

Guide to interactive applications

# Little Maths Heroes

Logic games on the interactive floor

Designer: LavaVision



**Little Maths Heroes** is a Motioncube application collection designed for interactive floors. The applications are controlled by body motion.

Number of applications in the collection: 22

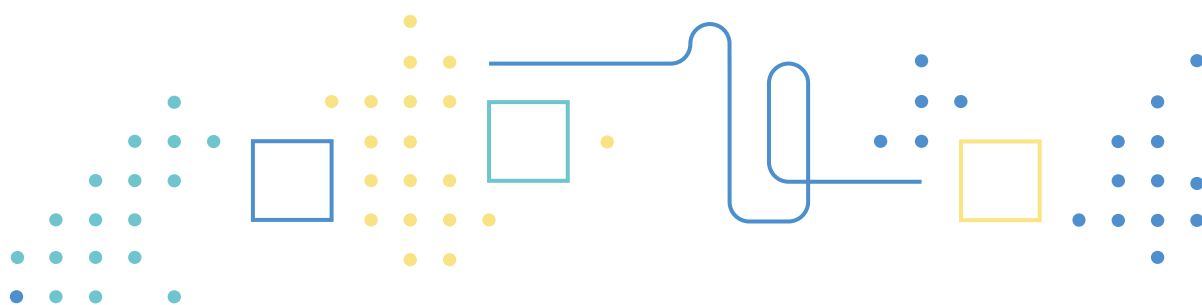
Applications control way: motion interaction

Design, graphics, software: LavaVision

Collection release date: 2016-06-01

Last updated: 2018-09-01

Motioncube is interactive software that combines motion and fun in the innovative technology of the interactive floor. Motioncube applications have been designed for entertainment, education, revalidation, and rehabilitation. The games are controlled by motion, touch, interactive pens, and robots. Applications are also available for PCs and interactive boards, along with example lesson or activity scenarios. Simple application selection and ordering process with immediate delivery straight to your device. Create an interactive space tailored to your needs with Motioncube.



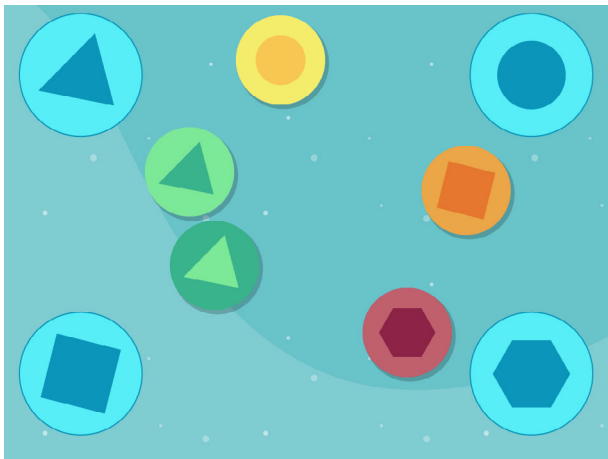
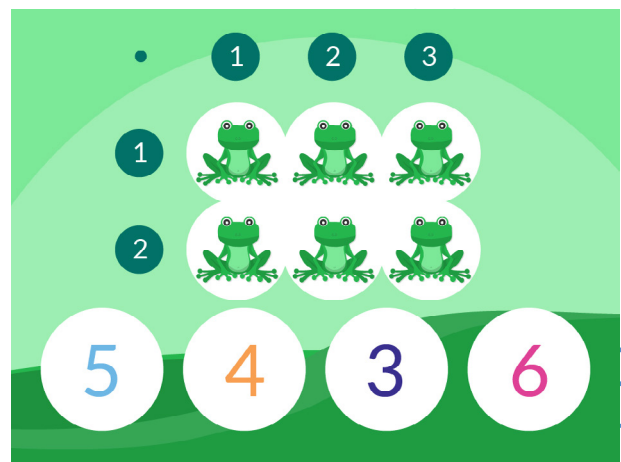
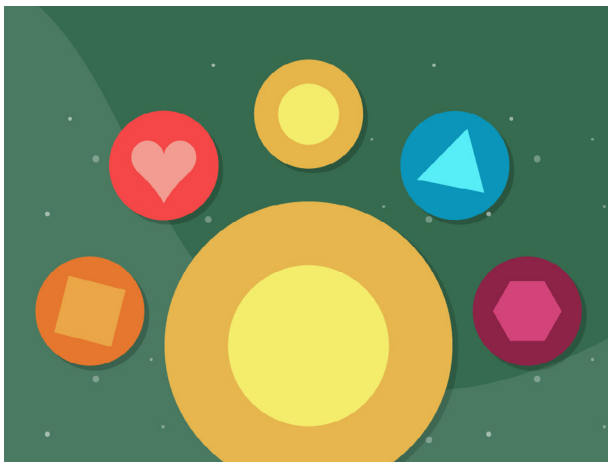
**LavaVision**

