saavuttaa halutun lkm ensin, voittaa
- Huom! Toisen kulman raketit eivät ota kosketusta kunnolla, pitää jaksaa tsempata pomppimaan, koskemaan kädellä tms. ja sitten voi toimia (välillä pelkkään liekkiin koskeminen ottaa, välillä ei mikään)

When traveling through space, the crews unexpectedly encountered the asteroid belt. Further travel is possible only when the cosmonauts get rid of the drifting elements. It is not easy because there are so many asteroids! Help the crew members get out of this difficult situation unscathed. The application is designed for two teams of players. The teams' score is displayed on the right and left, with the number of points required to win in the center of the screen. Rockets at the corners of the screen help you organize the universe and neutralize asteroids. To launch a rocket, you need to press on it with your hand or foot. The direction of the rocket launch depends on the angle of the rocket, the rocket speed on a given difficulty level is constant.





RAKETIT ROCKETS

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- 2-4 hlää
- aluksi valitaan ammuttavien avaruusaluksien nopeus: >, >> tai >>> (pelin vaikeustaso)
- ammutaan oman puolen raketeilla toisen puolen raketteja kiertäviä avaruusaluksia
- oranssit raketit ampuvat siis valkoisia raketteja kiertäviä aluksia (eivät räjäytä muita), ja toisinpäin
- kumpi ampuu toisen alukset ensin, voittaa

Space wars have made their way to FlySky as well! Two teams stand against each other to destroy their bases and spaceships. The rockets are located in the corners of the screen, but the accuracy is determined - in addition to reflexes - also by the angle of position. The application is adapted to the simultaneous play of two or four players, divided into teams. The task of the application users is to hit enemy spaceships moving around the base. There are 3 numbers on the screen - the middle number shows the number of points required to win, while the left and right numbers show the teams' points. To launch a rocket, press on it with your hand or foot. The missile can destroy not only the enemy ship, but also the enemy rocket. Thanks to this, in addition to attacking the enemy, you can defend ships located at our base.



VISUAL AND MOTION
COORDINATION



CHILD DEVELOPMENT

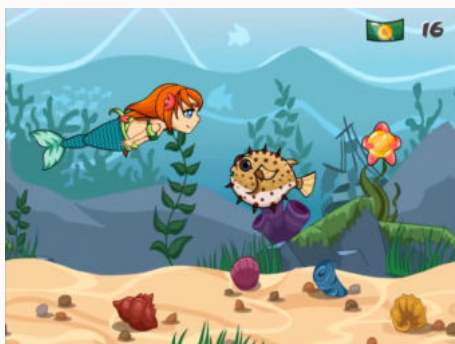


MOTOR SKILLS

MERENNEITO MERMAID

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- Yllättävän hankala!
- Ohjaa Arielia uimaan ja älä osu pallokaloihin, rapuihin tai meduusoihin
- Merihevoset ja meritähdet ovat "ystäviä" pelissä



VISUAL AND MOTION
COORDINATION



CHILD DEVELOPMENT



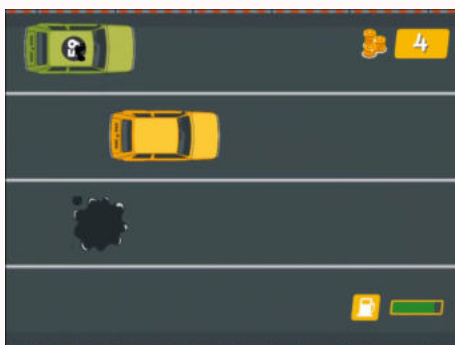
MOTOR SKILLS

AUTOKILPAILU

RACING

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- Harmillisen hankala (loppuu virheistä nopeasti)
- varo muita autoja ja öljyläikkiä
- kerää kolikoita



VISUAL AND MOTION
COORDINATION



CHILD DEVELOPMENT



MOTOR SKILLS

PILOTETUT AARTEET HIDDEN TREASURES

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- valitse löydettävien aarteiden määrä: 10, 20 tai 30, joka on itse asiassa 10=40, 20=80 ja 30=120, sillä jokaista neljää eri aarretta tulee löytää tuo kpl-määrä
- "kaiva" siis hiekkaa eli heiluta kättä tai jalkaa monta kertaa aarteen yllä ja lopulta saat sen kerättyä = esine häviää
- saat aplodeja kun saat kerättyä tarpeeksi kutakin aarretta
- tuntuu peliltä joka ei lopu, joten aikuinen voi lopettaa mielensä mukaan hyvään kohtaan :)

