

# EDUCATIONAL SOFTWARE

**Interactive training materials  
for kids**

## CURRICULUM CURIOSITY. Magic Designer



A cross-curricular interactive developmental environment will heighten interest in studying any school subject – Art, Science, Mathematics and Logic, Speech Development, Handicraft, Computer Science, Drama, by providing pupils with ample opportunities for creativity and learning.

The program consists of five interactive workshops, and a child can fantasize and materialize into action, conceive and create in each of them: **Nature Fairy Tales, Flower Fantasy, Building-Architect, Artist, Paper Toy Theater.**

Three difficulty levels for children with different skills and individual peculiarities. The images can then be printed for further practical activity. The program is easily adapted to any national and ethnic and cultural peculiarities and filled in with new elements.

**FEATURES:** Cross-curricular learning • Innovative way of teaching • Support for pupils with SEN and talented children • Extending learning opportunities away from the computer

## CURRICULUM CURIOSITY. MULTCreativity

Unique technology



The program is a cross-curricular interactive environment with workshops for joint construction, modeling, drawing and design, project work on any topic involving several kids. The program's unique technology allows connecting several computer mice to one computer. Children can work together performing all kinds of creative tasks. This solution provides new opportunities for the development of communication skills and creativity.

Studying mathematics, natural science, technology, art, ICT turns into an exciting joint activity. A teacher is given an opportunity to put into practice a great number of ideas to give effective and interesting lessons.

### FEATURES:

- Cooperative learning with the use of creative and logical tasks
- Five interactive workshops for children's cooperative work
- Innovative way of teaching with team work elements
- Cross-curricular learning

## CURRICULUM CURIOSITY. My Country



The program will help children perceive the nature of their country, its cultural and architectural heritage, customs, etc. It will broaden the visions of the country and its population.

### IN WORKSHOPS CHILDREN CAN:

- Create landscapes of their country in different seasons, reflecting the peculiarities of different natural zones;
- Simulate rural, country or urban pictures, images of their own yard, house;
- Make up compositions with the use of architectural objects: residential houses, temples, cultural monuments, etc.;
- Build doll models (male and female) in clothes themed on national costumes of ethnic groups inhabiting the country.

## MY BEAUTIFUL WORLD



The program is designed for supporting the cognitive development of preschool children, getting acquainted with the world around, nature and people's life activity.

Each theme contains colorful and amusing interactive tasks.

- Animated and inanimate nature
- Plant, bird and insect development
- Professions
- Hygiene and health and safety
- ... and a lot more.

## DEVELOPING MATH SKILLS FOR KIDS



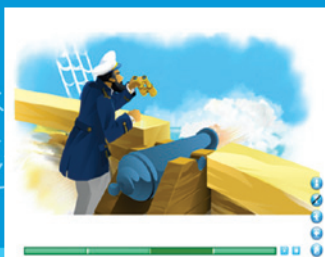
It is a collection of interactive game tasks to support the development of elementary mathematical representations in preschool children.

10 thematic modules with tasks contain games with different difficulty levels (from 1 to 5) which allows using them variably depending on the set goals and children's education attainment.

With the help of this program children can train their skills in calculating, comparing and classifying objects and geometrical figures and foster their logic, attention and observation skills.

- Calculation, comparison and classification
- Geometrical figures
- Memory, attention and logic, etc
- Color and form, coloring and assorting
- Vegetables and fruits
- ... and a lot more.

## READING

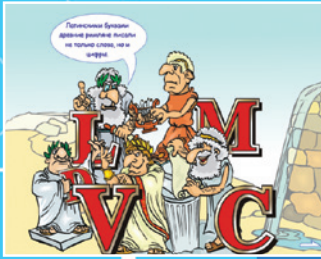


It is an interactive collection of stories and fables designed for the development of the following skills: reading, listening, understanding and retelling literary texts. All literary texts in the program are provided with audiotapes, visual illustrations with animations, creative tasks to foster retelling skills. A teacher can select the required work mode owing to the functions of enabling and disabling texts, illustrations or voice guides. The program contains works of Pushkin, Tolstoy, Krylov, etc.; it can be translated into any language and adapted to studying works of any national literature.

