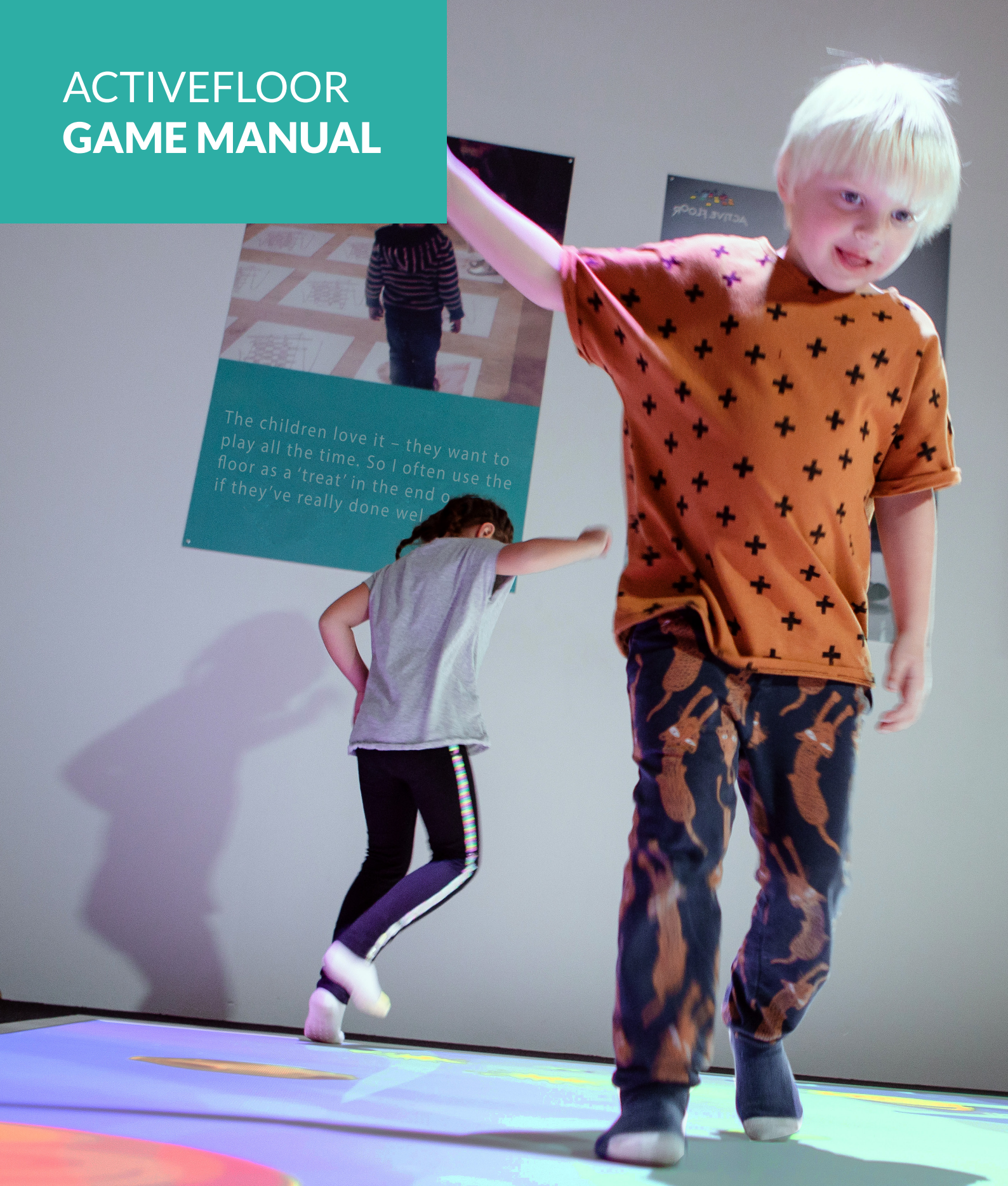


ACTIVEFLOOR GAME MANUAL



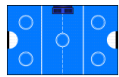
ACTIVE FLOOR
Jump 'n' Learn

GAME ON ACTIVEFLOOR

ActiveFloor instructions manual: how to play the games, will contain a description of how to play each game on ActiveFloor.

The instruction manual will be split according to the genres of the game: quiz, cognitive, activity, senses. Each game has its own game icon that indicates what the game template is. The game icon will appear at the bottom of each game located on ActiveFloor. This helps you easily see what kind of game it is before you start play.

1. GAME ICONS



AirHockey



Awesome Forest



BikeRace



BrickOut



Butterflies



BuzzIt



Chess



Combi Frogs



Danger In The Jungle



Dj-Lab



Drums



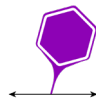
Football



Jigsaw Puzzle



Memory



Ordering



Painter



Picture Book



Pirate Island



Presentation



QuizNinja



Sakura



SimonSays



Smack the Fly



SpinIt



SplatterSpace



SuperSorter



The Flower Garden



Tv-lounge



WallBall



WaterWorld



WordWizard

AIRHOCKEY



Preparation

Before you start AirHockey, go to the front page and select:

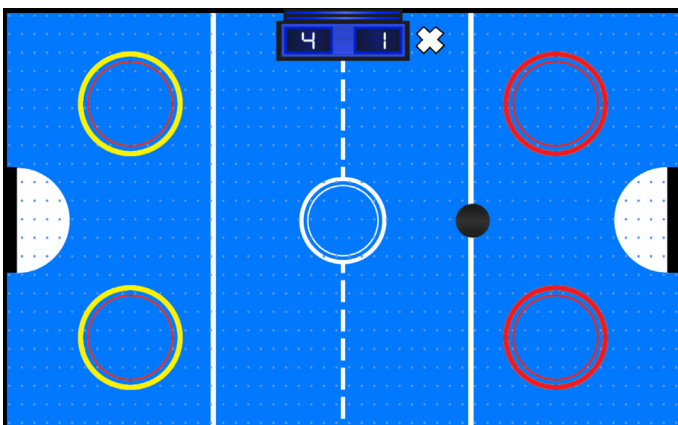
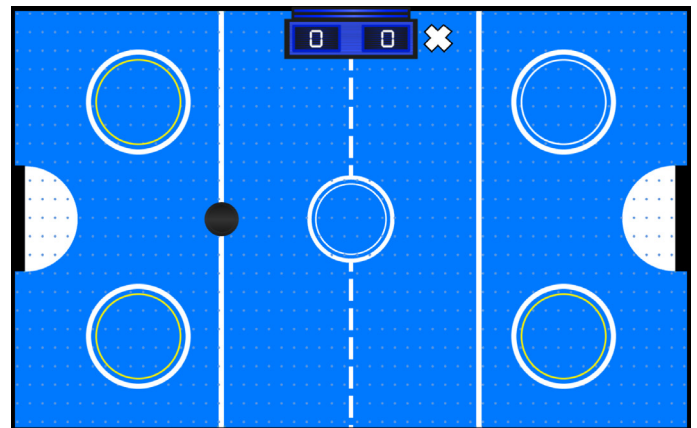
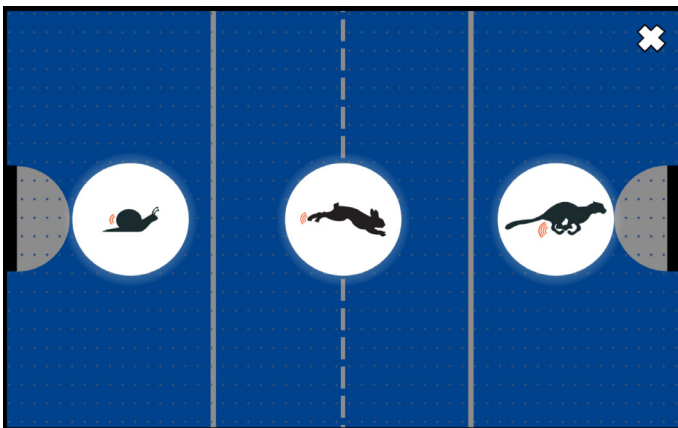
1. the speed of the game.

You choose the speed by stepping on one of these three icons: a snail, a hare and a cheetah. The animals symbolize the speed. The game starts automatically when you have set the speed.

The game

AirHockey on ActiveFloor is a bit different from the air hockey you normally play. On each half of the court, there are two round circles that the players must take turns stepping on to make the puck move. When the circles glow white, it means the circles are active and players can kick the puck. After a few seconds, the circles will glow yellow. This indicates that the player must step on the circles again; otherwise the circles will turn red and block a shot. This is an extra dimension that requires the players' attention.

Follow the goal score at the top of the game board in the small blue box. How long you play for is up to you.