Take on the role of a treasure hunter and get as many objects buried in the ground as possible! The application allows two, three or four players to play simultaneously. When choosing treasures such as coins, diamonds, hearts or stars, players look for those that interest them. The first to collect the specified number of treasures wins. There are three levels of difficulty, differing in the amount of treasures needed to win. Initially, the board is empty, the movement of the hand or foot will allow you to gradually discover the desired riches. When the outline of an item appears, we have the option of extracting the item through vigorous movements.



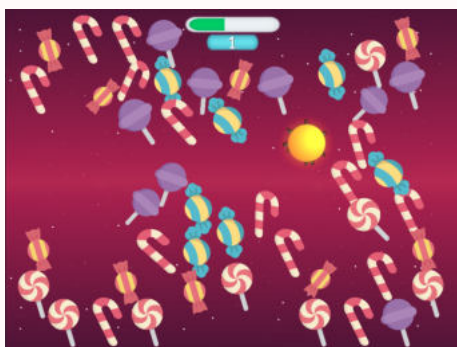
VISUAL AND MOTION
COORDINATION



FUN



CONCENTRATION



MAKEISET SWEETMEATS

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- seikkaile herkkukentillä ja etene tasolta toiselle, kerää 100 herkkua ja etenet seuraavalle tasolle
- mutta varo keltaista "pommia", siihen koskemalla tulee miinuspisteitä
- visuaalisesti hieno, mutta suht haastava edetä tasoissa (pommi on nopea liikkeissään) ja miinuspisteistä joutuu myös edellisille tasolle

Let's move! Score points by catching cookies coming from all sides of the board - don't let any of them touch the yellow bomb, because you will lose single points, and if you touch it yourself, you will lose all the points you have earned so far! Each time you pass your hand or foot over the cookies, points will be added or subtracted to your score. Jumping, walking, crawling - all movement methods are allowed! After reaching a higher level, the speed of the appearing cookies and yellow bomb will increase, and getting the next one will become a bit more difficult. Fun in a group will definitely work here.



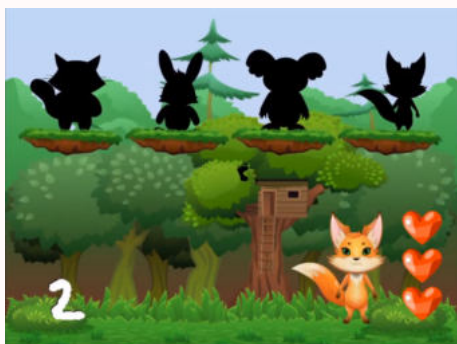
VISUAL AND MOTION
COORDINATION



CLASSIFICATION



MOTOR SKILLS



ÄÄRIVIIVAT CONTOURS

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- aluksi valitse vaikeustaso: 4, 8 tai 12 (tunnistettavien eläinten varjojen määrä ja yksityiskohtaisuus)
- oikealla alhaalla näkyy eläin, jonka oikea varjo pitää valita ylhäältä
- valitse koskemalla multakumpareita, ei eläintä
- 3 elämää: väärästä valinnasta lähtee yksi sydän
- vasemmalla alhaalla näkyy oikein vastausten lkm

There are little animals hiding on the drifting islands - only their shadows are visible. Your task is to match the shadow to the animal. You can only go wrong twice. You get a point for each correct answer. The number of correctly indicated animals is shown in the lower left corner. When the number of hearts in the lower right corner drops to zero - the game is over. You can choose from three difficulty levels, which differ in the number of scrambled contours and their accuracy. The selection of the correct contour is done by pressing on it with your hand or foot. Try to guess all the pets!



