FAVORITE WAY OF LEARNING

ACTIVE FLOOR

Jump 'n' Learn

LEARN

THE MOST NATURAL WAY OF USING THE ENTIRE BODY

PLAY

OUR BRAIN'S FAVOURITE WAY OF LEARNING

MOVE

THE WAY TO CREATE BETTER LEARNING

ACTIVE FLOOR

Jump 'n' Learn

’PLAY’ - OUR BRAIN’S **FAVORITE WAY OF LEARNING**

ActiveFloors universe combines play and movement with learning. As the children navigate in and play various activity and learning games on the interactive floor, by using their feet.

Play is children’s (and the brain’s) preferred learning tool, so why not use play as a part of teaching? ActiveFloor provides schools, nursery schools, after-school care facilities, libraries and hospitals with new ways of furthering educational, social and motor development in a fun way.
Provide the children with the opportunity to learn in a way that is the most natural for them - by using their whole body.

ActiveFloor helps furthering social skills, improving teamwork, forming a creative learning environment, and in addition to all that, it is SO MUCH FUN!

Now, at ActiveFloor we say; “Let’s move!”

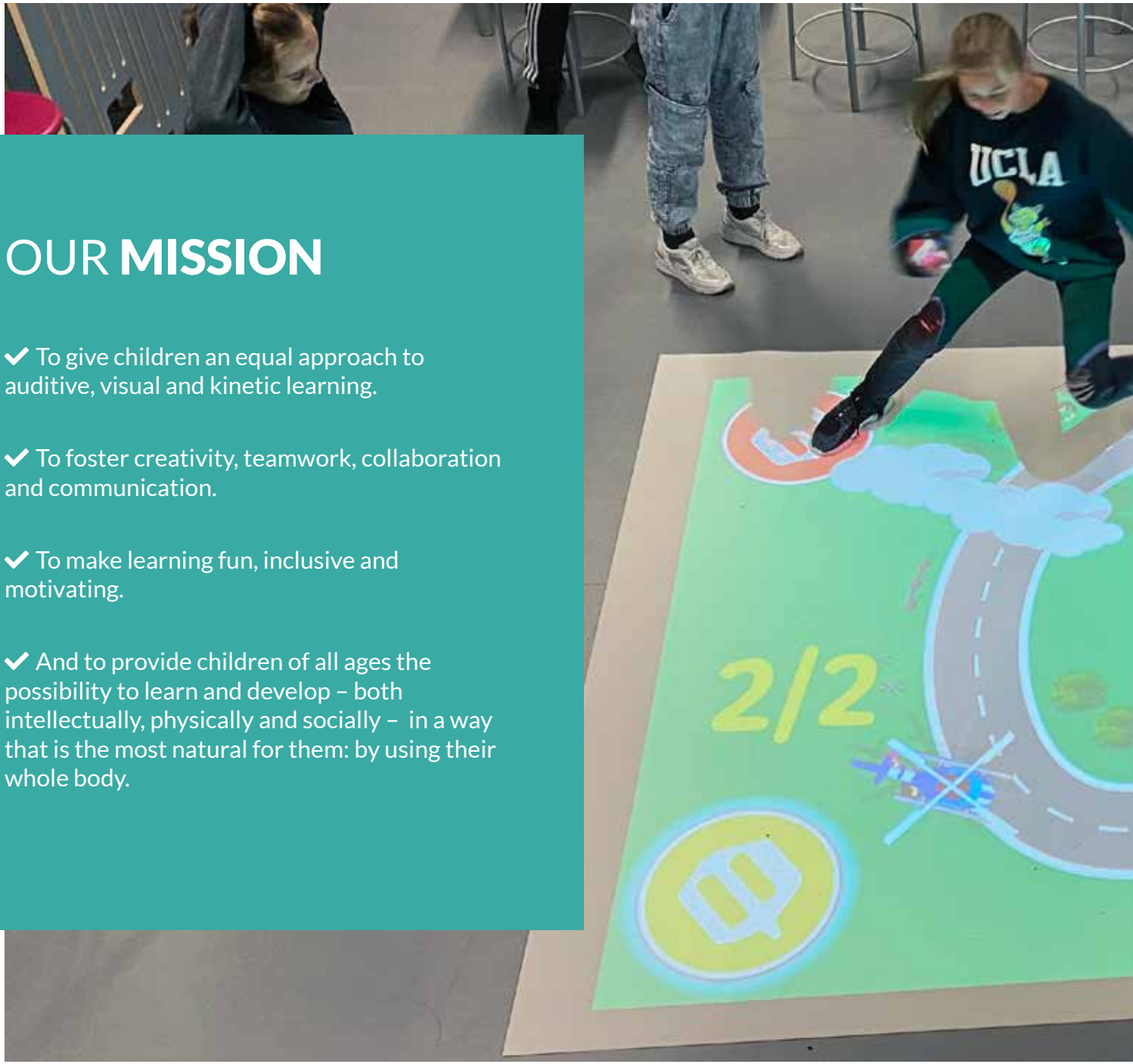
OUR **MISSION**

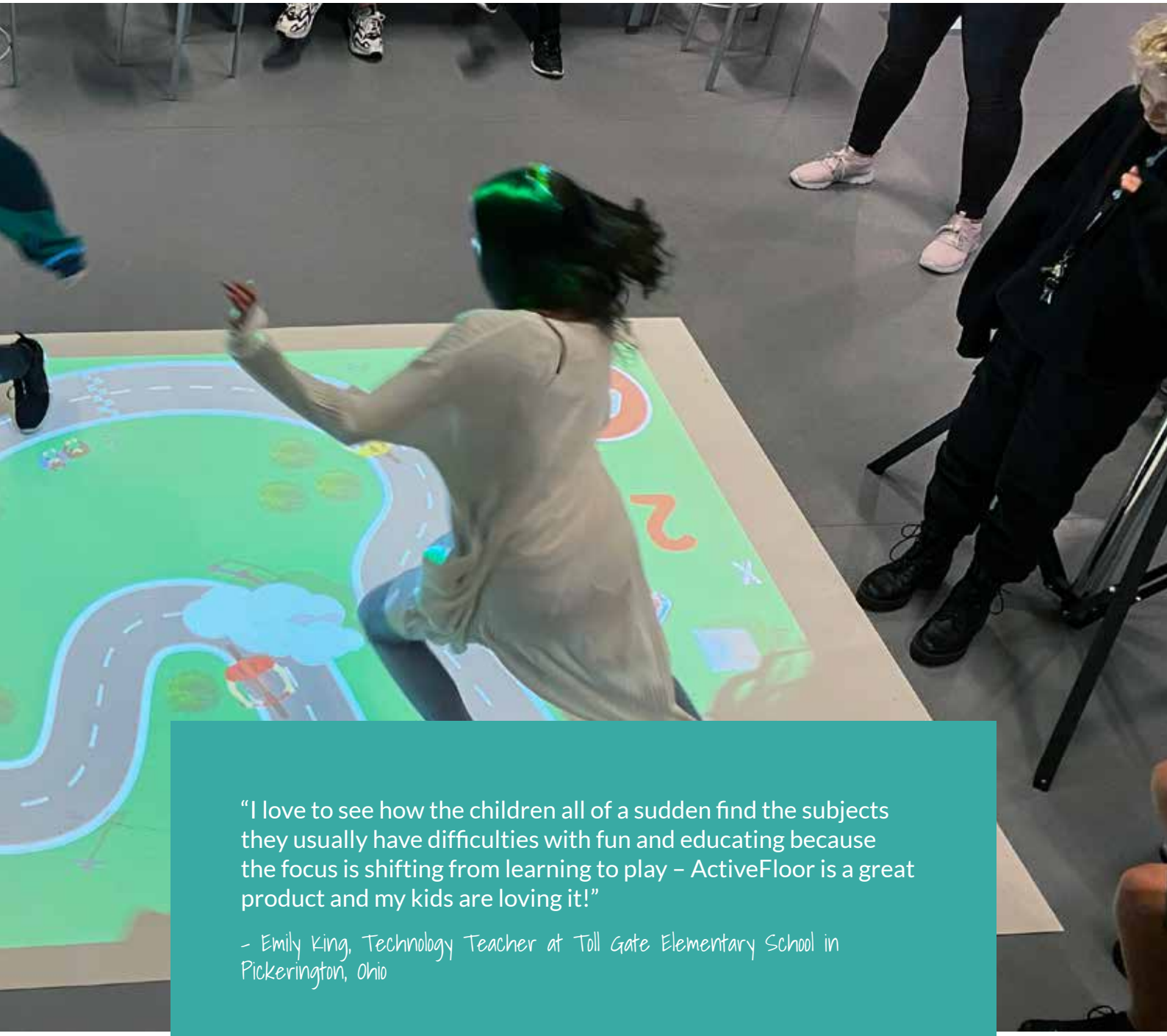
✔ To give children an equal approach to auditive, visual and kinetic learning.