AWESOME FOREST



Preparation

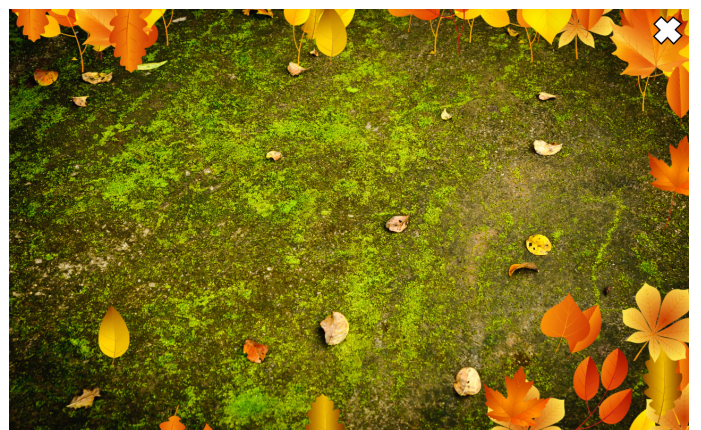
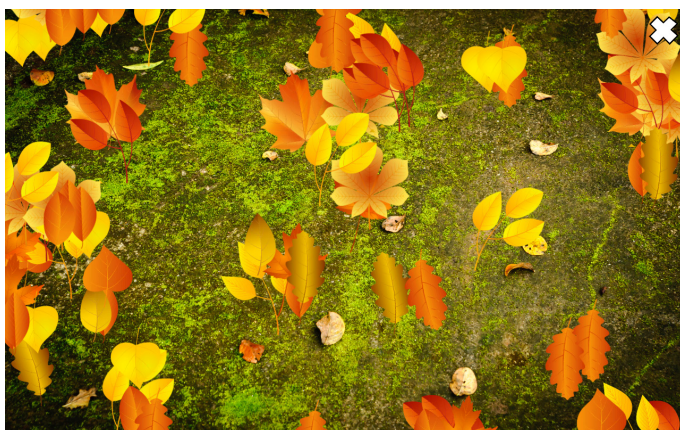
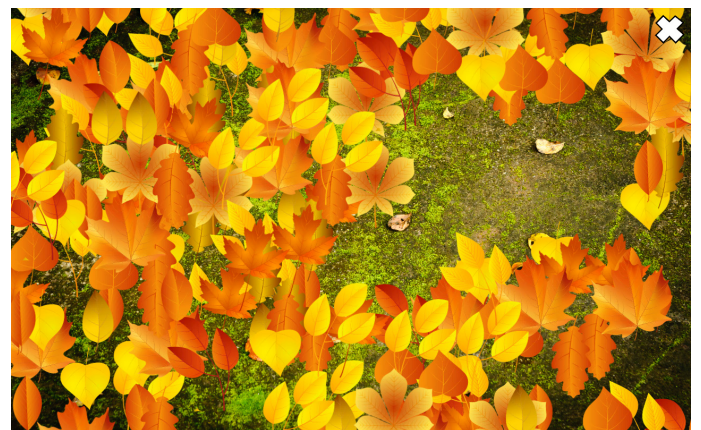
Before you start *Awesome Forest*, go to the front page to select:

1. if you want to sweep the leaves away until there are no more leaves left on the floor
2. if you want to sweep the leaves away and see them reappear by themselves.

Choose the first option by stepping on the icon with the tree and the man sweeping. Choose the second option by stepping on the icon with the leaf. The game will then start automatically.

The game

The aim of *Awesome Forest* is to sweep leaves with your feet.



BIKERACE



Preparation

Before you start *BikeRace*, go to the front page and select:

1. how many laps the two cyclists will cycle.

To select the number of laps, step on one of the white arrows that appear on either side of the bike track. One arrow adds a lap, the other arrow removes a lap. Keep stepping until the desired number of laps is reached. The more laps you choose, the more time and movement between the questions.

Step on the bike track in the middle. Now you will see two cyclists; activate these by stepping on them, and the bike race starts.

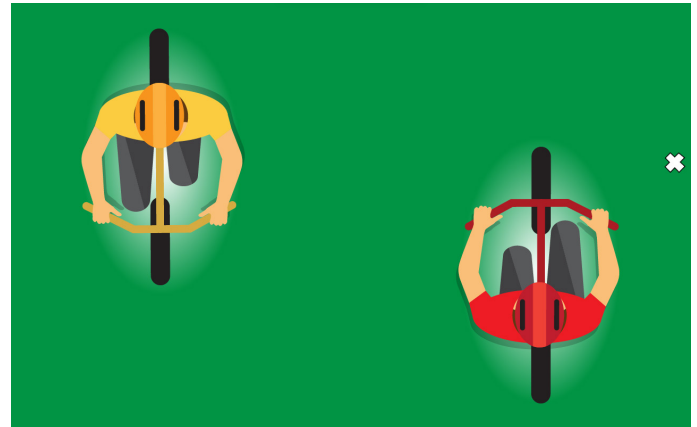
The game

The aim of the *BikeRace* is for players to compete to see how fast they can "cycle" and how many questions they can answer correctly. Each player has two pedals of the same color on either side of the bike track.

A player "cycles" by running back and forth between the two pedals that have the color assigned to that player. The pedal that lights up is the pedal you need to step on next. Every time a pedal is stepped on, the cyclists move closer to the finish line.

During the game, pauses occur automatically where the players are given a question that must be answered before they can go on. If a player answers incorrectly, he/she is delayed for a few seconds, which gives the other cyclist a chance to get ahead.

First rider across the finish line wins the game.



BRICKOUT



Preparation

Before you start *BrickOut*, go to the front page and select:

1. the speed of the game
2. the number of players.

You choose the speed by stepping on one of these three icons: a snail, a hare and a cheetah. The animals symbolize the speed.

If you are two players, activate the icon above the animal icons. Otherwise, the game will be played by one player.

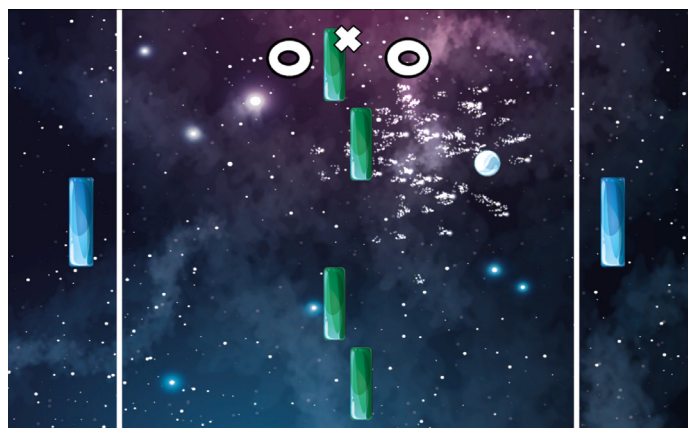
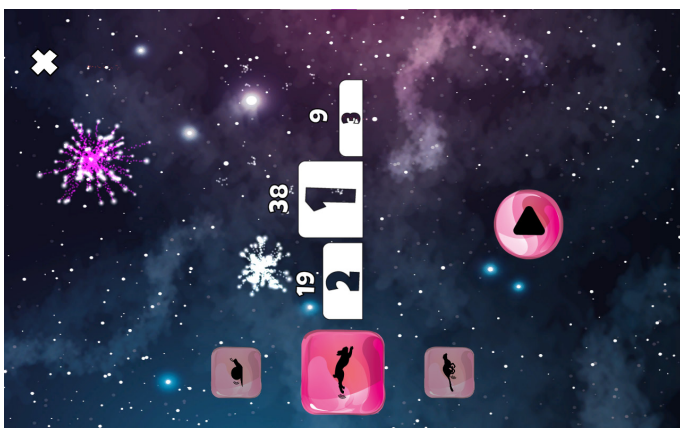
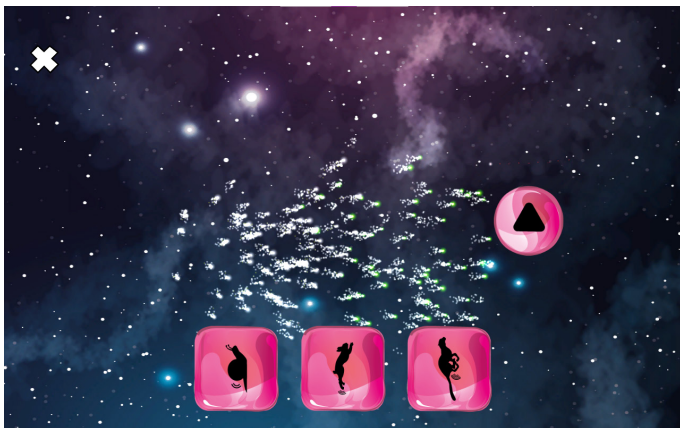
When you are ready to play, step on the play button.

The game

BrickOut is played on the long side of the floor. When the game starts, the aim is to use your feet to get the fireball to hit as many bricks at the top of the track as possible without the ball disappearing from the bottom of the track. Once all the bricks have been hit, a new round starts.

During the game, help objects will appear that players can choose to use. There are also obstacle objects.

The more bricks you hit, the more points you get. The hearts show how many lives you have left.



BUTTERFLIES



Preparation

Before you start *Butterflies*, go to the front page to select:

1. if you want to catch butterflies freely and make them fly around you
2. if you want to play in levels.

Step on the button with one butterfly if you want to play freely with the butterflies. Step on the button with more butterflies if you want to play in levels. Once you have made your choice, the game starts automatically.

The game

If you have chosen "free play", the aim is to make the butterflies fly around your feet and enjoy the experience of the butterfly meadow.

If you have chosen to play in levels, you must capture the butterflies and make them fly to one of the glowing mushrooms. When the mushroom has attracted enough butterflies, it turns green. When all the mushrooms in the meadow are green, the course is completed and a new course will emerge. The levels gradually become harder with more mushrooms and more butterflies.