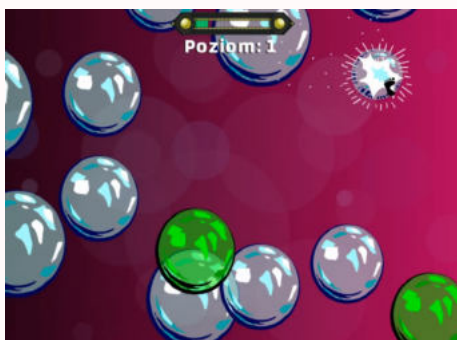
CLASSIFICATION



LEARNING ANIMALS



CONCENTRATION



KUPLAT BUBBLES

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- YKSI PARHAISTA SOVELLUKSISTA!
- Poksauta kuplia ja etene tasoissa (100 kuplaa/taso)
- osumalla vihreisiin limakupliin saat miinuspisteitä (mutta ei paljoa, joten peli etenee vaikka vihreisiin kupliin osuikin)
- > ja limakuplat ovat lasten ehdoton lemppari, joten mieli tarkkaan säännöt aluksi, saako koskea vai ei :D

This movement app is intended for users of all ages. Soap bubbles of different surfaces affect the displayed screen on each side - the task of the children is to collect them as much as possible. However, watch out for poison green bubbles! They take a certain amount of points from you every time they break. Bubbles burst at the slightest movement of players - jumping, clicking, catching; all activities are allowed! The length of the green bar tells you how much points you still need to reach the next level. The point status will be displayed for a few seconds when you click on the level bar at the top of the screen. Collect as many points as possible and break the record!



VISUAL AND MOTION
COORDINATION



FUN



REFLEX



METSÄN KUKAT FOREST FLOWERS

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- Kiva mutta haastava edetä!
- Poimi kukkia mutta varo punaisia!
- Etenee 100 kukkaa /taso, mutta vaatii keskittymistä, että ei osu punaisiin (välillä niitä tulee paljon ja nopeasti)
- mutta mahdollisuus kehittyä ja nähdä "oppiminen", jos lapset tästä sovelluksesta innostuu! :)

Reflexes count here! Collect all the bright flowers before they disappear over the edge of the forest and break the record by reaching the highest level. All you have to do is drag your foot or hand over the flower you want to collect. Your every move will be registered, so you have to be especially careful about the red flowers - you lose points because of them! They can appear on the screen very quickly! Also remember that as the level increases, the speed of the flowers increases, which means even more fun. You can check the number of points scored in a given level by clicking on the bar in the upper part of the game board.



VISUAL AND MOTION
COORDINATION



MOTOR SKILLS



CLASSIFICATION



PAPERIT PAPERS

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- ei aikaa, ei pisteitä
- aikuinen voi ohjata pelin: esim. saako joku potkittua paperit kokonaan pois omalta alueelta 2 minuutissa, jne.
- paperit liikkuvat kuin tuulessa kun niihin kosketaan

By moving your hand or foot on the active board, the paper-pushing effect is created. Can you get them all off the board? You can push the papers as a group, and the winner is the person who gets rid of all the papers on his part of the screen within the time you set. The game can have a calming effect and at the same time influence stimuli, develop the senses and provide new experiences.



THERAPY



REHABILITATION



SENSORICITY



SNOWFLAKES

Valikko / Sovellukset/ Hauskaa / Seikkailu
Menu / Applications / Fun / Fun

- Kiva mutta haastava edetä!
- Kerää lumihuutaleita mutta varo keltaisia!
- Etenee 100 huutaletta /taso, mutta vaatii keskittymistä, että ei osu keltaisiin (välillä niitä tulee paljon ja nopeasti)
- mutta mahdollisuus kehittyä ja nähdä "oppiminen", jos lapset tästä sovelluksesta innostuu! :)

Let's move! Score points by catching white snowflakes flowing from all sides of the board - don't let any of them escape, otherwise your score will drop. Also, try to avoid yellow snowflakes - you will lose some points each time you run into them. Each time you swipe your hand or foot over the snowflake, points will be added or subtracted to your score. Jumping, walking, crawling - all movement methods are allowed! As you reach a higher level, the speed of the snowflakes will increase and getting the next one will become a little more difficult. Here it will definitely be fun in a group.



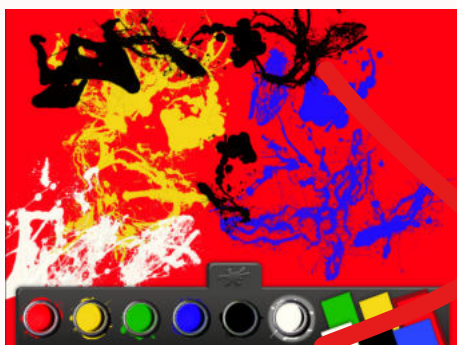
MOTOR SKILLS



CLASSIFICATION



VISUAL AND MOTION
COORDINATION



ACTION PAINTING*

Menu / Applications / Fun / Active Boards

Take on the role of an artist and express your emotions with paints on black canvas. There are five colors available. The paints create spots of various sizes on the screen. To select a color, click on it with your foot or hand and then click on the screen in the places where you want to place the stain.



