



ACTIVE FLOOR
Jump 'n' Learn



INTERACTIVE ENVIRONMENTS

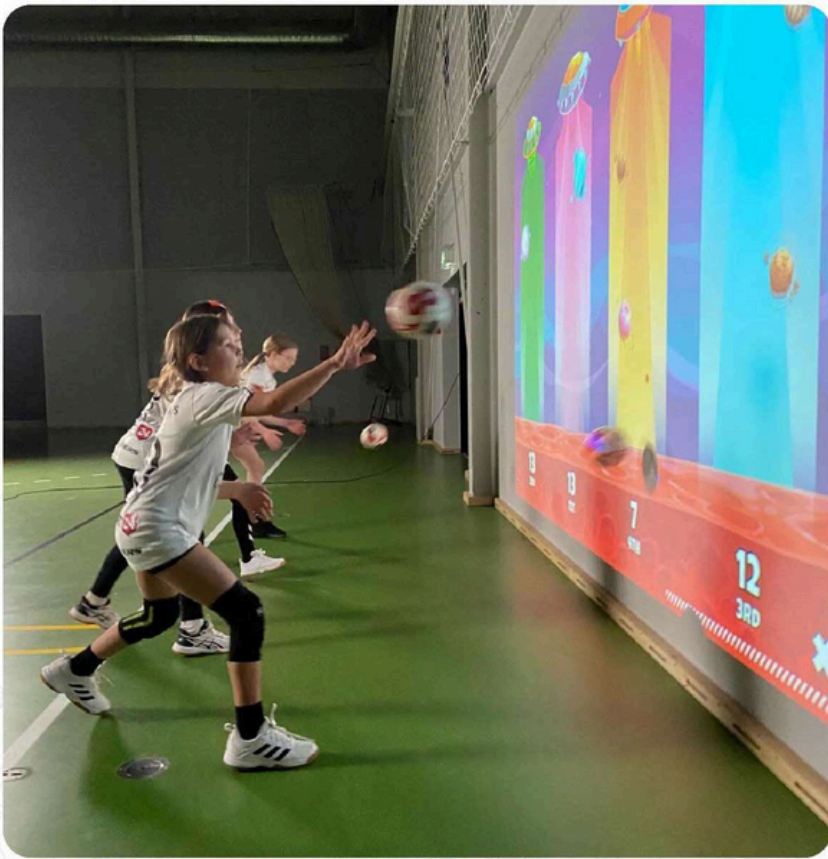
ActiveFloor started by creating an Interactive Floor solution but quickly expanded and developed a range of models to ensuring the perfect floor experience for any space, regardless of ceiling height, floor size, and room lighting.

Today, we not only provide interactive floor solutions but also offer interactive walls and tables, to deliver an educational and activity tool that revolutionize any learning environment and beyond.

FLOOR

The original solution, available in several models that suit any space.



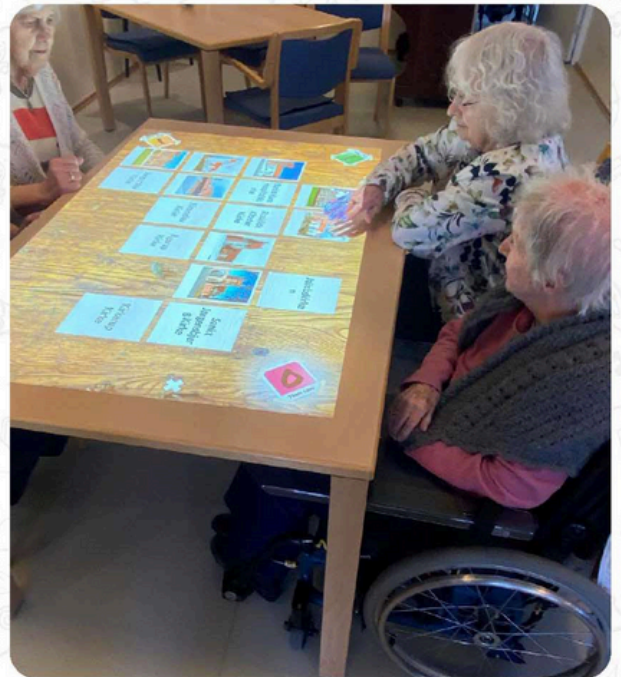


WALL

Encourage sports and increased activity levels as it requires balls to play the games.