BUZZIT



Preparation

Before you start *BuzzIt*, go to the front page to select:

1. the number of players
2. which characters each of you want to be
3. how long you want to play for.

Set the time by stepping on plus or minus on either side of the stopwatch at the top of the floor. Choose the number of players and which character each of you want to be. Step on a frame and keep your foot down until you get to the character you want to be. Then move your foot, and your character is then selected.

Step on the play button to start the game.

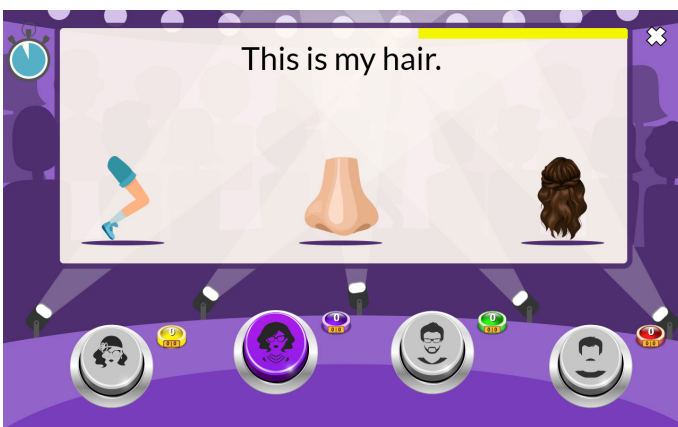
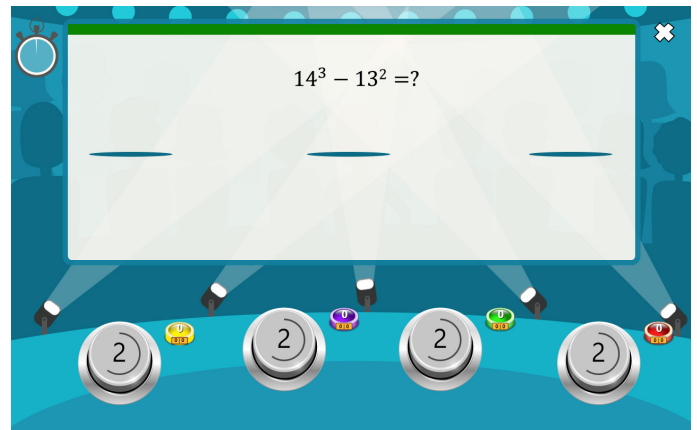
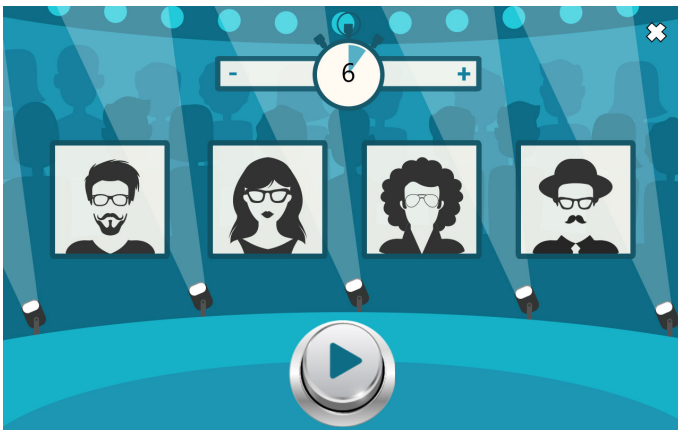
The game

BuzzIt is a quiz game where each question has three possible answers.

When the game starts, each player will have their own buzz button. When a question appears on the floor, read it and if you think you can answer it, buzz in using your button. Be careful not to buzz in too early, as you will get a time penalty and the other players will get an advantage.

The player who has buzzed in answers the question. If the player answers correctly, he/she score a point, but if he/she answer incorrectly, the opponents score a point.

The player with the most points when the time runs out wins the game.



Chess



Preparation

Before you start *Chess*, go to the front page to select:

1. playing time
2. opponent.

To choose the playing time, step on one of the three clocks: The clock on the left gives you 7 minutes of playing time, the clock in the middle 12 minutes and the clock on the right unlimited playing time.

If you choose to play with two players, you must step on the first icon at the bottom left. If you choose to play alone against a robot, step on one of the three icons showing a robot. There are three levels of difficulty.

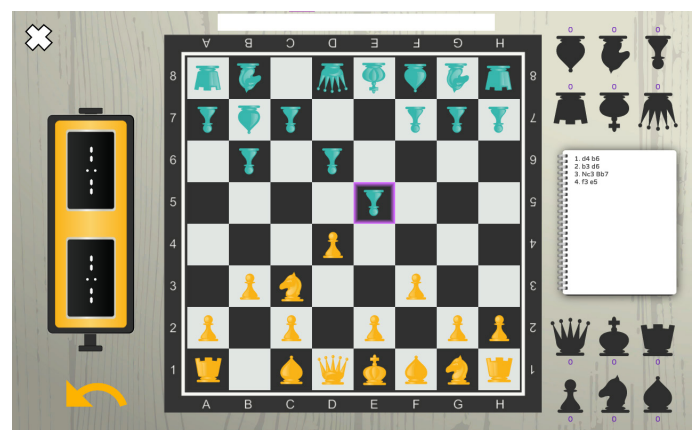
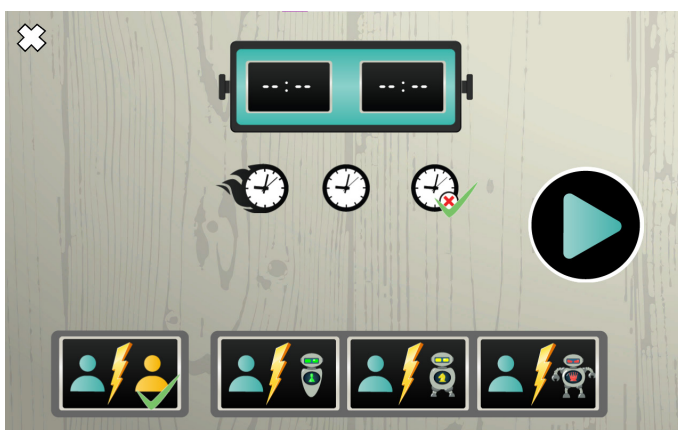
When you are ready to play, step on the play button.

The game

Chess works like a normal chess game. When you step on a piece, the possible end positions for a move with this piece are displayed. Step on the desired end position and the piece moves. If you regret a move, step on the curved orange arrow at the bottom left.

Follow the moves on the white notepad.

On the right you can see how many and which of your pieces have been taken by your opponent. At the beginning, all the pieces appear as shadows, but as the pieces are taken, the shadows turn into broken pieces. The numbers below these show how many pieces have been taken.



DANGER IN THE JUNGLE



Preparation

Familiarize yourself with the quiz categories on the front page.
Step on "Start game" when you are ready.

The game

Danger In The Jungle is a quiz game where two players compete to be the first to build a magical suspension bridge and get the gold.

To get a question, step on the first plank of the suspension bridge and keep your foot there until the plank starts to change color. The player can either choose to remove the foot when the plank has a certain color, i.e. a certain category, or quickly remove the foot as soon as the plank changes color to get a question as quickly as possible. A question appears once the foot is removed.

Each question has three possible answers. Choose an answer by keeping your foot on the answer for two seconds. If the answer is incorrect, the plank disappears from the suspension bridge, and the player "falls into the water" and must start over building his/her bridge. If the answer is correct, the player gets another plank for his/her suspension bridge. You always step on the newest plank (the brown plank).

When a player has built his/her entire bridge, the player needs to hurry and step on the flashing gold bar. When the gold bar has been captured, you will be able to see it in the upper left/right corner. The first player to capture three gold bars wins the game.



DJ-LAB



Preparation

No preparation required for this game.

The game

In *Dj-Lab*, you can play the music and sounds you have added to the game. Each image field contains a play button on the far left, a repeat button in the middle and three adjustment buttons on the right. Trigger a sound by activating an adjustment button and then press play. If you want the sound to loop, activate the repeat button. You can activate all sounds in all image fields at the same time. You can adjust the sound in each image field.

The field in the lower right without an image is used to stop all sounds at the same time or turn the sounds up and down together.



DRUMS



Preparation

No preparation required for this game.

The game

In *Drums*, you can be a drummer and create your own music with your feet on the virtual drum set. The drum set consists of a floor tom, bass drum, snare drum, open hi-hat, two rack toms and a closed hi-hat.

If you want to record your music, activate the record button in the upper left corner. To stop the recording, simply press the button again. Press the play button in the middle to hear the recording. The button on the far right is a metronome with 100 BPM.



FOOTBALL



Preparation

Before you start *Football*, go to the front page and select:

1. the size of the goal
2. the speed of the ball
3. the number of minutes the match will last.

