Presenter 10: Tool overview

General introduction

Tools in Presenter

With the Presenter tools you create an inspiring learning environment full of interaction opportunities. Suitable tools you choose from the media library can be integrated directly into your Presenter lesson. The tools will be placed locked on your canvas.

To delete, move or zoom in/out on the tool, click the select button in the toolbar, select the tool and click on the lock button. The lock opens and you can adjust the tool.

Do not forget to lock the tool when you are finished.

Click on the control button in the toolbar to operate the tool.

The tools in Presenter:

- Closed tools have been set by Prowise.
- Open tools you can provide with your own content.
- Mini tools remain visible when you proceed to another page.
- Building blocks easily make objects interactive.
- Touch Table tools have been designed specifically to use on touch tables or devices; and of course also functional on an upright touchscreen.
- 3D tools contain objects that you can rotate in any direction. When you select a specific part of the object, the tool will provide additional information.
- You can use ProConnect tools on the touchscreen in combination with other devices.
- You can use the ProQuiz tool to compose formative and summative tests.

In Presenter, the tools are organised in various categories.

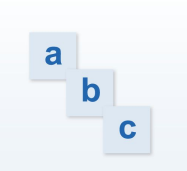
Once Presenter 10 has been launched, you can find additional information on our new website. Click on the name of the tool to go to the information page on MyProwise.

Closed tools

English

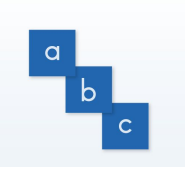
Letter shelf print letter

The digital version of the letter board. Create words and sentences by dragging letters and punctuation marks to the designated fields.



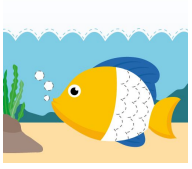
Letter shelf reading letters

The digital version of the letter board. Create words and sentences by dragging letters and punctuation marks to the designated fields.



Writing patterns

These patterns enable pupils to practise their writing skills on various devices.



Letter picker

A tool that can be used for various purposes. Besides practising words, you can now also practise with numbers from 0 to 999.

Hangman Christmas

A game in which you have to guess words by guessing letters. You only have a limited amount of incorrect guesses.

Hangman Valentine

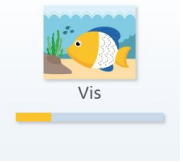
A game in which you have to guess words by guessing letters. You only have a limited amount of incorrect guesses.

Word parachute

Use this tool to expand your vocabulary. This tool visualises connections in the meaning and definition of words. This tool has undergone several adjustments; you can now enter text in the cards, automatically clear cards and choose how many columns you want.

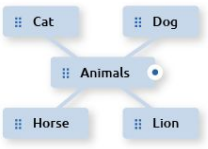
Flashcards

Create a set of flashcards with this tool. Choose the colour of the text and cards, create flashcards with images, adjust the time and choose whether the cards flash by in a set or random order.



Mindmap

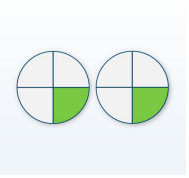
Use this tool to provide a structured view of the offered learning material. Easily create maps and submaps and create connections to reveal the connection between keywords. Change the layout and add pictures, sounds or links to further expand your mind map. Use ProConnect to allow students to submit words and add the submitted words to the whole.



Maths

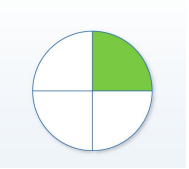
Fraction circles

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now hide or reveal a fraction and select a piece of the pie to see what fraction corresponds to that part.



Fraction circles

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.

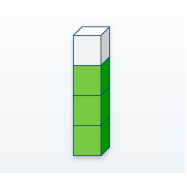


Fraction bars

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.

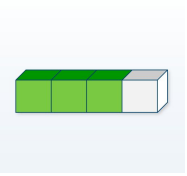
Vertical fraction bar

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.



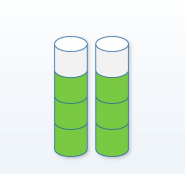
Horizontal fraction bar

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.



