

# Get into embodied learning with iMO-LEARN



Get the most out of iMO-LEARN with:

## i3PROJECTOR Lamp

This interactive projector allows you to **transform any surface** into an interactive whiteboard. The ultra-short-throw makes sure that **you don't get blinded** by the lamp.

## i3PROJECTOR Laser

An easy & maintenance-free interactive projector. No hassle with replacing lamps. The ultra-short-throw makes sure that **you don't get blinded by the laser light**.

## i3LEARNHUB

Our cloud based collaborative learning platform that allows teachers to prepare and share lessons with students anywhere, anytime. **Shortlisted as best Educational app at BETT Show 2018!**

## i3BOARD

An interactive whiteboard **helps make lessons more dynamic** and to personally engage students in learning activities. It allows you to involve multiple users who can contribute with views and ideas in real-time.

## Warranty

2 years on both iMO-LEARN and the Motion Detection Module.

## Get in touch!

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# iMO-LEARN

*Moved by learning*





## Active sitting cube

Bringing movement into classrooms can create a more challenging learning environment. Getting children moving boosts their motivation and helps keeping their minds focused on the lesson and activities at hand. This is why we designed iMO-LEARN: it is an active sitting cube designed to promote active movement in the classroom. We want to give students the chance to learn by moving.

## Why iMO-LEARN is great in the classroom

### Dynamic sitting

There are different ways to sit on the iMO-LEARN. It has a unique shape and lightweight structure that provides an ergonomic way to sit in the classroom, and the possibility to change the classroom setup and make learning more dynamic.



### Analogue active learning

#### Activity manual

iMO-LEARN is available with an activity manual that contains 100 analogue activities in various learning domains to engage students in a very active and playful way.

#### Building constructions

iMO-LEARN is also available with a set of 40 building activities to help students practice teamwork and spatial orientation.

### Digital active learning

Connect iMO-LEARN to the online learning platform i3LEARNHUB with a wireless motion detection sensor. It instantly transforms the iMO-LEARN into an interactive and digital educational resource that gives immediate feedback.

Engage your students with challenging quizzes and fun activities, and let them create their own games in i3LEARNHUB.



## Features overview



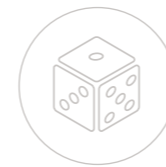
### Dynamic sitting

iMO-LEARN has a unique shape and lightweight structure that provides an ergonomic way to sit in the classroom.



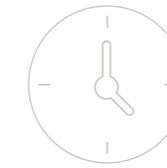
### Motion detection module

Equip iMO-LEARN with a motion detection module to communicate movements to the online learning platform i3LEARNHUB.



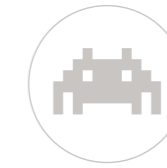
### Dot stickers

Put the dot stickers on the iMO-LEARN to transform it into a giant dice and play fun games.



### Analogue active learning

iMO-LEARN is available with a set of analogue exercises and building constructions to engage students in a very active and playful way.



### Digital active learning

Turn iMO-LEARN into an interactive and digital educational resource to engage your students with challenging quizzes and fun activities.



### Embodied learning

iMO-LEARN lets us involve our whole body in the learning process, so we can better memorise and focus. This is what we call embodied learning.

## Ideas for analogue exercises

### “Race”

Students take two iMO-LEARNs each and use them to get to the other side of the room as fast as they can without touching the floor. Whoever crosses the finish line first, wins.

### “Magic dice”

The teacher throws an iMO-LEARN and says the number on top out loud. The students have to stand on the side that corresponds to that number as fast as they can. The last student who stands on the iMO-LEARN, has to sit down and can no longer participate. The activity continues until there is only one student left.

### “Sit boom”

Students stand in a circle and each student stands behind an iMO-LEARN. The teacher gives a multiplication table, for example the 3 times table. The students start counting in turns: 1, 2, 3, etc. while stepping on and off their iMO-LEARN. When a number is part of the 3 times table, the student has to sit down on the iMO-LEARN. If you make a mistake, you are eliminated.