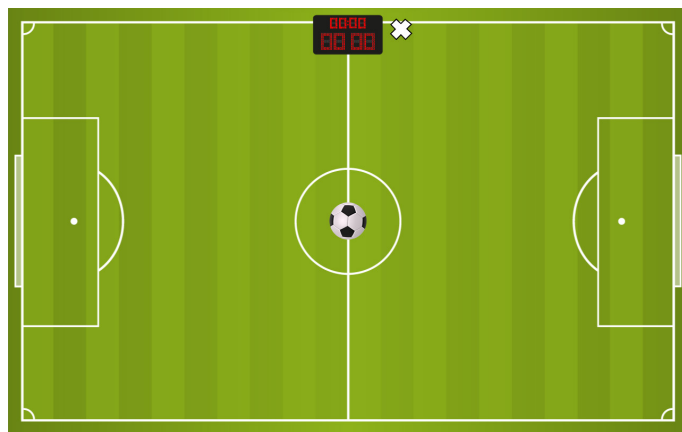
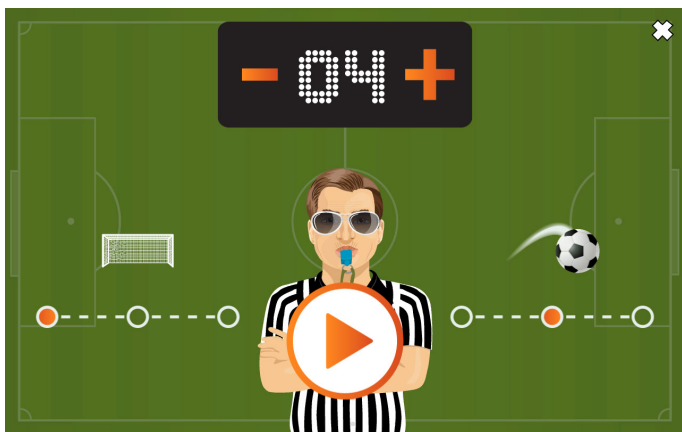
Choose the speed of the ball and the size of the goal by stepping on one of the three circles that are placed under the goal and under the football. The setting you choose will be marked in orange. Set the time in the upper black field by stepping on the plus or the minus.

When you are ready, step on the play button.

The game

Football works like a normal football match where two players compete against each other to see who scores the most goals. *Football* is played on the long side of the floor.

When you place your feet on the floor, a pair of shoes will appear. The shoes follow the movements of your feet. You can check the time and the score in the black field at the top of the game board.



JIGSAW PUZZLE



Preparation

Before you start *Jigsaw Puzzle*, go to the front page to select:

1. which Jigsaw Puzzle you want to do
2. how many pieces you want the puzzle to contain.

Select the image by either stepping on the white arrows until the desired image appears, or by selecting the image from the top row.

Select the difficulty (six, 12 or 24 pieces) by stepping on the desired size at the bottom. The game starts when you step on the desired puzzle size.

The game

Step on a piece, and then go to the desired location on the floor. The piece will now move to this location. If you discover that you have placed a piece in the wrong place, step on it again, and an icon will appear showing this piece and a red arrow. If you step on this icon, the piece will move away from the puzzle.

When the puzzle is created correctly, the pieces will come together and form a complete image. In the lower left corner you can see the time and number of moves spent placing the pieces.



MEMORY



Preparation

Before you start *Memory*, go to the front page to select:

1. whether you want to play with open or closed cards
2. whether the turn should pass on to the next player once one player gets a matching pair
3. the number of players.

If you want to play with closed cards, activate the icon with the cross over the eye and the cards that are turned face down. If you want to play with open cards, activate the icon with the eye and the cards that are turned face up.

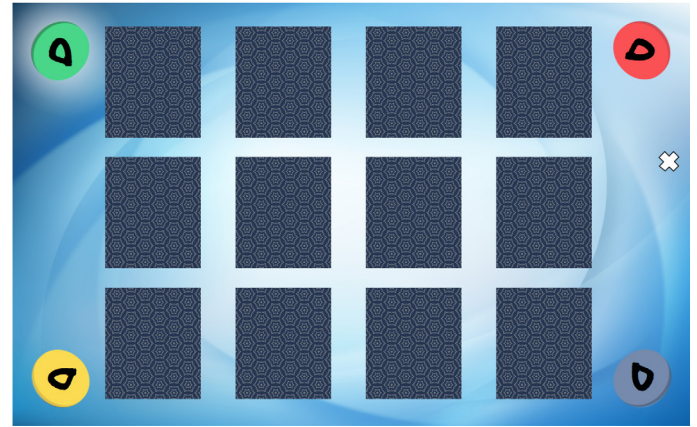
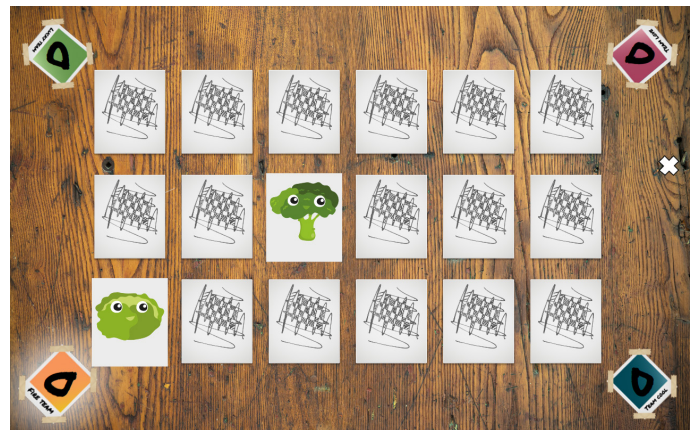
If you want a player to have another turn when he/she gets a matching pair, activate the icon in the upper left corner showing just one card. But if you want the turn to pass on to a new player whenever two cards have been turned, activate the icon with two cards and an arrow pointing to the next player.

Once you activate the number of players, the memory game begins

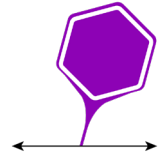
The game

The players line up in the corners by the icons that represent each player. You can see whose turn it is to flip a card by keeping an eye on which icon lights up. To flip a card, the player must step on a card and hold his/her foot there for two seconds. The card is then turned over and the player can now turn over the next card. If the cards match, the player gets a point. The player with the most points at the end wins the game.

To see who has the most points during the game, keep an eye on the numbers next to each corner.



ORDERING



Preparation

Before you start the game, you must decide:

1. Whether to display the elements in a random or correct order.
2. Whether to display five, three or one elements at a time.
3. Whether you want to be able to drag an element down to the wrong place, or whether the element should bounce back in the event of an incorrect answer.

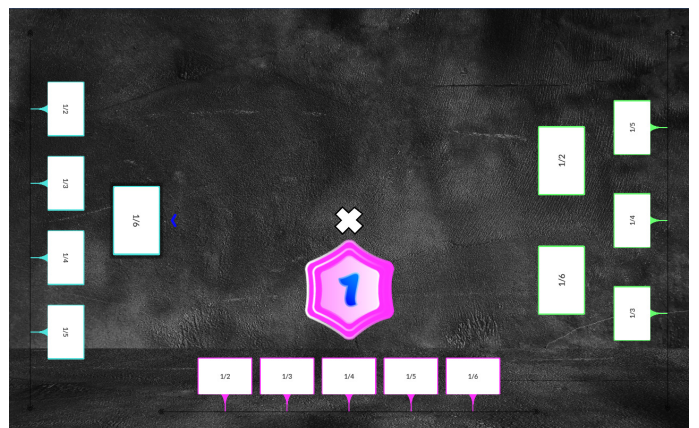
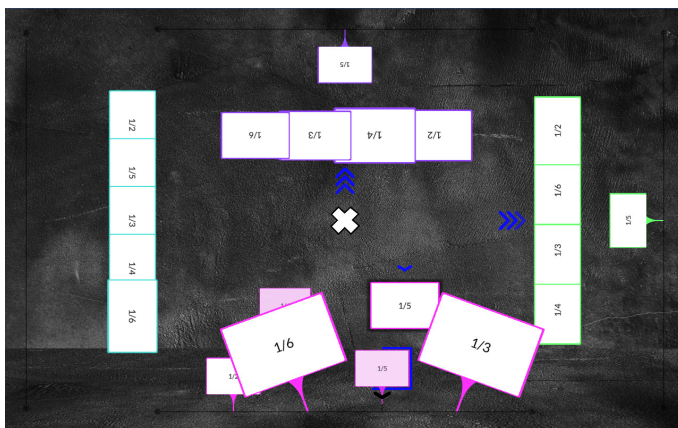
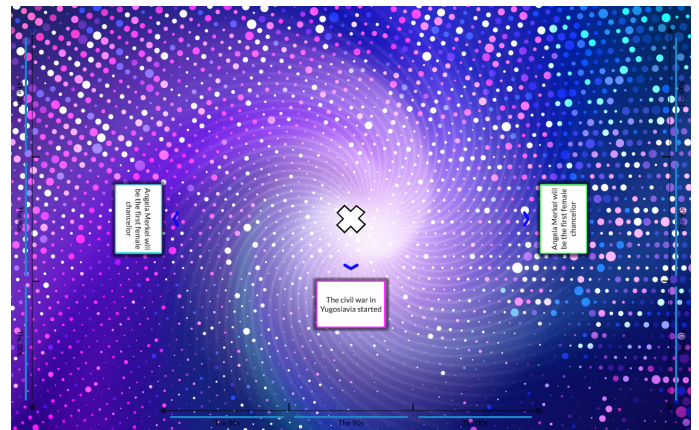
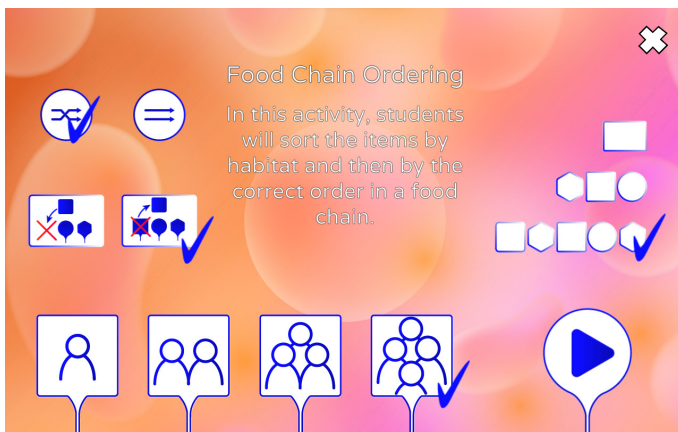
The game

Ordering is a game where players compete to be the fastest at putting the game's elements in the right order or category.