### NOW IT CONTAINS:

- 50 fairy tales, stories and fables
- Colorful illustrations and animations
- Audiotapes read by professional speakers
- Interactive tasks aimed at fostering text understanding and retelling skills

## HOW TO STUDY HISTORY

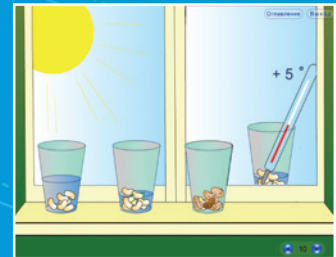


The program is designed for getting children acquainted with fundamental skills of work with historical material. Children get to know how to be well-versed in dates, how to keep track of time in history, they get acquainted with historical calendars and rules on using Roman numerals, learn how to work with historical maps and get to learn what historical sources mean and what types of sources exist and a lot more.

The program's interactive tasks are provided with responses to children's mistakes, offering context cues and additional modules to reinforce the material learnt.

Timeline and date • Primary sources • Historical maps

## NATURE ALIVE



The program acquaints children with the world around and laws of nature. Read aloud lectures, which are accompanied with colorful illustrative material, animations, schemes, interactive tasks and virtual experiments, enable children to easily master the material and put the lessons learnt into practice. Children get to know how animated nature differs from inanimate nature, how the circulation of elements in nature takes place, how seasons change, how day and night alternate, how to find one's bearings and a lot more.

### TOPICS:

- Animated and inanimate nature
- Figure of the Earth. Finding one's bearings
- Three water states. Circulation of water in nature
- Change of seasons. Alternation of day and night
- Flowering plant reproduction and spread
- Circulation of elements (life) in nature



## Educational games for Interactive tables for pre-school practice



### OUR GAMES

- Allow achieving the full potential of this innovative equipment
- Are ergonomic and designed specifically for team work
- Ensure a cooperative, play, cognitive, research and creativity activity of preschool children
- Help fostering communication and cooperation skills when playing a game

### TECHNOLOGICAL CHARACTERISTICS:

- They are highly interactive and multimedia: animations, 360 degree object rotation, several kids can touch the screen at the same time (multitouch), programs react to responses
- A teacher can select a number of players and a difficulty level
- There is protection from unauthorized exit from a game and from setting modifications

**INTERACTIVE STORIES: THINK, PLAY, TELL A STORY**



The game is designed for group sessions with 4-6 year-old children. Its objective is to develop speech and get children acquainted with the world around.

Kids are given backgrounds narrative pictures and images of different objects. Children's objective is to create a composition, simultaneously telling a story about the picture on the following topics: a forest, a country yard, a playground, a kindergarten. During the game, children can freely move objects, inspect, enlarge, decrease or turn them around. The objects are animated and have voices.

**THE GAME HELPS PERFORM THE FOLLOWING TASKS:**

- Development of coherent speech and an ability to unfold the plot
- Development of generalized representations about plants, animals and objects of the world around
- Vocabulary enrichment and activation
- Development of logical thinking, an ability to establish cause-and-effect relationships
- Fostering cooperation skills

**FUNNY NUMBERS.** Gathering the crops



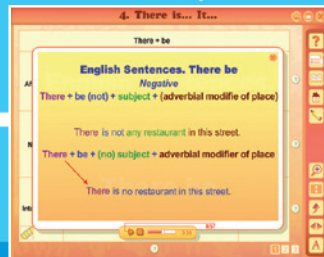
The game is designed for group sessions with 4-6 year-old children. Its objective is to teach how to calculate, to develop logical and analytical thinking.

The game's objective is to gather berries, fruits and vegetables in baskets. Children need to calculate the number of pictures with crops and lay them into the baskets. A virtual dice will show how many objects need to be gathered.

There are many task options: to gather a specific number of any crops, to gather and calculate only specific crops, to gather and calculate crops of the same color and so on and so forth. A teacher determines a number of baskets (from 2 to 8) and a task type.

**THE GAME SETS THE FOLLOWING OBJECTIVES:** Fostering mental calculation skills (within the limits of 10)

- Fostering skills to group objects by a specific feature
- Fostering elementary generalized representations about berries, fruits and vegetables
- Fostering cooperation skills



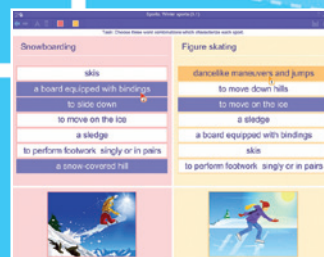
Theoretical material on English grammar is presented by interactive tables, animated pictures and video, that vividly illustrate the rules of construction and use of grammatical structures, and assist better understanding and learning of them. For better memorizing and control of this knowledge, the set contains interactive printable tests and quizzes, a table of irregular verbs.

Interactive pictures in the posters that contain examples of grammatical structures help to carry out communicative approach in studying foreign language grammar.