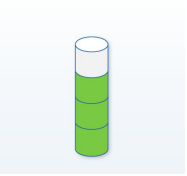
Fraction cylinders

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.



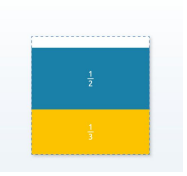
Fraction cylinder

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.



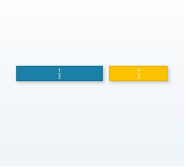
Fraction shelf square

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments, for example having the option to choose which fractions you want showing on the screen.



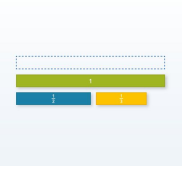
Fraction shelf rectangle

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments, for example having the option to choose which fractions you want showing on the screen.



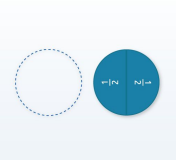
Fraction holder rectangle

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations.
This tool has undergone several adjustments, for example having the option to choose which fractions you want showing on the screen.



Fraction holder circle

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments, for example having the option to choose which fractions you want showing on the screen.

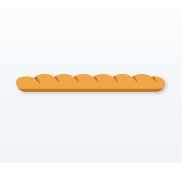


Fraction pizza

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction, and the pizza now has the same measurements as the other fraction pies.

Fractions bread

Understanding the structure and coherence of fractions and being able to calculate and use them in practical situations. This tool has undergone several adjustments; you can now choose to show or hide the fraction.



Calculator

Use the calculator to solve complex calculations or to teach pupils about how to use one.

Counting money

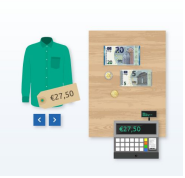
The counting money tool is useful to count coins and notes on the screen and practise doing calculations with money, such as adding and subtracting.

Choosing and paying

Purchase items and add them to the receipt. Pay with money and let the cash register check whether your calculation is correct.

Money payments

View the products. Pay with money and let the cash register check whether your calculation is correct.

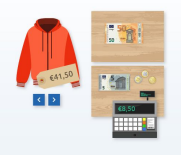


Exchanging money

View the coins and notes. Try to give change with the coins and notes you see on the screen. Let the cash register check whether your calculation is correct.

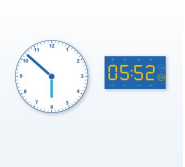
Returning money

With this tool, students learn how to calculate the change they get back after purchasing a product.



Analogue and digital time

Measuring and calculating with measurements and time units.
This clock has undergone some adjustments, such as an answer display and the possibility to present the Roman clock.

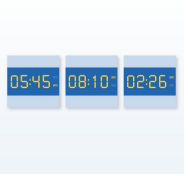


Telling the time analogue

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, such as the possibility to show or hide the time of day and 3 clocks instead of 6.

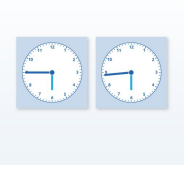
Telling the time digitally

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, such as 3 clocks instead of 6.



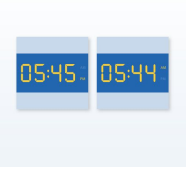
Time difference analogue

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, for example the choice of various clocks.



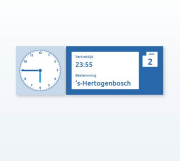
Time difference digitally

Measuring and calculating with measurements and time units.
Determine the time difference between two digital clocks.



Train departure times

Measuring and calculating with measurements and time units.
Make the concepts of "the train leaves in" and "how many minutes late am I" understandable for students.

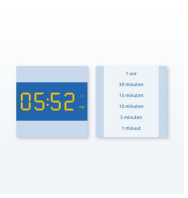


Leaps on the analogue clock

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, for example the choice of various clocks.

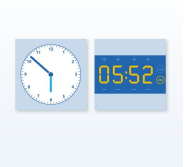
Leaps on the digital clock

Measuring and calculating with measurements and time units.
Learning to read 2 different digital clocks step by step.



Current time

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, for example the choice of various clocks.