✔ To foster creativity, teamwork, collaboration and communication.

✔ To make learning fun, inclusive and motivating.

✔ And to provide children of all ages the possibility to learn and develop – both intellectually, physically and socially – in a way that is the most natural for them: by using their whole body.





"I love to see how the children all of a sudden find the subjects they usually have difficulties with fun and educating because the focus is shifting from learning to play – ActiveFloor is a great product and my kids are loving it!"

– Emily King, Technology Teacher at Toll Gate Elementary School in Pickerington, Ohio

THIS IS HOW ACTIVEFLOOR WORKS

ActiveFloor consists of three main elements:

#1

Our online game library and game creator platform called MyFloor.

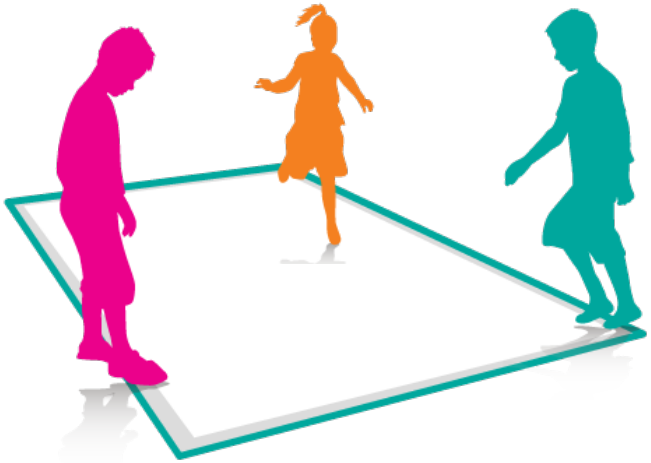
#2

A ceiling mounted installation box with a projector, a computer and a motion-detecting camera that turns the floor or wall projection into a touchscreen that can detect multiple objects.

#3

The interactive playing area at the floor, where you combine play and movement by playing games while using your feet. This is where all the magic happens.

ALL THE HARDWARE YOU NEED IN A HANDY BOX



COMBINE PLAY AND MOVEMENT WITH LEARNING

THIS IS OUR **ACTIVEFLOOR HARDWARE**

ActiveFloor has developed various types of interactive solutions, all of which encourage movement and challenge you to a new way of learning.

THE STANDARD MODEL THAT COMES IN VARIOUS TYPES OF MODELS TO FIT DIFFERENT NEEDS

THE CEILING MOUNTED MODEL THAT CREATES AN INTERACTIVE WALL

THE MOBILE MODEL THAT'S EASY TO MOVE FROM SPACE TO SPACE

NOW **EVERYBODY CAN** CREATE LEARNING GAMES

In a matter just a few minutes you can create your very own interactive learning games. With a login to ActiveFloor's Online Platform, you can develop games by use of any mobile device or computer. You decide in which game universe your content is made, and which subject, theme and age group it is tailored to.

In addition to the fact that you can make your own games, you can also play a great number of already existing learning games that have been made in collaboration with teachers and pedagogues, which is aimed at various age groups, learning targets and themes.

"The great thing about ActiveFloor is that everybody gets a chance to show that they are good at something. Some are good at solving equations, others have a great memory, and everyone (especially boys) loves to compete"