To select an element, step on it for a few seconds, then step on the point in the line where you want the element to go. Start by placing an element in the middle of the line. Next, put all the elements on the line in relation to each other.

If you have picked the option that returns any incorrect answers, you can't drag the element down to the wrong place and your answer will immediately return to its original place. If you have picked the option where you can put an element in the wrong place, you will only see which elements are correct and which ones are incorrect once you have positioned all the elements. Here you will be shown which elements are in the wrong place and you will be able to move the elements around by marking the element and choosing a new place until all of them have been positioned correctly.

During the game, you can follow the players' position. The player who places all the elements correctly the fastest wins. The rest of the players continue sorting until all are finished.



PAINTER



Preparation

Before you start Painter, go to the front page to select:

1. which canvas you want to paint on.

Choose a canvas by stepping on it. If you want a blank canvas, step on the first one which is always blank.

The game

Painter challenges the players' creative sides. Here, players can color outlines, or they can draw and paint their very own works.

Step on a canvas and it will appear on the easel. Then step on the palette and you will enter the studio, where you can paint on the canvas. The right side displays the color selection available. If you have uploaded more than seven colors, use the arrows to navigate between them. When you step on a color, the tools on the left side will all change color.

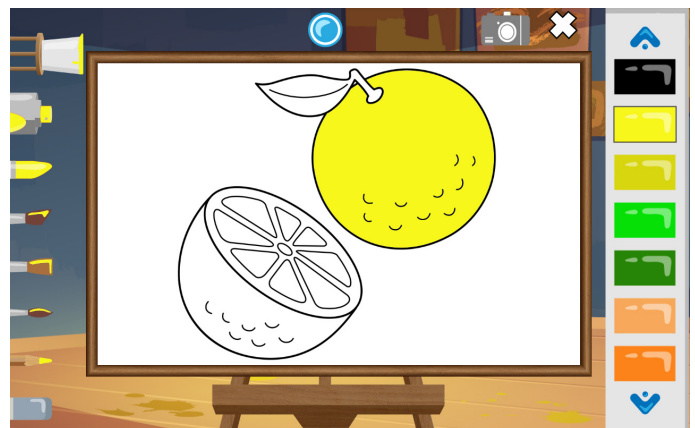
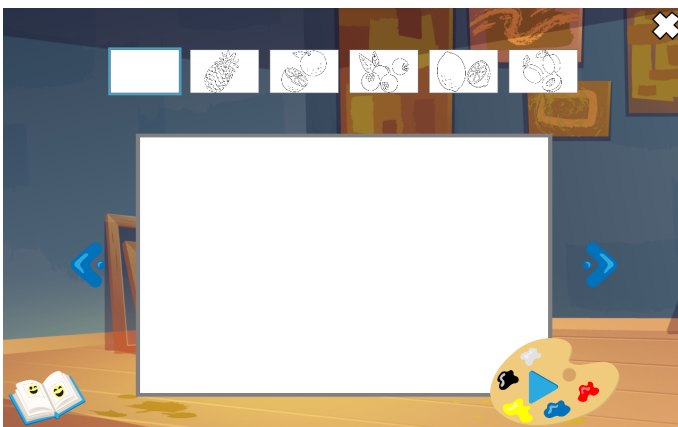
The tools are (seen from the top): a paint bucket (fills an entire field), a spray can, a crayon, three brushes in different thicknesses and shapes, a color pencil and an eraser. With the eraser, you can erase with normal wiping movements or using the arrow which removes larger sections at a time.

Step on the tool you want to use and start drawing and painting.

Once you have completed a painting, you can save it by stepping on the camera. This will place the painting in the gallery.

The round blue button over the canvas hides colors and tools.

To access the gallery, go to the front page using the small, open book in the lower left corner. In the gallery, you can reactivate your paintings, and then you have three options: Continue painting on the canvas using the play button, delete it using the trash can, or return to the gallery using the arrow at the bottom.



PICTURE BOOK

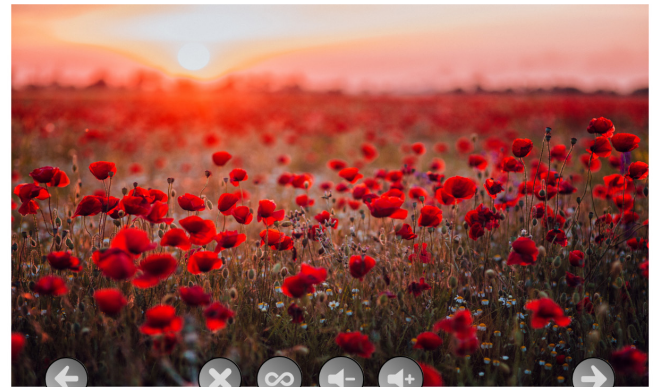


Preparation

No preparation required for this game.

The game

Use *Picture Book* to read books, look at pictures or other things. To navigate between the pages of a book, step on the two arrows on either side of the game board. If you step on the infinity sign (lower middle of the page), the computer will automatically flip through the book. You can also turn the volume up or down or turn it off completely.



What are the 7 colours of a rainbow?



"Akku! Akku! Look at the pretty sunflowers!" said Appa, as they rode through a field.

"GRRMPH! They're TOO YELLOW! They're making my eyes hurt!" said Akku.



PIRATE ISLAND



Preparation

Before you start *Pirate Island*, you must choose:

1. the number of players
2. if you want to play to a set time.

To choose the number of players in this game, step on one ship per player. A ship is selected when the sail appears and the ship moves. There can be up to four players.

If you want to play the game within a set time, step on the hourglass and set the time in the display that appears. If you do not want to play to a set time, step on the icon with the island. The game starts when you press the start button.

The game

Pirate Island is a quiz game where the aim is to take over as much land as possible by answering the questions correctly.

The questions have different levels of difficulty, with the easy questions appearing when you try to conquer a small island, and the hardest ones appearing when you try to conquer the bigger islands. You select an island by stepping on it for two seconds after which a question will appear. If you answer correctly, the island is conquered, and it then turns into the color of this player. The turn then passes on to the next player. You can choose to either conquer already occupied islands or islands that are not yet occupied.

If you play to a set time, the game will end when the time is up. If you do not play to a set time, the game will stop when all the islands are occupied. The player who has conquered the largest area wins the game. The game is not about conquering the largest number of islands, but the largest area overall.



PRESENTATION

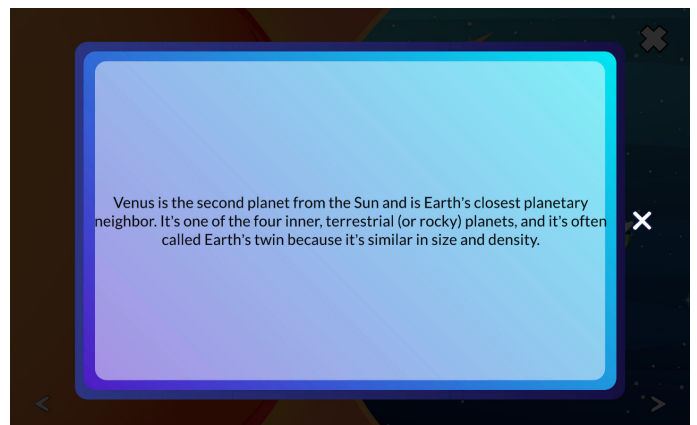
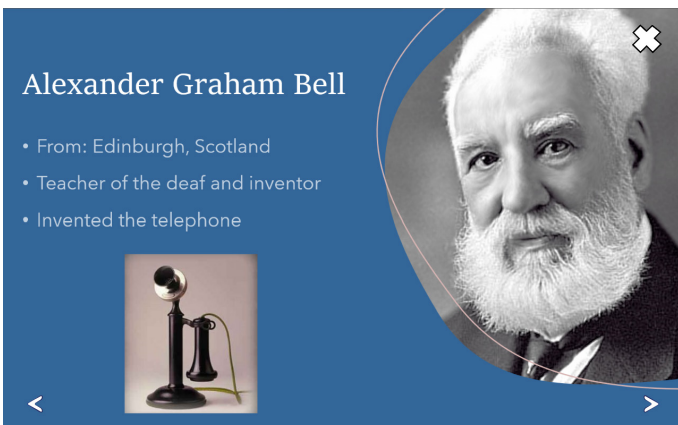
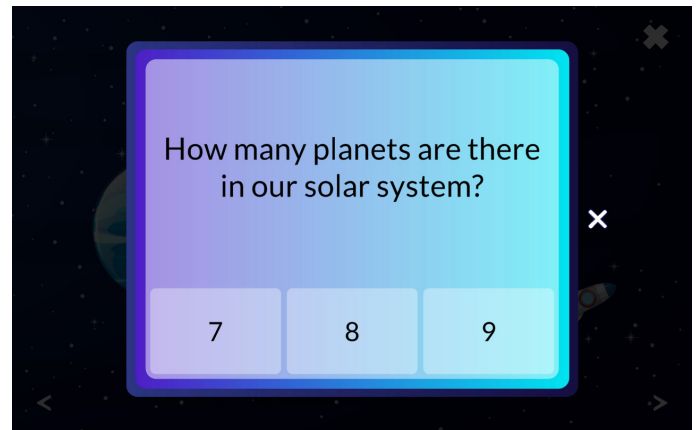
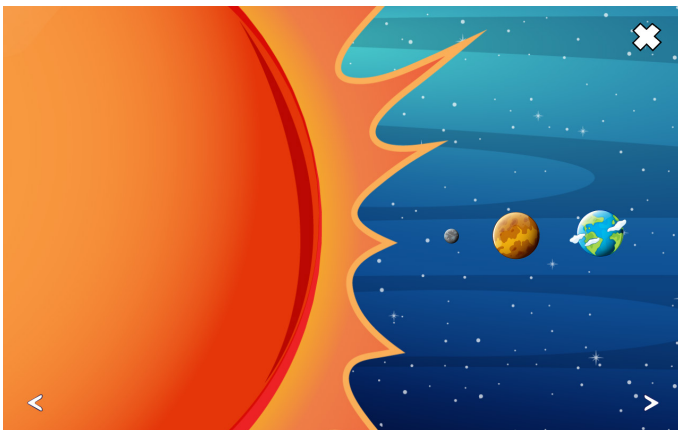