[www.lavavision.eu](http://www.lavavision.eu)

[contact@lavavision.eu](mailto:contact@lavavision.eu)

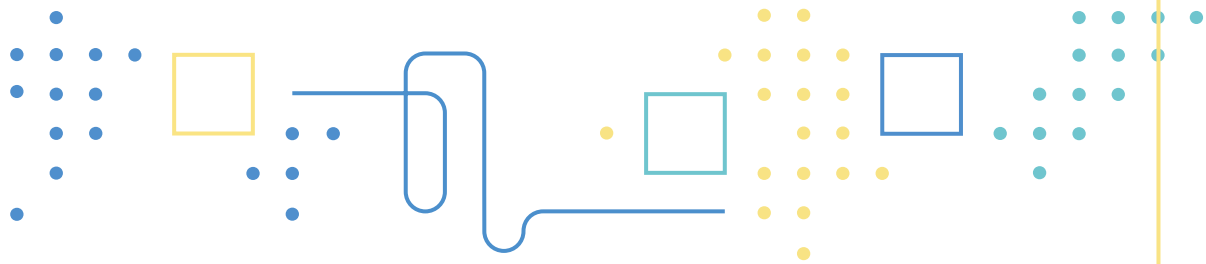
## Little Maths Heroes

Are you just starting your adventure with mathematics? Or maybe you are already a multiplication table master? Do you like puzzles? In the land of the little mathematicians, many puzzles await you. Recognize the shapes, count on your fingers and check the hour! Interactive exercises support the gradual discovery of basic mathematical concepts such as comparing sets and numbers, recognizing shapes, performing arithmetic operations. The collection of interactive motion-controlled games is for children aged 5 to 8.



## Who is it for?

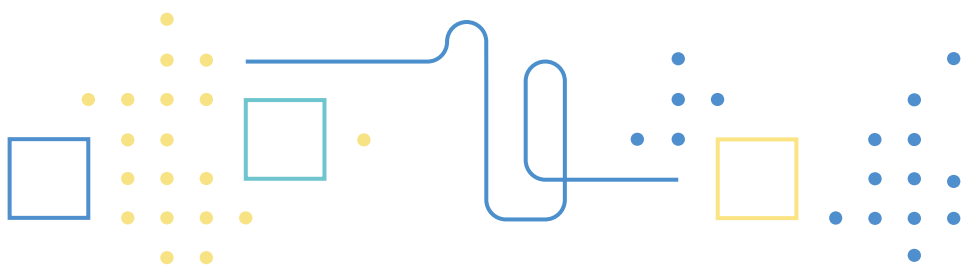
The games offered in Little Steps can enrich everyday educational activities for pre-school and early school children. They can complement corrective, remedial and revalidation classes. The applications can make the time spent by children of all ages more attractive in daycare centres, educational institutions, community centres, and at home. They are a great proposition to maths fans to learn and practice maths skills individually or in a group.



## What are the objectives of these activities?

The app collection can help organize activities supporting the gradual discovery and learning of basic mathematical concepts, such as shapes, numbers, and arithmetic operations based on concrete-pictorial thinking towards conceptual thinking. The proposed exercises support the development of perceptiveness, analytical thinking, shape recognition, and object classification, which are necessary skills for independent application in various life situations.

**The authors of the app collection tried to respond to the developmental needs of preschool and early school-age children, focusing primarily on supporting motor and sensory skills during organized and safe motion games.**



## What is inside the app collection?

The Little Maths Heroes contains 22 interactive applications that respond to the movement of a person, supporting the teaching and learning of the basics of mathematics. The collection includes different quizzes, games and puzzles, which can be played individually, in pairs or groups of 4. The use of words, pictures and symbols in the applications facilitate the child understanding of basic mathematical concepts.

## Child development support

The applications included in the collection have been created in cooperation with the teachers. Interactive games and exercises can enrich group class scenarios and individual activities.

Activities with the Little Math Heroes help to practice:

- classification of the items according to shape, colour, size and purpose,
- distinguishing between basic geometric shapes,
- counting elements in sets, adding and subtracting, distinguishing between incorrect and correct counting, recognizing digits,
- understanding the essence of mathematical operations - addition, subtraction, multiplication, division and relations between them;
- independent, reflective, logical, critical and creative thinking,
- asking questions, recognizing problems, collecting information needed to solve them, planning and organizing activities,
- reading hours on a clock.