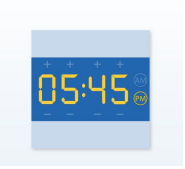


Analogue clock

Measuring and calculating with measurements and time units.
Practise reading the analogue clock with 4 different analogue clocks.

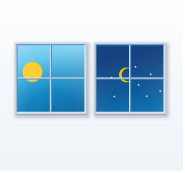
Digital clock

Measuring and calculating with measurements and time units.
Practise reading the digital clock with 2 different digital clocks.



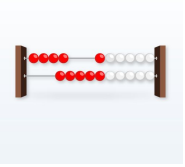
Clock day and night

Measuring and calculating with measurements and time units.
This tool has undergone several adjustments, for example the choice of various clocks.



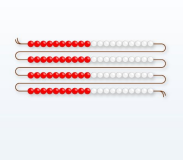
Abacus 20 & 100

Adding or subtracting numbers up to 20 or 100.
The abacus has 5 red and 5 white beads with which you can practise the structures of ten, five and double numbers.



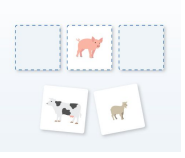
Bead string

Adding and subtracting numbers up to 100.
It has 10 red and 10 white beads or 5 white and 5 red beads with which you can practise the structures of ten, five and double numbers.



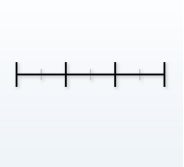
Classifying

Learning to use the terminology in maths and doing maths exercises with number cards. The various classifying tools including organising cards based on different properties have been combined in this tool.



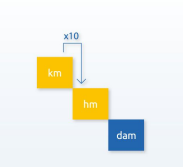
Blank line of numbers

Solving maths problems. Expanding the line of numbers by altering the structure.



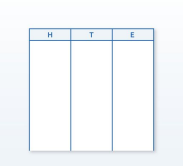
Metric system

Knowing measurements and how to convert them. This tool has become interactive; you can now select the units one by one and see how the transition to the next unit is made.



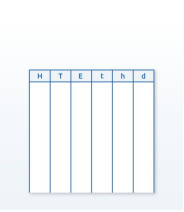
Place value table integers

Shows the position of whole numbers on the screen extracted from various diagrams.



Place value table decimals

Diagram to show the number position of whole numbers and numbers with decimal points on the screen. The new feature in this tool is that with the dotted line and the colour difference, you can now see when you add numbers after the decimal point.

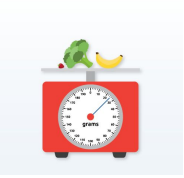


Number shelf

Learning to use the terminology in maths and doing maths exercises with number cards. The digital version of the wooden number tiles. The new feature in this tool is that you can choose which numbers and edits you want to see on the screen.

Scale

Exploring the analogue and digital scale, getting familiar with weighing and comparing the weight of different types of vegetables and fruits. New: multiple options for the type of scale. You can also place two scales next to each other.



Practising multiplication tables

Memorising and making multiplication tables second nature.
2 extensions have been added to this tool:

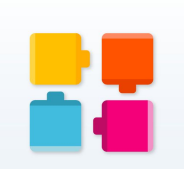
- practising multiplications of 11 and 12
- time expansion up to 6 minutes

Adjustable screen

Set the axes to the preferred values. The grid will automatically adjust accordingly.

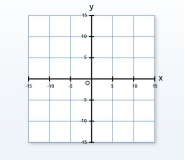
Snap cubes

Use Snap cubes to make teaching maths more insightful. Use the Snap cubes in arithmetic activities such as: mental arithmetic, measuring, logical argumentation flow and recognising patterns.



Coordinate system

You can enter these tools in a diagram, including x and y-axes and create and/or connect:
- dots
- lines between two points
- shapes between at least 3 points.

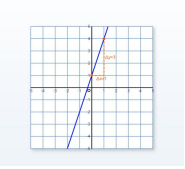


Mathematical balance

Use the math balance to simplify and solve linear formulas. This math balance visualises the mathematical formula.