Preparation

No need to choose your settings, just start the game.

The game

Presentation is a kind of landscape that you can explore. A game consists of one or more slides, with elements that pop up when you step on them. It contains texts, images, small videos or quizzes. The players move around the different slides individually or in groups and explore the elements. The aim of the game is to learn more about a topic, to make the players curious about a topic, to explore a theme, and/or to set up further work with another game or a new task.



QUIZNINJA



Preparation

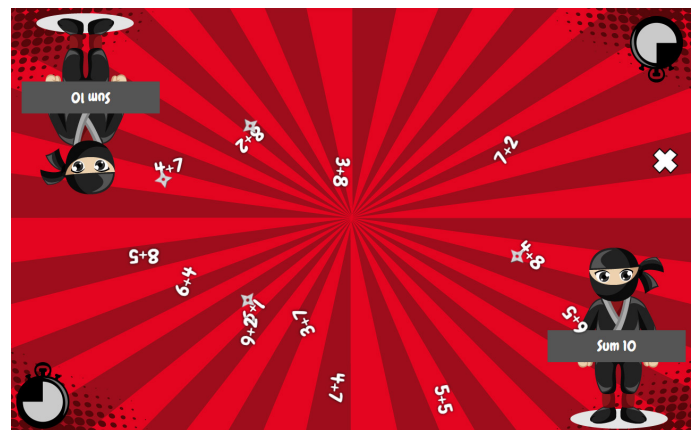
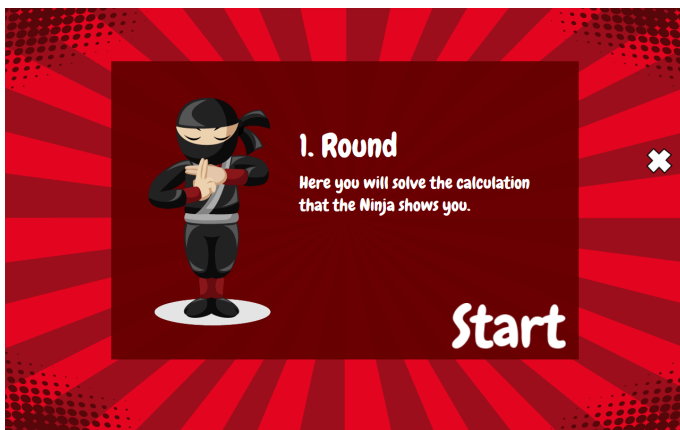
Step on "Start" when you have read the task description/question and are ready to begin.

The game

QuizNinja is a quiz game with several rounds. On the floor, you will see the answer options floating around one another. Choose the correct answers as quickly as possible by stepping on them.

If you are too slow, you risk not being able to mark the correct answers before the time is up. In two of the corners you will find a ninja with a sign to remind you of the task/question. The time is displayed in the lower left corner. When the time is up, correct and incorrect answers are displayed. If a player wants to change his/her answer during the process, step on the answer again to remove the mark.

If you finish choosing the answers before the time is up, simply step on the time icon to see if the answers are right or wrong.



SAKURA



Preparation

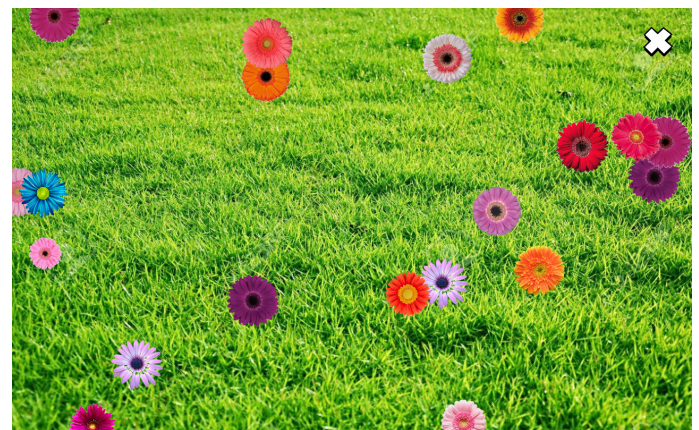
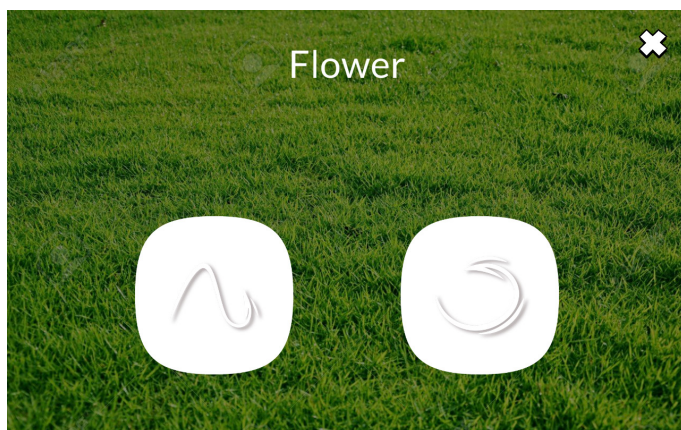
Before you start *Sakura*, go to the front page to select:

1. if you are going to work together to push the elements away until there are no more elements left
2. if you want to push the elements away and then see them reappear by themselves.

Choose the first option by stepping on the icon with the tree and the man sweeping. Choose the second option by stepping on the icon with the leaf. The game will then start automatically.

The game

The aim of *Sakura* is to push away elements with your feet.



SIMON SAYS



Preparation

Before you start *SimonSays*, go to the front page and select:

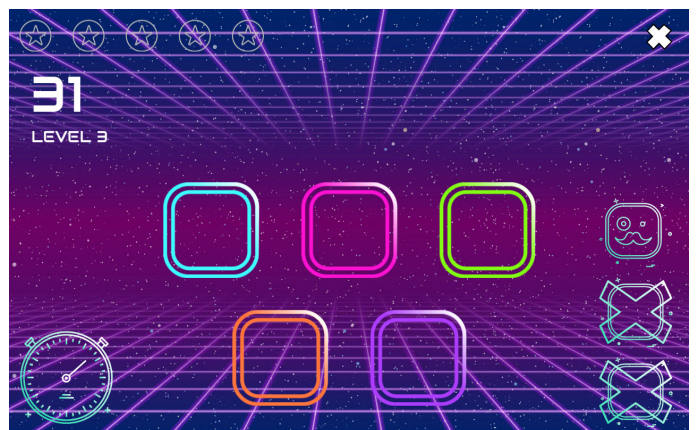
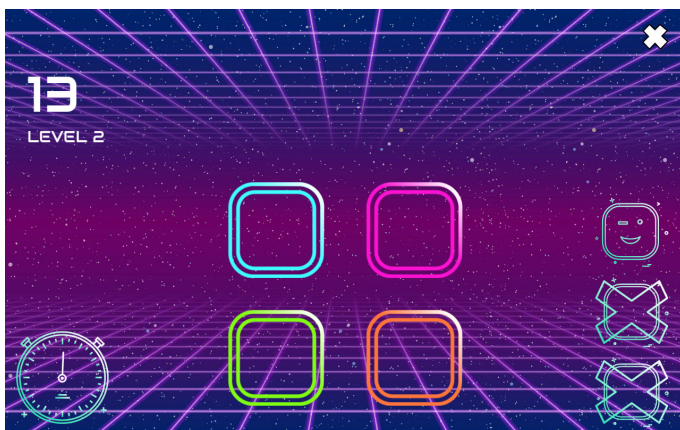
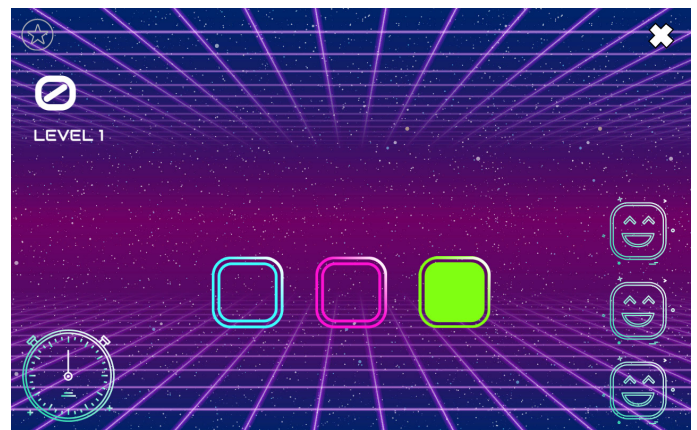
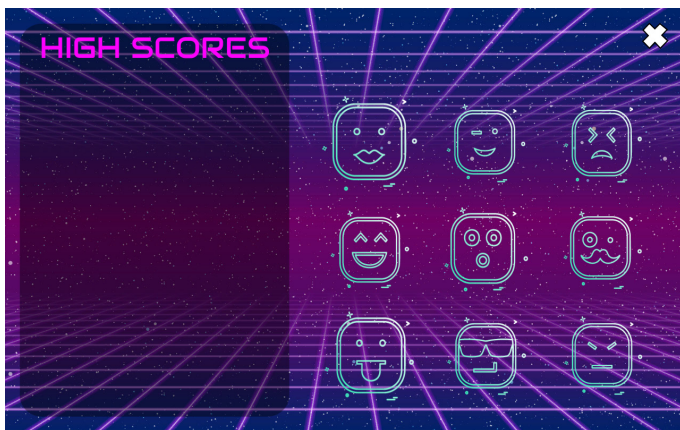
1. which character you want to be.