- Jesper, Mathematics teacher & educational developer

ONE GAME-TEMPLATE **A BILLION COMBINATIONS**

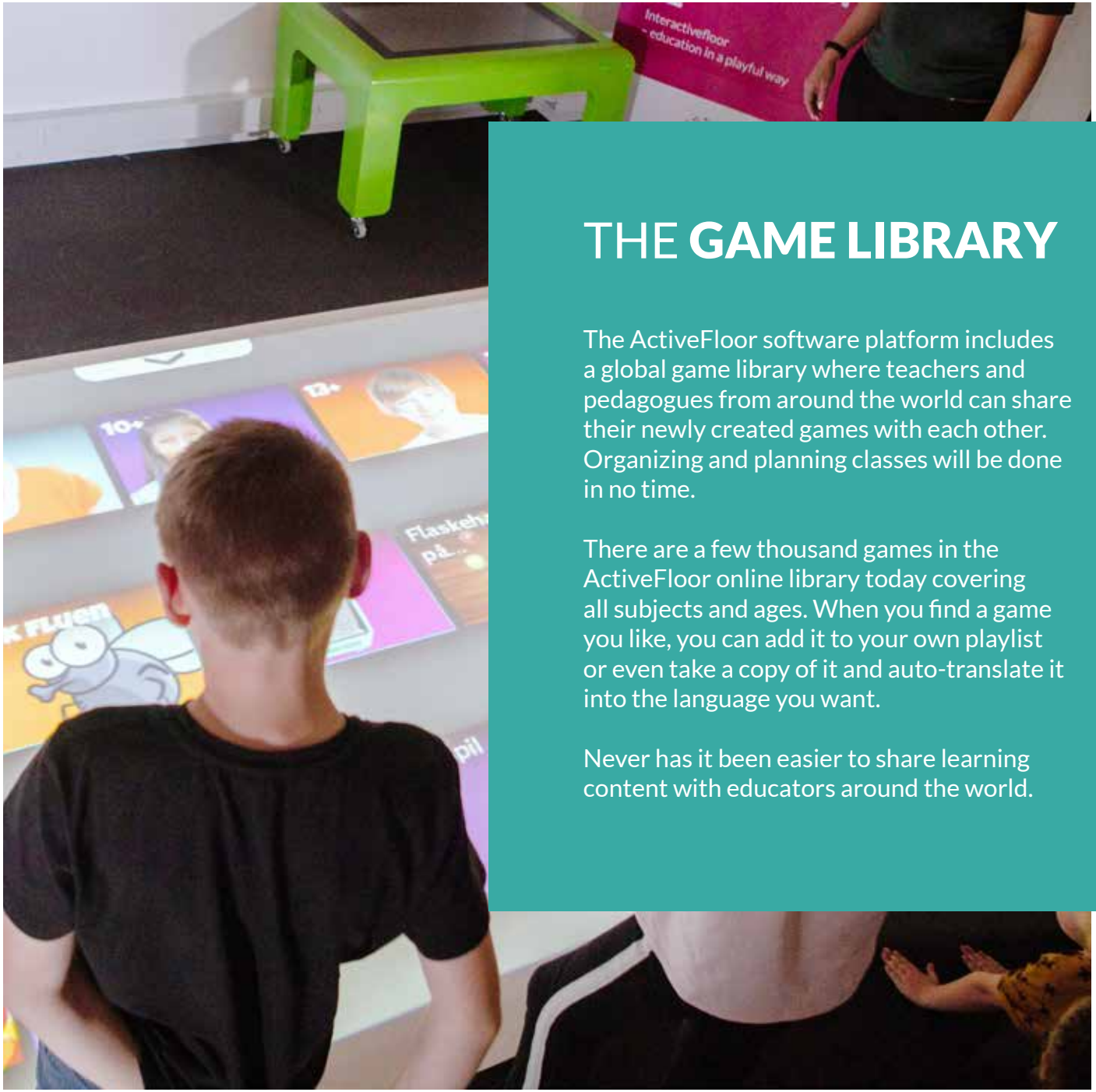
Do you teach maths, English or science? Well, you decide the content and the degree of difficulty that suit you. In every game template you can easily add your own texts, pictures, sounds and videos.

You can also change the 'skin' of the game template. When using a skin, the appearance of the game template changes, but not the functions available within the game. This will make your games even more personal and relevant.

ActiveFloor publishes new game templates regularly so together we create the best educational learning games. We provide the base template, and you add the content to create a new game.

DIFFERENT SKINS

MULTIPLE SUBJECTS



THE **GAME LIBRARY**

The ActiveFloor software platform includes a global game library where teachers and pedagogues from around the world can share their newly created games with each other. Organizing and planning classes will be done in no time.

There are a few thousand games in the ActiveFloor online library today covering all subjects and ages. When you find a game you like, you can add it to your own playlist or even take a copy of it and auto-translate it into the language you want.

Never has it been easier to share learning content with educators around the world.

EVERYTHING YOU GET IN OUR SOFTWARE AND SERVICE PACKAGE

All hardware
solution comes with a projector kit, a vinyl floor, computer, speakers – basically, everything that you need to get your ActiveFloor 'in game'.

Service & Support
ActiveFloor license comes with free support and service: we are always just a phone call away and ready to help if any problem arises.

Software & License
software has a unique license so your users can access your installation, your games and if you want to create your very own game and learning content.

Continuous updates
You will receive all new updates, new games and improvements at no extra costs, during your license period.

A big game library
You will be connected to a game library where, in collaboration with teachers, we will continuously release game content tailored to age groups, learning targets and mes – in this way, you will always be able to find games that are ready to go.

UCLA

GET **STARTED** RIGHT AWAY!

Contact us today and let's start the fun ActiveFloor journey - you will love it that's for sure.

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