Lines and linear formulas

With this tool, students learn how to draw a graph using a linear formula and how to determine features of a graph such as the intersection with the y-axis, direction and gradient. The corresponding linear formula can be derived from a given line.



Connect the dots

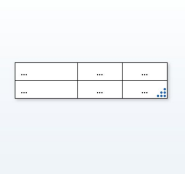
Knowing the structure of the numbers 1 to 50.
Find out what animal appears after connecting the numbers in the right order.

Simon says

Pressing buttons in the same order. Remember the order in which the coloured buttons light up and try to copy this for as long as possible.

Ratio table

Understanding proportions in everyday situations and being able to solve simple issues involving different proportions. This tool has undergone several improvements, you can now cover a field.

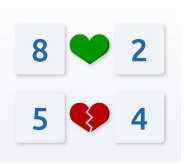


Beaded plank

Counting and remembering with the beaded plank. Train the spatial awareness and visual perception. This tool has undergone several adjustments; you can now control the curtain from up to down and vice versa.

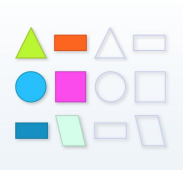
Popular numbers

In this tool the aim is to find numbers that add up to ten. The ability to make numbers that split to make ten second nature. This tool is expanded with the option to 'Add up to 100', in which two numbers have to be matched that add up to 100.



Complete sequence

Use this tool to create links between objects.
Let students formulate logical arguments to recognise and continue the regularity in geometric patterns.

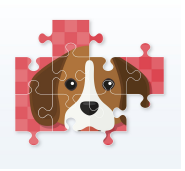


Mimicking shapes

This tool stimulates visual perception and the ability to distinguish colour and shape. Students will learn to recognise and consequently reconstruct patterns.

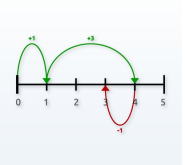
Puzzle

This tool helps to improve spatial awareness. It stimulates perception, categorising and organising. The new feature in this tool is that there are now two tabs in the settings menu: a tab with general settings and a tab in which you can choose a puzzle.



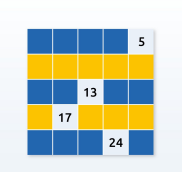
Intervals on the number line

The concept of developing whole numbers and making the position on the number line second nature. This tool has undergone several adjustments; a visible sliding bar had been added. You can turn it off in the settings menu, and you can also choose which numbers are visible in the tool.



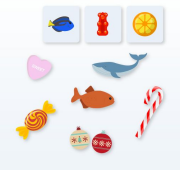
Hundred field

Practising and eventually making the structure of a line of numbers second nature. This tool has a Settings menu where you can choose in which colour you want to practise.



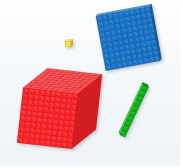
Counting to 20

The ability to count to 20 in practical situations.
This tool is a combination of the 'Counting to 20' tool in various themes, such as Christmas, Sinterklaas, sea creatures or candy. You can change subjects in the settings menu and choose which items you want to use.



Base ten blocks (MAB)

This tool offers you a range of options. Not only can you use the 'Free mode' to drag Base ten blocks into the work field and, aided by the table, make clear which quantities are concerned. But you can also use the Practice mode to solve different sums with the aid of the Base ten blocks.

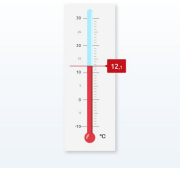


Counting and grouping

Use this tool to compile groups of different images for the students to count. Various images are available so you can choose a theme that fits the children's experiences.

Thermometer

Use this tool to demonstrate one or two thermometers to the class. Choose between the Celsius and Fahrenheit units and set the temperature range of the thermometers.

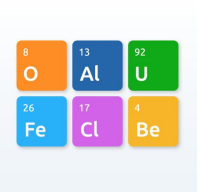


Measuring cup

Use one or two measuring cups and select your desired capacity. Fill the measuring cups and let the students determine the capacity. Easily adjust the lines on the measuring cups to make the assignment easier or more difficult.