Once you have chosen your character, the game will start automatically.

The game

SimonSays is a brain game to improve your memory. First, the computer shows a sequence of colored squares that you have to memorize. Now it is your turn to step on the three squares in the same order. As you advance in this game, there will be more and more squares to memorize.

In the upper left corner, you can see the number of elements in the order in which you have to remember them. You can also keep track of how far you have come. On the right side you will see three icons that show you how many lives you have left. If you lose a life, a cross appears over an icon. The game ends once all three lives have been used. You will then be able to see the highest score among all players so far.



SMACK THE FLY



Preparation

No preparation required for this game.

The game

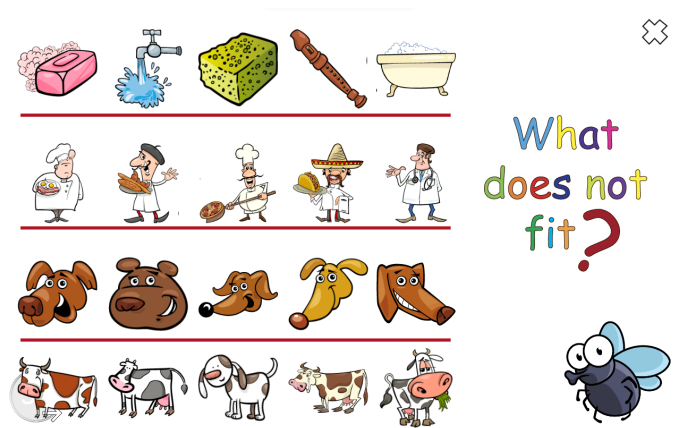
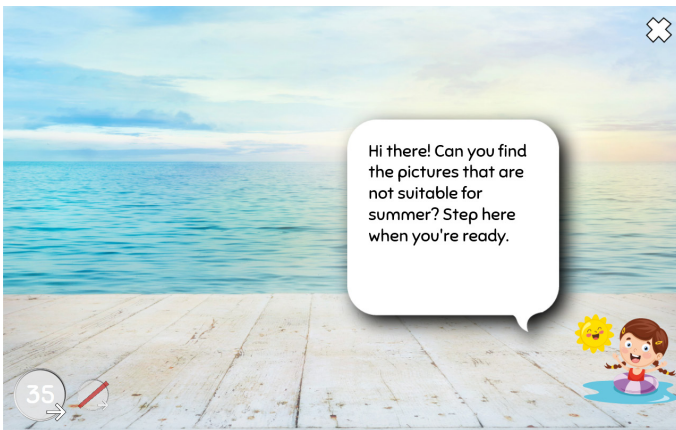
Smack the Fly starts with a question/text in a speech bubble. When you have read/listened to the text and understood what the task is about, step on the question, after which the time starts and the task itself appears on the floor.

The aim of the game is for players to "slap" their way to the most correct answers by stepping on the correct images/words. When a player steps on an image/a word, a "magnifying glass" appears that marks the answer. If you have stepped on a wrong answer, step on the magnifying glass until it disappears again.

The remaining time is displayed in the lower left corner. When the time is up, the correct and incorrect answers will be shown by the magnifying glass turning either green or red. If the magnifying glass turns orange, it means that there are answer options that are still open.

If you finish choosing the answers before the time is up, simply step on the time icon, and you will be able to see whether the answers are right or wrong.

Proceed to the next round by pressing the "Next" button.





SPINIT

Preparation

Before you start Spinit, go to the front page and select:

1. the number of players.

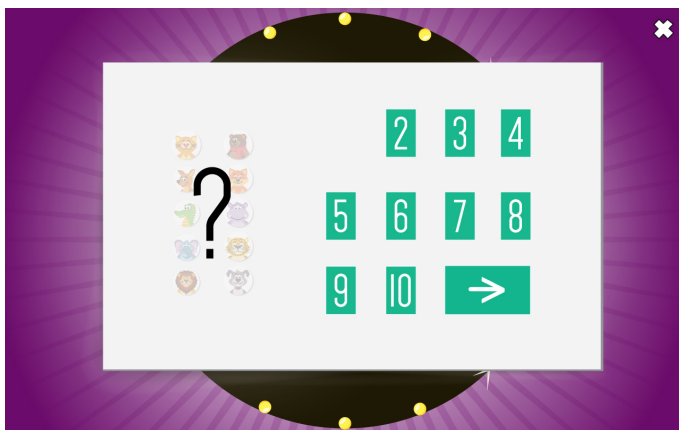
When you are ready, step on the play button.

The game

Spinit is also known as *Spin the Bottle*. It is a game that can be used to address tasks such as small challenges or questions. The game is also a great conversation starter for players of all ages.

To start the game, stand in a circle on the floor with your feet on the marked footprints. The empty bottle/arrow is in the center of the circle. Once all the footprints are activated, the game begins.

Whichever player the bottle/arrow is pointing to must perform the activity or answer the question on the card that appears when the bottle/arrow stops spinning. When the player has completed his/her task, it is his/her turn to spin the bottle again. This is how the game continues until the questions begin to reappear.



SPLATTER SPACE



Preparation

Before you start SplatterSpace, go to the front page and select:

1. the number of players
2. which color alien the individual players have to splat.

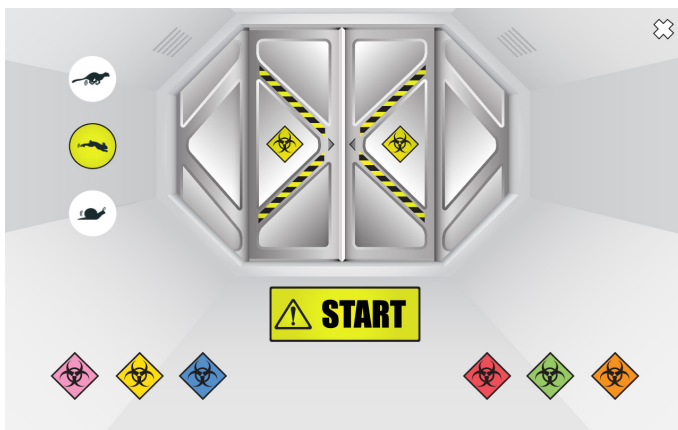
Select the color by holding your foot on the desired alien until it moves. When you are ready, step on the play button.

The game

In *SplatterSpace*, players must splatter as many aliens as possible in the color chosen by the individual player. Every time you splatter an alien in your own color, your flask will be filled with that color.

If a player splatters an alien in an opponent's color, that opponent's flask will be filled instead.

You can always see who is leading by keeping an eye on whose flask contains the most colored liquid. The first player with a full flask wins the game.



SUPERSORTER



Preparation

Before you start SuperSorter, go to the front page to select:

1. whether the players are going to play as a team and complete the tasks at the same time or whether the players compete against each other
2. the number of players.