Posters contain: additional data on grammar, that assists more in-depth learning of these topics; country specific material to enrich students' vocabulary and outlook; basic printable conspectuses on each topic to use as handouts at the lessons

**CONTENTS:** Nouns • Prepositions and Conjunctions • Adjectives and Adverbs • Pronouns • Numerals • Word Construction • The English Sentence • Indefinite Verb Forms • "To Be", "To Do", "To Have" • Verb Tenses Active • The Passive Voice Conditionals. "Wish" • The Sequence of Tenses. Reported Speech • Modal Verbs

## MICE AND NICE ENGLISH



Collection of interactive tests, enabling an organization of educational activities of students at English lessons with an orientation onto collegial work over common learning tasks.

Program content is directed onto systematic development of all language skills: oral and written speech, reading and understanding of aural, pronunciation, and also consolidation of knowledge on English grammar. Collective work helps more efficient learning of the subject, more intensive learning activity, forming students' ability and readiness for communication in foreign language.

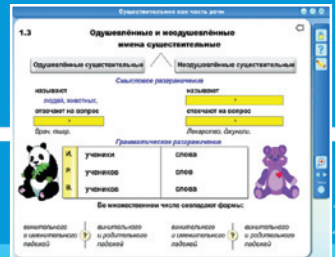
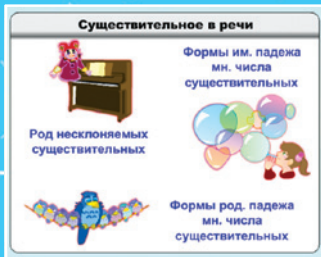
Program contains various forms of students collective actions:

Co-operation: directs students onto active interaction when working on the tasks in order to reach better results. Quiz: stimulates intellectual activity of the students, working on their tasks independently in their parts of the screen. Results of each student's work, including right answers and time, are available in the Statistics section.

**CONTENTS:** British Life and Culture • Native Town • Likes and Dislikes • Books in My Life • Music • Sports • Cinema and Television • Computer Technologies • Healthy Lifestyle • What Do You Want to Be



## Interactive whiteboard charts RUSSIAN LANGUAGE. MORFOLOGY

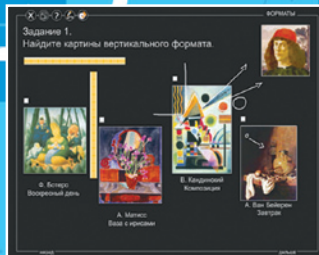


The software will be the irreplaceable assistant for those who study Russian as foreign language. 12 efficiently structured charts are dedicated to the parts of speech and introduce learners to the word formation and composition of sentences. Every chart presents material for observation and practical exercises – these are proverbs, sayings and aphorisms that will broaden pupils' horizons and enrich their knowledge of language. The program promotes not only the study of grammar but the development of linguistic abilities.

### FEATURES:

- Systematic and consistent presentation of material
- Vocabulary expansion and development of linguistic abilities
- Two modes of information presentation: hidden and complete
- Magnifying glass

## ART. How to Understand a Painting



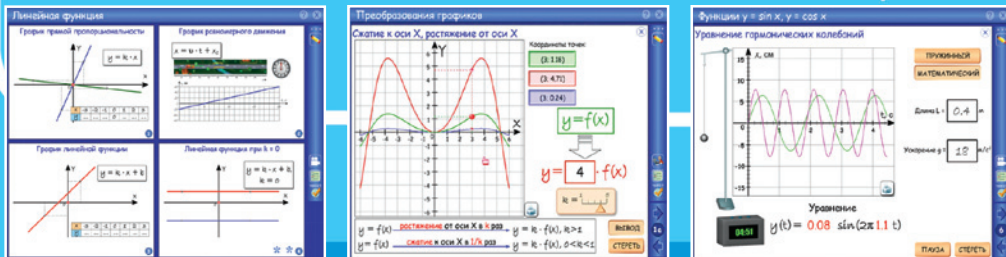
This tour to the virtual museum acquaints learners with fundamentals of art, teachers to analyze masterpieces and understand hidden meanings of a painting and the artist's idea. A nontraditional mode of educational material presentation, in the form of a dialog between the heroes – 3 virtual guides, enables the teacher and students to form absolutely new, heuristic approaches to the perception of art. Animated narrations and lots of engaging multimedia resources will help teacher to organize effective Art lessons!