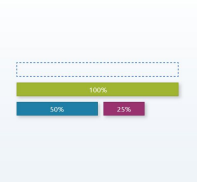
Periodic table

This tool displays a periodic table of the chemical elements, arranged according to their atomic numbers. Make diverse categories visible or invisible.



Percentage holder

Learn about the structure and relationship of fractions with the aid of percentage bars. Choose which percentages can be displayed in the tool and how the percentage bars are aligned.

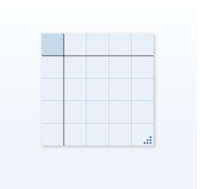


Number line steps

This tool visualises the number lines for the students. Decide whether to show all of the numbers or to leave out (random) numbers. Determine how you use the tool by setting both the start and end point and the step size.

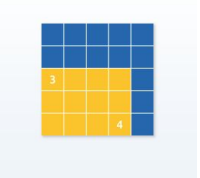
Sums table

Use this tool to let students do calculations. Determine whether you want to assign additions, subtractions or divisions by placing the respective calculation signs in the coloured box in the top left corner. Enter numbers in the first column and execute. Adjust the number of rows or columns by dragging the dots in the bottom right corner.



Multiplication tables

Use the field of 100 to visualise multiplications. Select a section in the field of 100 and visualise the composition of the multiplication. Choose to visualise numbers, field numbers or calculations with answers for pupils.

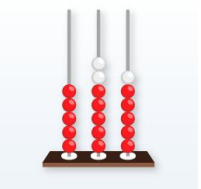


Sum maker

Create your own calculation page. Choose how many and what type of calculations you want the students to do (+, -, x of :) and set the difficulty. For instance, you can choose to let them fill out missing numbers or use decimal numbers.

Abacus

Use the abacus to show the composition of numbers. Determine whether you want to use single units or units of ten, with the possibility to expand to units of hundred or thousand. Visualise how ten single units are converted to a unit of ten and choose whether or not you want to show labels and numbers above the columns.

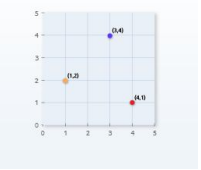


Graph

Design your own graphs and charts with this tool. Choose your desired scale and easily adjust the number of rows by dragging the blue dots in the top right corner.

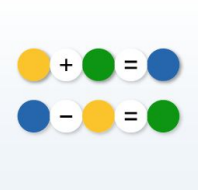
Coordinates

Practise with moving the coordinates around in the coordinate system and choose whether or not to show the coordinate description at a selected point. Select random mode in the settings menu to use a different colour for every coordinate. Switch to manual mode to choose these colours yourself.



Counting chips

Use counting chips to count, compare and name values. Simulate additions, subtractions, multiplications and divisions with the chips to visualise the calculations. Stimulate counting up to a certain number, thereby practising the sequence of numbers in order to count towards the total value.



Bus stop

Practise additions and subtractions in a meaningful way. Use the instruction mode to visualise calculations step by step. Use the practise mode once students are ready for completing assignments (independently). Choose whether the answers need to be under ten or twenty in total in the settings menu.

Shape and colour

Practise sorting shapes and colours with this tool. Adjust the number of colours and shapes in the settings menu, and choose whether to work in the instruction or practise mode. In the instruction mode, you can choose how you want to sort shapes and colours. In the practise mode you complete assignments and get an overview of the number of right and wrong answers.

Bar graph

Transfer information into a bar chart. Use a bar chart to show relationships between time, distance, growth and other time-related correlations. The length of the bar indicates the amount. You can adjust the number of rows and columns.

Graph and chart

Integrate data into a table and then choose whether you want a bar chart or a pie chart. Both is also an option. The charts are linked to each other. Once you change figures in the table, the bar and/or pie charts automatically adjust. Use charts to show relationships between time-related matters, fractions or percentages.

Math balance (Primary Education)

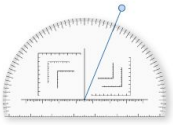
Use this tool to understand the concepts of "equal to", "more than" or "less than". Place cards in different places on the scale and the arms will show whether the scale is balanced. Choose to show the numbers on the scale in the settings menu.