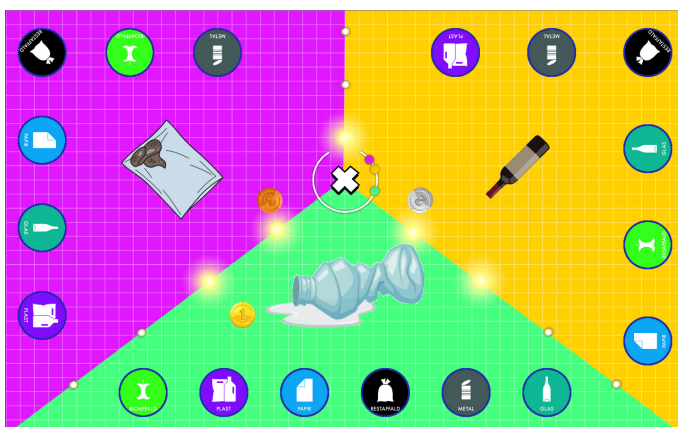
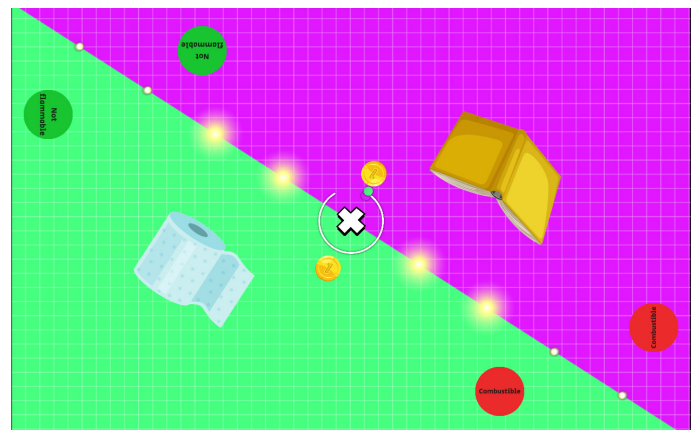
To play as a team, step on the icon at the upper left where two people appear in a circle. If you want to compete, step on the icon with the flags.

To choose the number of players, step on one of the circles at the bottom which displays the number of players.

When you are ready, step on the play button.

The game

SuperSorter is a sorting game where players must sort elements into categories. Every time a new element appears, the player must place it in the correct category by stepping on that category. If you choose the wrong category, a red x will appear. Later you will have the opportunity to place this element again.



THE FLOWER GARDEN



Preparation

No preparation required for this game.

The game

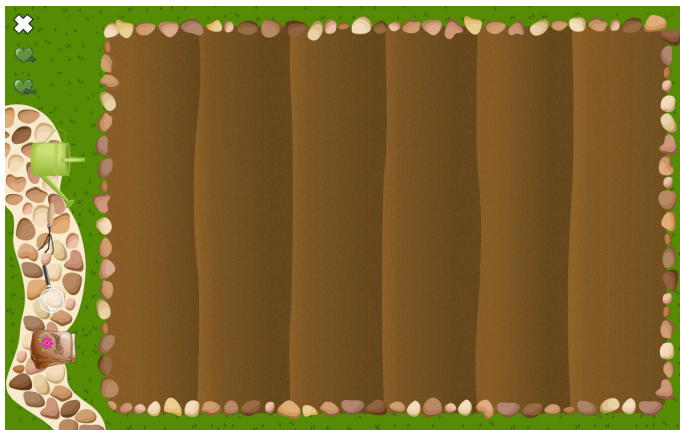
In *The Garden*, players must grow their own garden: They must sow, water, weed and study the insects. The Kitchen Garden is a variant of *The Garden*.

When you step on the bag of flower seeds for two seconds, the bag will move and unfold. Now you have to choose one of the four flowers. To sow a seed, place a foot somewhere on the ground until a clod of soil appears. This indicates that you have now sown a seed.

Activate the watering can and place your foot over the clod of soil. The seed is then watered until it has received enough water and a flower appears. Continue in the same way until you have a flower garden. As you cultivate the flower garden, weeds will grow and must be removed. Activate the rake and step on the weeds until they disappear. Do the same if you want to remove the flowers.

When you see some insects, you can activate the magnifying glass and then "catch" the insect by stepping on it so that you can get a closer look.

In the upper left corner you will see two hearts. The heart with the arrow pointing to the left saves your flower garden, and the heart with the arrow pointing to the right inserts the saved flower garden. You can save only one flower garden at a time.



TV-LOUNGE

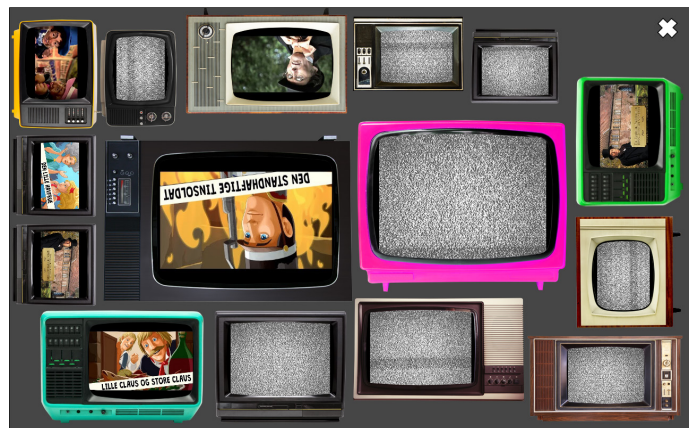


Preparation

No preparation required for this game

The game

You can use the Tv Lounge to watch videos from YouTube. You decide which videos you want to watch. Select a video by stepping on one of the tv screens after which the video will automatically start.



WALLBALL



Preparation

No preparation required for this game.

The game

In *WallBall*, players must shoot a ball against a wall as many times as possible without the ball hitting the ground.

To start the game, the player must place his/her feet on the floor and two red shoes will appear. If you are two players, stand next to each other and four red shoes will appear. The shoes follow the movements of the feet.

Keep track of your points and your highest score in the upper left corner.



WATERWORLD



Preparation

No preparation required for this game.

Spillet

WaterWorld is a sensory game where you encounter life under the sea. You can, for example, catch the red fish by stepping on them or get the stingray to follow you by dragging your feet over it. When you move, you can hear the roar of the sea. To activate more senses, spray water on the floor. Then you can really enhance the experience of being under the sea.



WORD WIZARD



Preparation

Before you start WordWizard, go to the front page to select:

1. the level of difficulty
2. whether you want to see the whole alphabet or only the letters used.

Use the round buttons to select the above. If you want to adjust the level of difficulty, drag the button with the star. If you want to see the whole alphabet instead of just the letters used to spell the specific word, drag the button with the small gray squares.

Level 1: If a letter is placed incorrectly, it will immediately be removed from its position and a new one can be inserted.

Level 2: If a letter is placed incorrectly, it will be removed from its position when the whole word is written, and it can then be replaced by another letter.

Level 3: If a letter is placed incorrectly, it will not be removed from its position, and the student must find out which letter(s) are in the wrong place.

On the front page, you can also choose to step on the button that shows an image of an ear. You will then have the opportunity to listen to the entire alphabet.

You can also choose to step on the button with three lines. This gives you an overview of the spellings of the game, and you can freely choose which ones you want to work with.

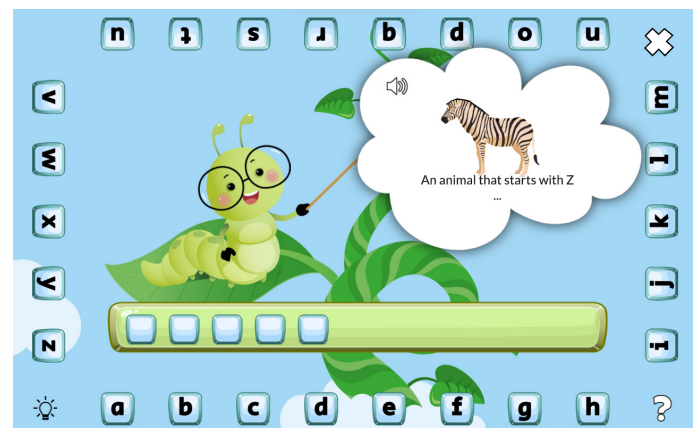
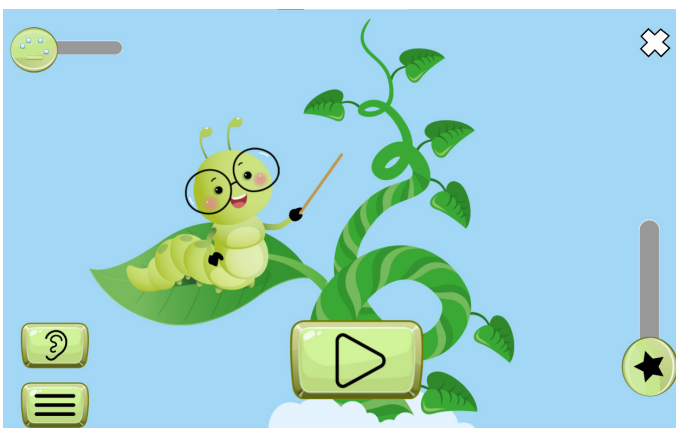
When you are ready to play, step on the play button.

The game

WordWizard is a spelling game. When a word needs to be spelled, a bubble will appear with an audio file, an image, a text that gives you a hint of the spelling, or all three things together. This bubble disappears after a few seconds but can always be retrieved by stepping on the question mark.

The player spells his/her word by stepping on a letter after which this letter appears in a bubble and the name of the letter is heard. The player then steps on the square in which the letter is to be inserted. When the word is spelled correctly, continue to a new word. If the player misspells the word, the game will react according to the chosen level of difficulty.

It is possible to get up to two hints per spelling. These are obtained by stepping on the bulb in the lower left corner.





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