## Fun with the Little Maths Heroes on the Motioncube interactive floor

You can run the Little Maths Heroes games on the interactive floor with Motioncube Player available on [www.motioncube.io](http://www.motioncube.io)



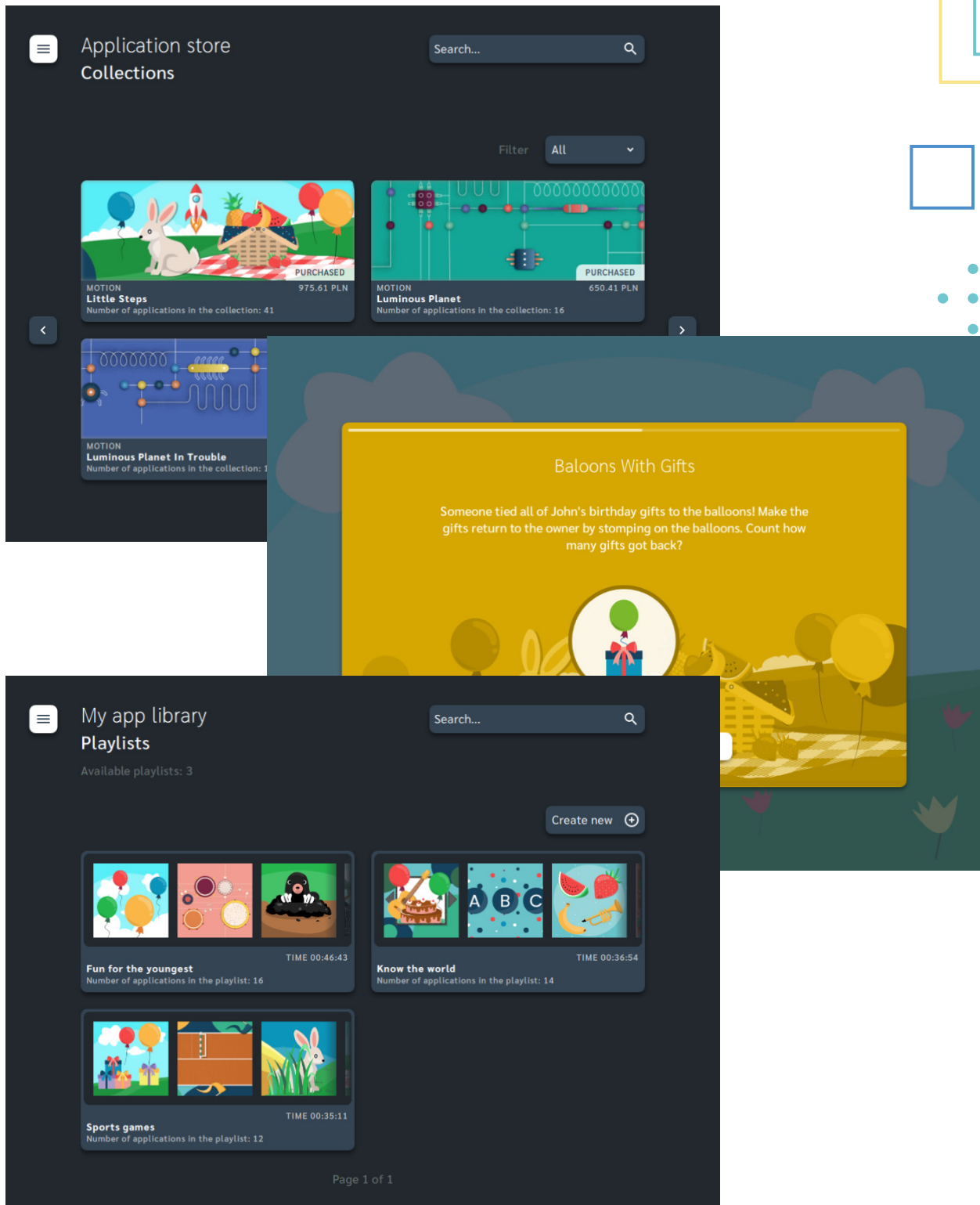
See video





# Motioncube Player

With Motioncube Player, you can easily manage your App Library, update your app collections, run playlists, and access a wide offer of educational interactive games.