Moment arm formula (Secondary Education)

This tool teaches the Torque Law of physics. By hanging weights on the arms of the scale you can balance out the scale. You will learn that the scale is balanced if the sum of the torque on the left is equal to the sum of the torque on the right.

Military protractor

Use the military protractor to navigate to specific coordinates on the map. Align the base line with the vertical lines on the map, the 0 should be in line with Grid North. All vertical and horizontal lines should be aligned with those on the map, overlay the centre point over your location on the map. Use the plumb line to draw a line from the location to the target.



World orientation

World map square

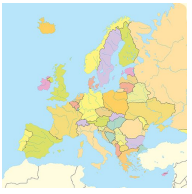
Find a place in the world with this interactive world map. Use the buttons to zoom in and out. Use the cursor to move the map little by little and find a place in the world.

World map wide

Find a place in the world with this interactive world map. Use the buttons to zoom in and out. Use the cursor to move the map little by little and find a place in the world.

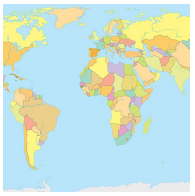
Topography Europe

Become familiar with the world map and practise the basic topography of Europe. Also use the tool's specially created practise mode.



Topography - World

Become familiar with the world map and practise the basic topography of the world. You can set a number of exercises in the practise mode.



Topography Netherlands

Become familiar with the world map and practise the basic topography of The Netherlands. In the practise mode, first choose what you want to practise and then how many exercises you want to do.

Topography Belgium

Become familiar with the world map and practise the basic topography of Belgium. In the practise mode, first choose what you want to practise and then how many exercises you want to do.

Topography Germany

Become familiar with the world map and practise the basic topography of Germany. In the practise mode, first choose what you want to practise and then how many exercises you want to do.

Topography United Kingdom

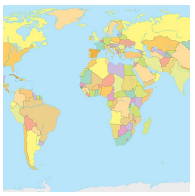
Become familiar with the world map and practise the basic topography of the United Kingdom. In the practise mode, first choose what you want to practise and then how many exercises you want to do.

Topography Australia

Become familiar with the world map and practise the basic topography of Australia. In the practise mode, first choose what you want to practise and then how many exercises you want to do.

Topography United States

Become familiar with the world map and practise the basic topography of the United States. You can set a number of exercises in the practise mode.

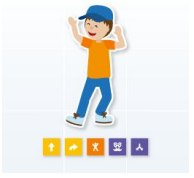


Traffic

Simulate traffic situations and practise the traffic rules in a fun way. Choose a traffic situation in the settings menu and add different (road) signs and road users.

CodeWise

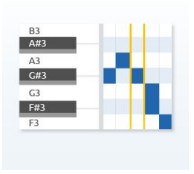
With this tool, programme a digital route and improve the computational thinking skills. Choose a character and background you want to continue with. Break the route down into smaller pieces and then let the character follow the route.



Art (music)

Playing piano

Play the piano keys or choose a song. Listen to tunes, harmonies, melodies and the rhythm. You can also click on the boxes to the right of the piano. Set the speed and volume with the buttons in the tool. Then select the play button and the melody is played on the piano.



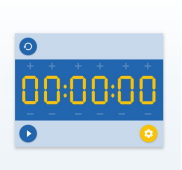
Class management

Traffic light

Creating the right attitude and silence in the classroom. The traffic light can be a tool to stimulate working independently.

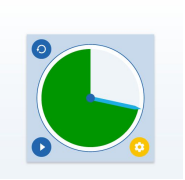
Digital timer

Developing time awareness by exploring and reading out time periods. Show the remaining time to solve a specific task on the screen digitally. A sound will ring as soon as time is up.



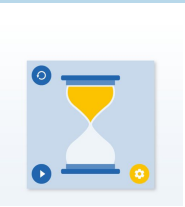
Blank timer

Developing time awareness by exploring and reading out time periods. Show the remaining time to solve a specific task on the screen in the form of a coloured circle. A sound will ring as soon as time is up.