TABLE

Suitable for special needs education or elderly care, as it is wheelchair-friendly and encourages sitting down.



EXPERIENCE OUR SOFTWARE PACKAGE

Experience our cloud-based online platform MyFloor with your personal license. On MyFloor, you have the opportunity to find or build your own material that suits different subjects, age groups, and topics.

The license includes:

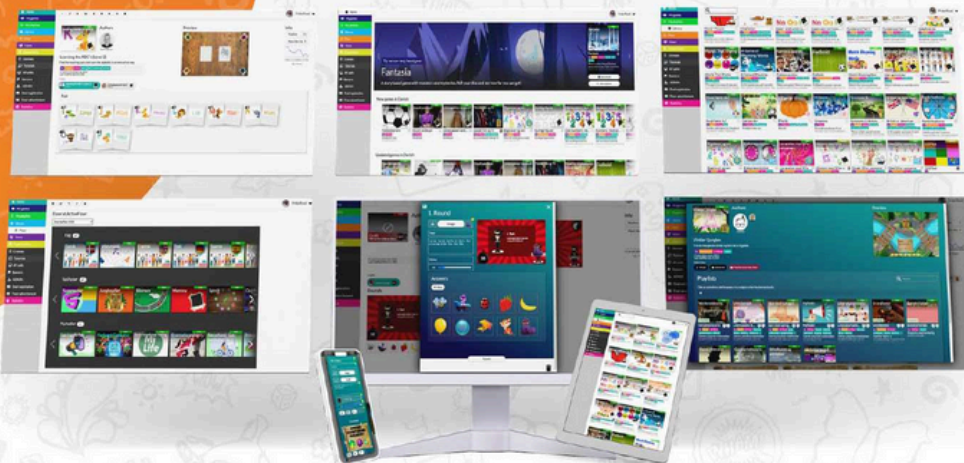
-  **Service and Support:**
We are just a phone call away and ready to help if any problem arises.
-  **Software Updates:**
You have access to all new features in MyFloor.
-  **Games & Content Updates:**
You will have access to all new or improved games, skins and content.

1. USE VERIFIED CONTENT

ActiveFloor collaborates with teachers, educators, and other professionals to create high-quality content - we call this "verified content." Within the verified content, you'll also find our latest initiative: **Learning Pathways**.



This icon signifies that the content in the game or playlist has been verified by ActiveFloor.



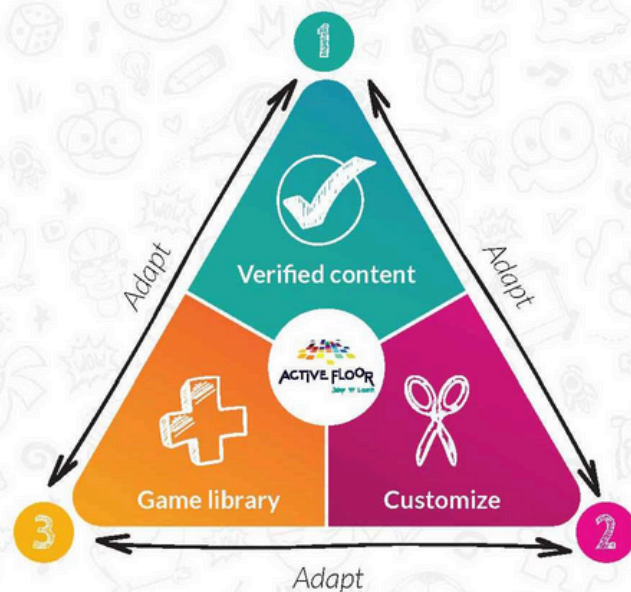
2. BUILD YOUR OWN MATERIAL

Create your own games tailored to fit the topics you're working on in your class. Choose from around 20 templates and insert your own text, audio, and images.

3. EXPLORE THE GAME LIBRARY

Our library is full of thousands of games and playlists, and new content is constantly being added. The games are created by teachers and educators from around the world, and you can use them freely. If you find a game you like but it doesn't quite fit your teaching, make a copy and customize it. That way, you get exactly the game you need.