## Why choose the Little Maths Heroes?

- It is an excellent base of interactive mathematical exercises and logic games for children to use by teachers in various forms of activities, including revalidation classes.
- Interactive applications activate children to move and play together.
- In a friendly way, you will introduce students to the world of basic mathematical concepts and operations.
- It contains original exercises, games and quizzes.
- Intuitive interface, simple to use.
- Richly illustrated.
- The most often choice of teachers.



**You can be the Maths Hero!**  
**Meet the new face of mathematics!**



## The Little Maths Heroes include twenty-two games:

### 1. Choose the sign



Matilda's notebook lacked symbols in math activities! Quickly fill in the gaps by pointing to one of the four math symbols. Application for early school age children, designed for one user or for working with a group.

### 2. Common element



Matty would like to test your mindfulness! Select an element that is repeated in both collections. Jump on the answer at the bottom of the board. Application for early school age children, designed for one user or for working with a group.

### 3. Count by tens

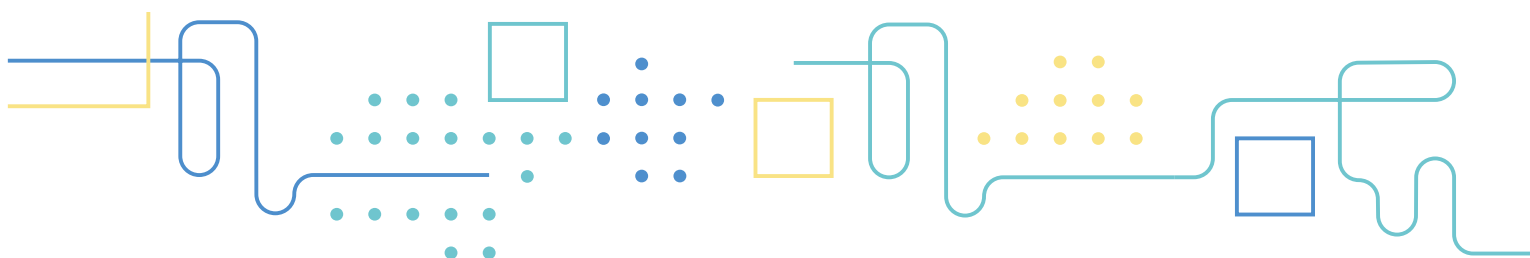


Matty is happy that he can add and subtract such large numbers, up to 100! Show that you too know a smart way to solve such operations. Tap your answer. Application for early school age children, designed for one user or for working with a group.

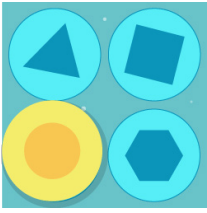
### 4. Count fingers



Matty would like to show Matilda that the best mathematical help is always with her! See how easy it is to add and subtract on your fingers. Tap on the floor to indicate your answer. Application for early school age children, designed for one user or for working with a group.



## 5. Fit the shape



Shapes scattered across the floor. Quick, help Mattie sort them! Move the shape stamp to the appropriate box according to the pattern.

## 6. Hidden shapes



There are geometric shapes hidden in Matilda's drawings. Look for shapes that match the pattern. How many shapes are there? Check the answer by stepping on the selected number.

## 7. How many?



Matty loves to count everything and everyone. Join this fun! Count his pictures, the dots on his cubes or the straight fingers on his hands. Step on the correct result below..

## 8. Jump on shapes



Matilda loves to jump on a trampoline. Also jump! Stand in the big circle and jump on the shapes as indicated in the big circle. Jump as high as you can!.

## 9. Kick the ball



Matty invites you to football training! A ball with a number will appear on the floor. Kick the ball right or left to meet the condition at the top.

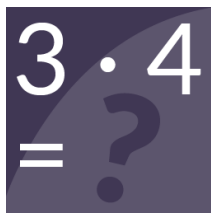


## 15. Multiply and divide up to 20 by 2 and 3



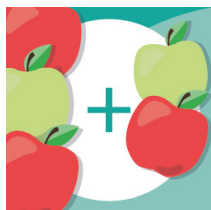
Matty is organizing a contest for 'Little Math Hero'. Test yourself at multiplying and dividing by 2 and 3! In two minutes, provide as many correct answers as possible, jumping on the correct result.

## 16. Multiply till 25



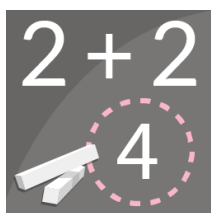
Matilda and Matty invite you to the 'Small multiplication' competition. Check yourself! Gather as many points as possible in two minutes by indicating your answer on the floor.