Timer hourglass

Developing time awareness by exploring and reading out time periods. Show the remaining time to solve a specific task on the screen in the form of an hourglass. A sound will ring as soon as time is up.



Score board

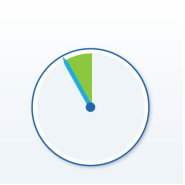
Use this tool to keep track of scores for a maximum of 6 teams. You can now provide score boards with different colours.

Birthday

Make a digital birthday cake to celebrate a birthday. Let the pupils design a cake and sing birthday songs together. This tool has been supplemented with a choice of toppings.

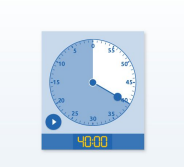
Timer for working independently

Developing a sense of time and exploring and practising reading time periods. The time units are now available in the settings menu of the tool.



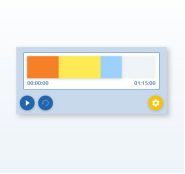
Timer with numbers

Developing time awareness by exploring and reading out time periods. Display the remaining time to complete a particular task. A sound will ring as soon as time is up.



Work planner

Developing time awareness and being able to share your work in an organised manner. You can now add 25 and 30 minutes in this tool.



Webcam

After this tool is launched, a webcam displays in the Presenter. Once you activate this, the camera of the device begins filming. The pause button pauses the image.

Name picker

Use this tool to draw names for Surprise. The new version also contains a Christmas theme and a neutral theme, so the tool can be used at different times.

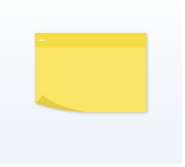
Dice

After opening this tool two dice appear on the screen. Click anywhere in the tool frame to roll the dice. You can set the number of dice and the colour in the settings menu.

Building blocks

Note

Showing and hiding information. The 'Note' tool has been designed to add context to subjects that require additional explanation. You can now directly drag the tool to the appropriate size.



Information

Showing and hiding information. You can use the information button to add text to subjects that need an explanation. You can now directly drag the tool to the appropriate size.

Cover curtain

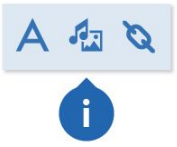
You can cover objects by applying the curtain.
Open the curtain by sliding it to reveal the objects.
To open the curtain, you can slide from any direction.

Cover surface

You can cover objects by applying the cover field.
Uncover the objects by using the arrows to remove the cover. To open the curtain, you can slide from any direction.

Interactive i

Use the interactive i in your lesson to place different types of content under one building block. Add text, different media elements and a link to a webpage to the interactive i. Simply adjust the colour and the background of the building block so that these are shown the best way in your lesson.



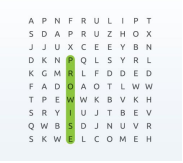
Open tools

Word magnets

Use this tool for a diverse number of purposes, such as sliding word cards to different parts of an image. A new feature in the tool is that you can cluster and adjust words better via the settings menu.

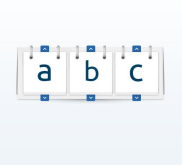
Word search

Find all given words in the word search tool. Choose in which direction the words can be searched. A new feature in the tool is that you can instantly clear the box with one click.



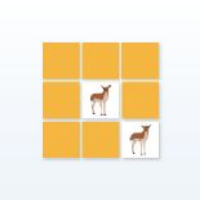
Letter selector

Use this tool to form words with different letters. Adjust the tool's difficulty simply by adding letters to the settings menu.



Open memory

Design your own memory game by entering text, media or both to the cards. You choose the number of memory sets, adjust the layout to suit your preferences and select the number of players. You can even set a time limit per turn or for the entire game.



Word cloud

Open the word cloud with ProConnect and let participants brainstorm about questions you have posted. The answers appear on the screen. Answers that reoccur blow up and change colour.

Open hangman

Create your own hangman game by entering words or sentences yourself as an exercise. Choose your preferred background, determine the number of hints and set the time limit to make the game extra exciting. Confirm your settings and let the students guess the word or sentence during the game by clicking on the letters in the overview.