Make adjustments to the games in both the library and the verified content, or create your own to suit the teaching.



VERIFIED LEARNING PATHWAYS

Our verified Learning Pathways are playlists designed as complete teaching units. In each of these playlists, you'll find a series of games that together make up everything you need.



INTRODUCTION

The new topic is introduced using, for example, a presentation game. Here, students are invited to interact with the content on the floor. They are guided through the topic using texts, audio, short videos, and/or quizzes.

WORKING WITH THE TOPIC

After the introduction, students are divided into smaller groups, each working with the topic in different ways. For example:

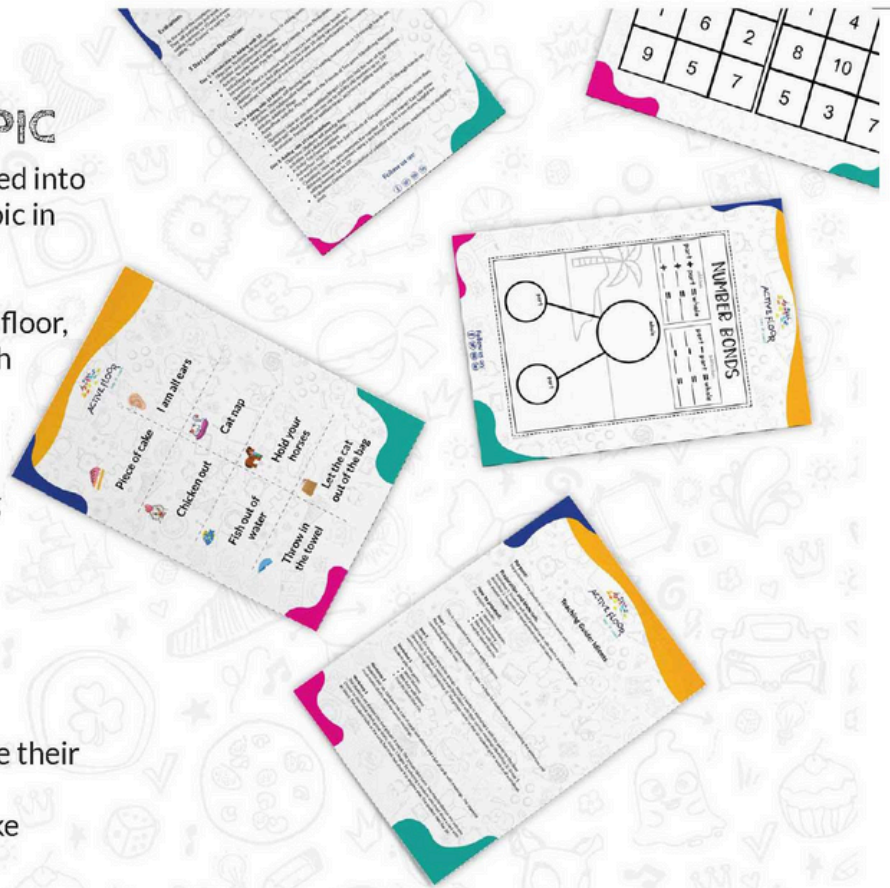
- One group works with the games on the floor, practicing what they have learned through quizzes, matching games, conversation games, or similar activities.
- The other groups work in workshops with tasks described in the accompanying teacher guide.

This could include:

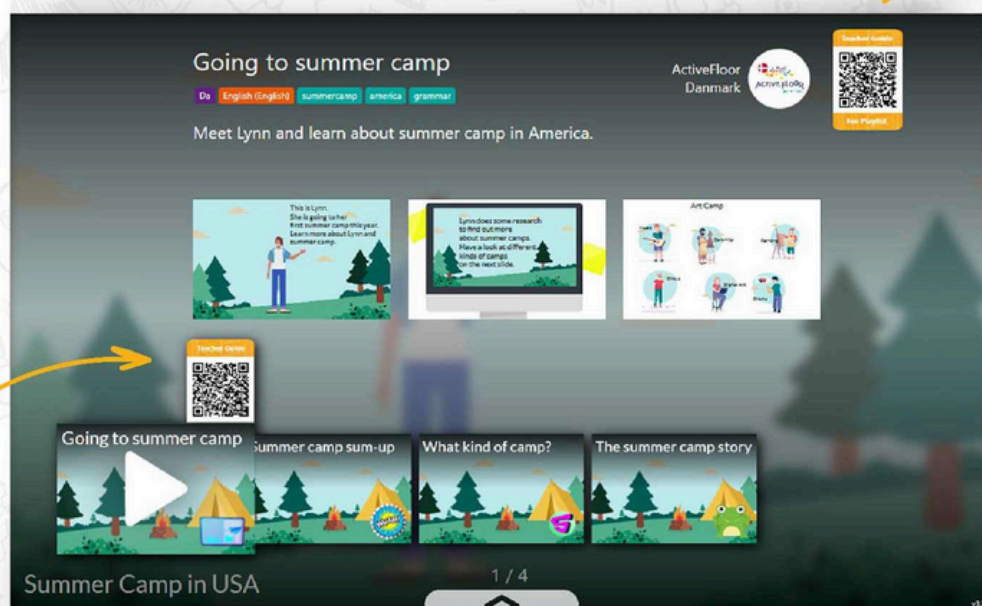
- ➔ Small investigative tasks
- ➔ Grammar exercises
- ➔ Writing tasks where students write their own short stories
- ➔ Presentations where students make tasks for each other
- ➔ Short presentations.

EVALUATION AND CONCLUSION

The teaching path ends with an evaluation or exit ticket in the form of a game, a presentation to the class, or a class discussion.



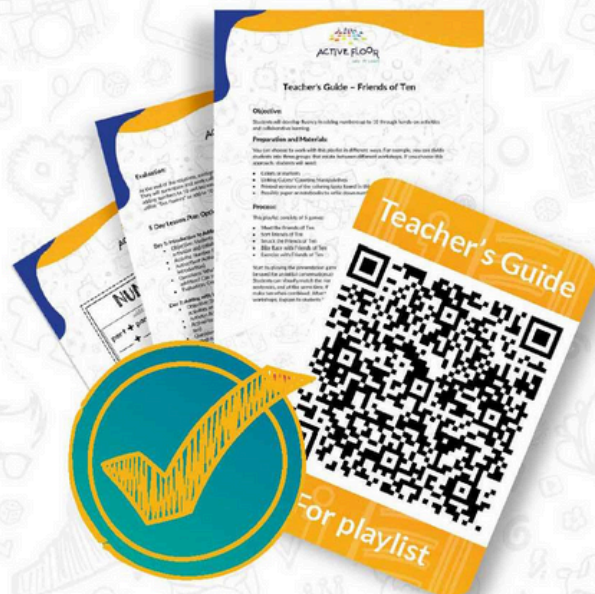
WHERE TO FIND TEACHER'S GUIDES



Many of our learning sequences include a teacher guide. You can scan the QR code directly from the floor or find the teacher guide on MyFloor in connection with the game information.

The teacher guide may include:

- A description of how to work with the teaching path
- Guidance on preparation and any necessary materials
- Descriptions of workshops
- Printable worksheets for workshops
- Useful background information
- Considerations (ethical and/or practical)
- Evaluation materials.



Examples of worksheets



DIFFERENT MODELS



ONE creates a small floor for young kids to navigate more easily, and is a good solution for smaller spaces.

SPECIFICATIONS:

Projector:	BenQ MW632ST
Lens Zoom:	0.78 - 0.88:1
ANSI Lumens:	3200
Box size:	35 x 32 x 32 cm
Recommended Ceiling height:	250 cm
Recommended floor size:	320 x 200 cm
Used for:	Floor and table

MAX3 Premium creates a bigger and brighter floor and is a good solution for large and bright spaces.

SPECIFICATIONS:

Projector:	BenQ LU935ST
Lens Zoom:	Special 0.8:1 - 0.89:1
ANSI Lumens:	5500
Box size:	44,5 x 42 x 42 cm
Recommended Ceiling height:	316 cm
Recommended floor size:	400 x 250 cm
Used for:	Floor and table



SPORTSWALL

SPORTswall3 MAX Premium is perfect for physical training and learning as it requires balls to play the games.