## 17. Operations on sets



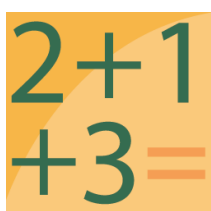
Addition and subtraction are Matilda's favorite calculations. Join the counting. Count the elements on pictures and make the right operation. Check your result by tapping on one of the answers.

## 18. Plus and minus



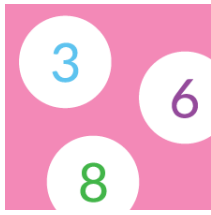
Matilda has just learn writing digits. She's writing tasks for you on the blackboard. Add or subtract numbers and stand on the correct result.

## 19. Three digits



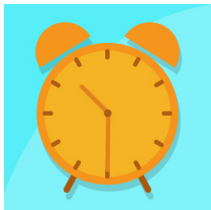
You have a new challenge from Matty. Three digits in action! Add or subtract them and indicate the result on the floor.

## 20. What does not match?



There must always be an order in Matilda's mathematical world! From the three displayed items, select the one that does not match the others. Point it with your footstep..

## 21. What time is it?



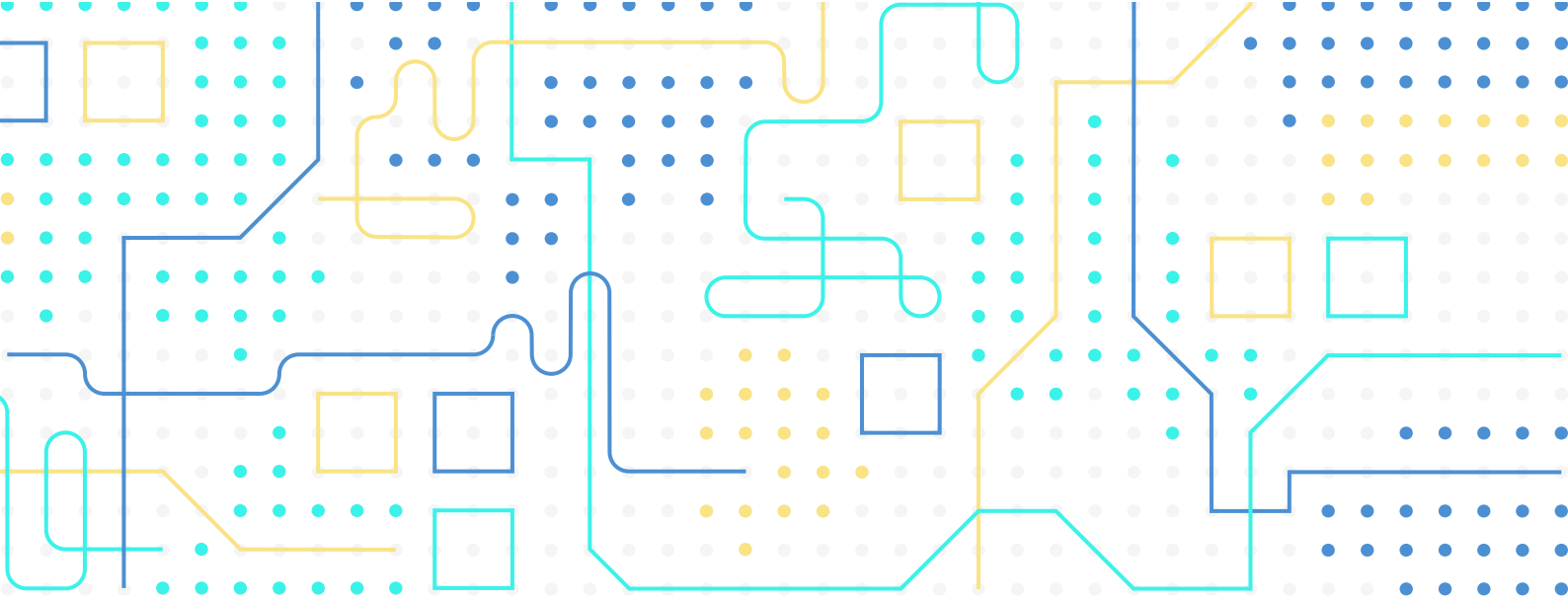
Recently, Matilda received a clock from Matty as a gift. Tell her what time the clock is showing. Jump on the correct answer.

## 22. Where is more?



Matty invites you to train your mind! Judge if the scores are equal or if any of them is greater. Stand on the one from three symbols at the bottom of the board.

Go on a journey through the land of mathematical puzzles. Help Matilda and Matty to solve puzzles and collect in the shortest time as many points as possible. Good luck!



Check more on  
[www.store.motioncube.io](http://www.store.motioncube.io)