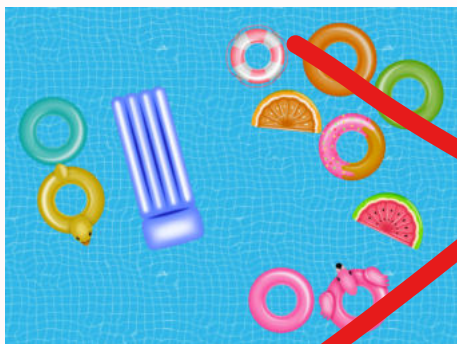
CREATIVITY



FUN



COLORS



POOL*

Menu / Applications / Fun / Active Boards

You're swimming? Our interactive pool has mattresses in a variety of shapes and colors. Try to lie on them or touch them, they will immediately float the other way! You can move the mattresses with your arm or leg by sliding or clicking over them. This sensory game influences the child's stimuli, develops the senses and provides new experiences.



THERAPY



REHABILITATION



SENSORICITY



Leaves*

Menu / Applications / Fun / Active Boards

By moving your hand or foot on the active board, the effect of pushing back the colorful autumn leaves is triggered. Can you get them all off the board? You can push leaves as a group, and the winner is the person who gets rid of all the leaves on the board within the time you set. The game can have a calming effect and at the same time influence stimuli, develop the senses and provide new experiences.



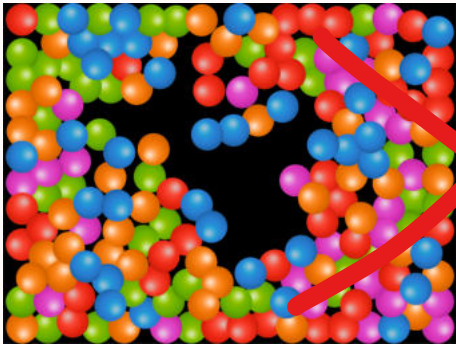
THERAPY



REHABILITATION



SENSORICITY



BALL PIT*

Menu / Applications / Fun / Active Boards

Fall into the screen filled with colored balls and try to get out of them! The application is an interactive board from the "Papers" and "Flowers" series, which consists of removing elements from the screen, but this time it is difficult because the balls are round and bounce off each other! You can influence the movement of the balls by moving your hand or foot over them or by clicking on the screen. How many colors of the balls do you see? This sensory game influences the child's stimuli, develops the senses and provides new experiences.



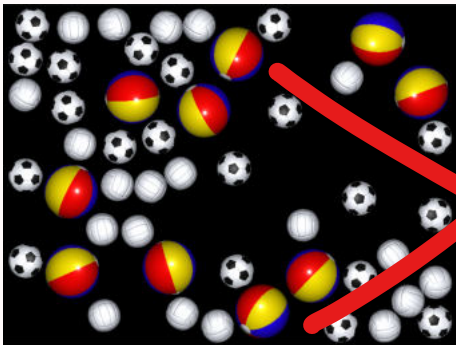
THERAPY



REHABILITATION



SENSORICITY



BALLS*

Menu / Applications / Fun / Active Boards

Fall into a screen filled with different balls and try to get out of them! The application is an interactive board from the "Papers" and "Flowers" series, which consists of removing elements from the screen, but this time it is difficult because the balls are round and bounce off each other! You can influence the movement of the balls by moving your hand or foot over them or by clicking on the screen. Do you know what sports all balls are related to? This sensory game influences the child's stimuli, develops the senses and provides new experiences.



THERAPY



REHABILITATION



SENSORICITY



FLOWER CHILDREN*

Menu / Applications / Fun / Active Boards

By moving your hand or foot on the active board, the effect of repelling colorful flowers is created. Will you be able to sweep them all off the board? You can push the flowers away as a group, and the winner is the one who gets rid of all the flowers on the board within the time you set. The game can have a calming effect and at the same time influence stimuli, develop the senses and provide new experiences.



THERAPY



REHABILITATION



SENSORICITY