



onevo floor

- higher image resolution
- 100 games supplied with the device
- specialised resources
- new applications developed continuously
- methodological materials for selected packages
- Tronic - brand hero



Discover the most advanced interactive floor on the market!

The image displayed on the floor creates a virtual "interactive floor" on which preschool- and school-aged children can experience **great adventures**, from physical games and activities to **cognitive education in all areas of knowledge**. Teachers, when choosing to work with the interactive **The onEVO Floor**, receive substantive and didactic support in the form of a methodological package that **meets the requirements of the core curriculum**.

The functionality of **The onEVO Floor** facilitates a wide range of applications in any room on a light and uniform base. Pupils take part in the game **by moving their arms or legs**. The size of the displayed image depends on the height at which the device is mounted above the floor and is similar to a rectangle measuring 2x3 meters. An advantage of this educational aid is that it is extremely **easy to use** with only a remote control - it is operated in a similar way to a household TV set.

The onEVO Floor was designed by Polish engineers and is manufactured in Poland. By buying **The onEVO Floor** you support the Polish electronics industry..



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use Funtronic products



BROAD SPECTRUM OF APPLICATIONS
in education and rehabilitation



INTERACTIVE PLATFORM
to download the newest games and applications



APPLICATION ADJUSTMENT
according to individual needs of facilities









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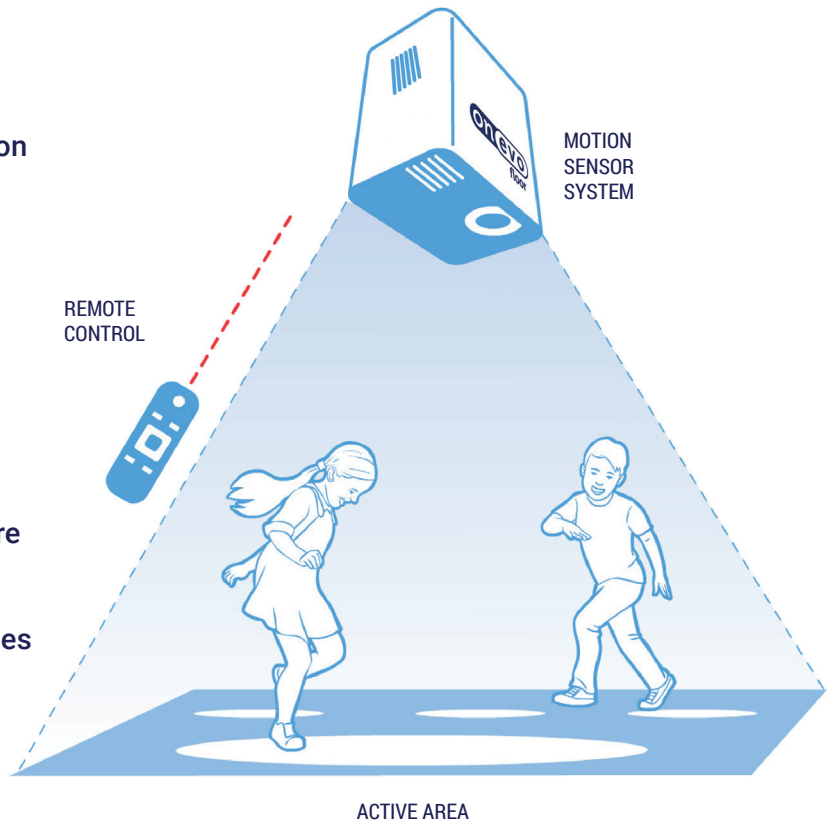
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-  develops gross motor skills through a variety of physical exercises
-  has a positive impact on interactions between children and prevents alienation
-  a great way to organise time at day care centres and during breaks
-  combines fun with learning by using gamification elements
-  has a positive effect on pupils' concentration
-  supports implementation of the ICT core curriculum
-  features a package of educational games and activities for nursery schools and primary schools (grade I-VIII) aligned with the core curriculum
-  shapes the habit of repetition



Every device purchased comes with 100 games from the EVO area. In addition, you can purchase more than 200 games from the EDU and REV areas by ordering packages which can be freely put together, depending on the needs of the facility and the age of the children.



In the **EVO area**, we have included a basic package of 100 games which entertain and teach pupils in a natural and child-friendly way. Every device purchased features this basic package. It can be used for educational activities, gymnastics or speech therapy, learning a foreign language or just for fun. The EVO package is designed for day cares, nursery schools, grades 1 to 3 of primary school, playrooms and other places where children or whole families spend their time.



The **EDU area** consists of over 130 educational games divided into packages such as Edu Quizzes (including interesting quizzes in mathematics, nature, Polish language, history, music, art, physics, chemistry, biology, geography and English), Edu Pre-School, Funcoding, Photon, English, Experiments and even Cycling Licence. The games support the process of learning through movement at every stage of education, from nursery to secondary school. The methodology used in the games is consistent with the current core curriculum, and various support materials for the classes are included in the packages.



The **REV area** contains specialised packages designed to support therapy, revalidation and equalisation of opportunities in school. More than 88 games are available, divided into packages: REV, Magic of Movement (Autistic spectrum), Executive Functions and Early Reading. For therapeutic purposes, the games included in this package feature clearer colours, uniform and bright backgrounds and a reduced number of objects moving on the board. In addition, all active elements are larger and the game dynamics are slower. This means that the games are easy to play and make an excellent tool used as part of therapy for children with special needs.