SPECIFICATIONS:

Projector:	BenQ LU935ST
Lens Zoom:	Special 0.8:1 - 0.89:1
ANSI Lumens:	5500
Box size:	29 x 45 x 58 cm
Distance from lens-to-wall:	320 cm
Recommended wall size:	400 x 250 cm
Used for:	Wall



FLOOR

FAVORITE WAY OF LEARNING

ActiveFloor is a Danish family-owned company that started in 2015 and has more than 10 years of prior experience in distributing and developing IT/AV.

The ActiveFloor headquarters are located in Copenhagen, Denmark, and there are additional showrooms in Sweden and the US, as well as collaborations with independent Sales Partners worldwide.

ActiveFloor believes that education should be FUN!

That's why we offer an interactive learning concept that encourages play and provides the opportunity to learn in a way that is most natural for kids - by using their entire body!

Today, ActiveFloor is a very popular educational tool for advancing auditory, visual, and kinetic learning experiences in schools, kindergartens, libraries, and hospitals worldwide.

MISSION

ActiveFloor encourage movement and play in educational experiences.

VISION

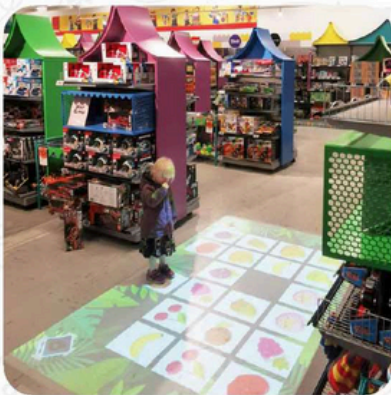
ActiveFloor reinforce future educational environments with interactive learning.

VALUES

ACTIVEFLOOR IN ACTION

The global market potential is enormous!

In addition to our vision to transform future educational environments with interactive learning, ActiveFloor can be positioned in a variety of vertical markets. Review earlier installations for inspiration.



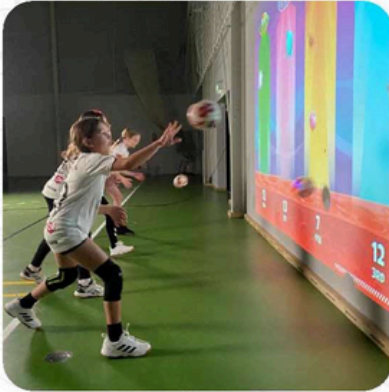
DEPARTMENT STORE



SCHOOL



TRADE SHOW



SPORTSHALL



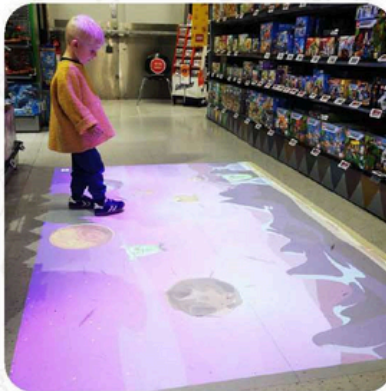
HOSPITAL



TRADE SHOW



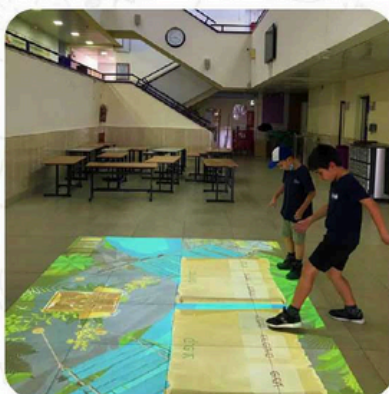
KINDERGARTEN



DEPARTMENT STORE



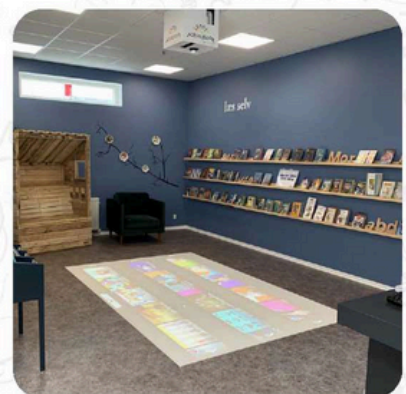
TRADE SHOW



SCHOOL



TRADE SHOW



LIBRARY

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