### FEATURES:

- Over 300 of pictures with "enlarge" function
- Over 100 of animated narrations
- Interactive books: glossary, artists' biographies, etc.
- Virtual examination

# Interactive whiteboard charts

## FUNCTION GRAPHS



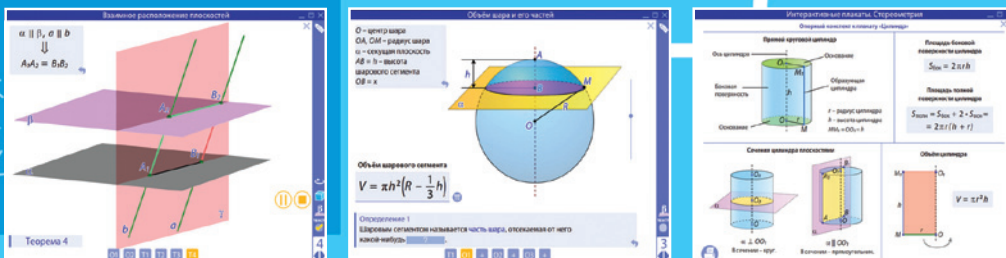
These charts enable the teacher to make visual demonstrations on how to plot the graphs of various functions (linear, power, exponential, logarithmic, trigonometric, etc.). Graph construction in real time will help children to consolidate the acquired knowledge. Every chart is an interactive model that illustrates the studied material thoroughly and provides excellent opportunities for exploring math problems.

### FEATURES:

- Numerous multi-level and multi-type problems
- Training game
- 3D animations explaining physical meaning of equations
- Convenient navigation

# Interactive Posters

## STEREOMETRY



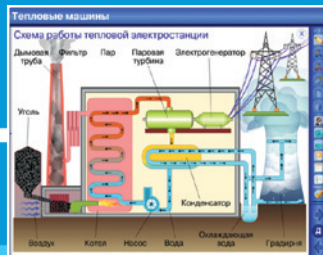
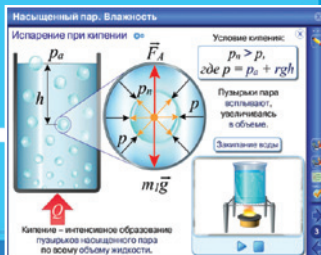
A set contains interactive pictures with special tools of viewing them, supported by 3D-models, animations and all necessary theoretical data, which will help students to get the knowledge on special geometrical objects on the basis of their modeling, research and experiment.

### EACH POSTER CONTAINS:

Tests with computer checking of the results, written exercises for the in-class work at the board, illustrated basic printable conspescutuses.

**CONTENTS:** Introduction in Stereometry • Pyramid • Cylinder • Conus • Sphere and Ball

# Interactive whiteboard charts MOLECULAR PHYSICS AND THERMODYNAMICS

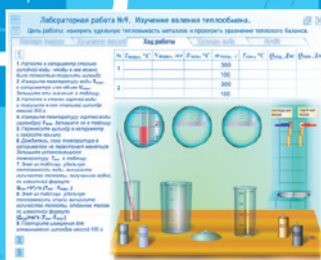
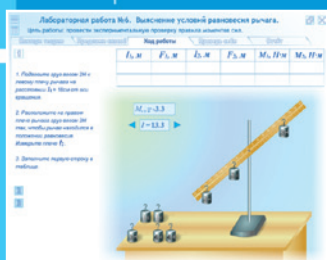


Our charts enable the teacher to present the material with the utmost visibility and check its acquisition by pupils quickly and efficiently. Interactive features of the charts and their content allow teaching more closely to pupils' needs and engage all pupils according to their learning preferences. The theoretical material of the charts is accompanied by vivid and visual demonstrations of scientific phenomena and processes, virtual experiments, video clips, animations, 3D models and interactive drawings. Teachers may find here everything they need to organize effective lessons!

## FEATURES:

- Basic and profound level of material under study
- Two modes of information presentation: hidden and complete
- Large sections of multi-level and multi-type problems
- Tables of physical magnitudes

# PHYSICS EXPERIMENTS VIRTUAL LABORATORY



The program is based on exploring, experimental and creative approach to learning. Realistic modeling of experiments allows learners to practice being scientists. Children will be able not just to follow the instructions but develop their own ideas for executing experiments and compare their own conclusions with scientific findings. The program can be also used as a tutorial for solving experimental physical problems included in each lab experiment. This not only improves relevant skills, but also prepares for a practical selection of the exam.

## FEATURES:

- Recapitulation selection
- Section of experimental tasks
- Magnifying glass
- Calculator

## CONTACTS

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