Touch Table tools (available only for ages up to 12 years)

The Presenter features a special package of tools: the Touch Table tools.
With these tools you practice certain skills in game form, with one or more students at the same time. What's new is that you can indicate with various tools on which side you want to play the game. Now, with the press of a button, you can also immediately close the game and return to Presenter.

Language

Word game

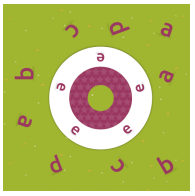
Recognise, name and spell letters and words. Students search for the correct letters of the words. Once the word is complete, a new word will appear. When the playing time is up, the game ends.

Word race

Recognise, name and spell letters and words. Pupils search for the letters of words you recognise behind the tractor. Once the word is complete, the tractor races to the finish. The start menu has been adjusted, the words are now better categorised.

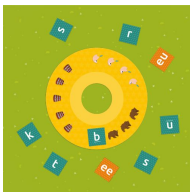
Finding letters

Recognising and naming letters. Let pupils search for the letter(s) contained in the wheel and then complete the wheel. This tool is back in business. The start menu and direct feedback have been adjusted. An incorrect letter will turn transparent, thus visualising errors.



Word wheel

Recognise, name and spell letters and words. Pupils search for the letters of the words they recognise in the wheel and complete words. The classification of the categories has been closely examined and modified.



Colors TipTile

Recognise and name colours.
Students learn more about what they see on the cards. When the students click on one or more cards, they say out loud what they see. Students can search for the cards that belong together.

Animals TipTile

Recognise and name colours.
Students learn more about what they see on the cards. When the students click on one or more cards, they say out loud what they see. Students can search for the cards that belong together.

Words TipTile

Students learn more about what they see on the cards. When the students click on one or more cards, they say out loud what they see. Students can search for the cards that belong together.

Lifestyle TipTile

Students learn more about what they see on the cards. When the students click on one or more cards, they say out loud what they see. Students can search for the cards that belong together.

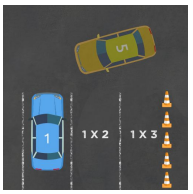
True or false?

Assessing and responding to information with arguments.
Let the students decide whether or not the information on the cards is true and discuss the answer with each other.

Maths

Multiplication table race

Memorising and making multiplication tables second nature. Let students calculate the multiplications and drag the car with the correct answer into the parking space. Who will be the first to fill the parking spaces? Now you can practice the multiplication tables up to 12 and determine which table combinations you want to practice.



Telling the time

Reading analogue and digital clock times.
Let students view the clock times on the cards and search for two identical clock times. The classification of the categories has been closely examined and modified.

Equal quantities

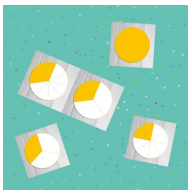
Recognise, name and count quantities in combination with number formats. Let students view the quantities or numbers on the cards and search for two identical values. Categories have been added so that the students' practice is more targeted.

Multiplication table combination

Memorising and making multiplication tables second nature.
Let students view the sums and answers on the cards and search for two cards with identical values. The classification of the categories has been closely examined and modified.

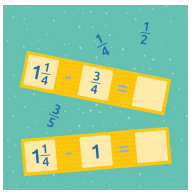
Fraction-percentage-comma

Recognise and apply fractions, percentages and decimal-point numbers.
Let students view fractions, percentages and decimal-point numbers on the cards and search for two identical values. The classification of the categories has been closely examined and modified.



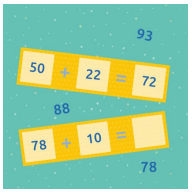
Fraction exercises

Add and subtract fractions. Let students search for the missing fractions and complete the sum. The classification of the categories has been closely examined and modified.



Maths game

Add and subtract numbers up to 100.
Let students search for the missing numbers and complete the sum. The classification of the categories has been closely examined and modified.



Animal exercises

Add and subtract numbers up to 20.
Let students search for the missing amounts on the strips and complete the sum.

Numbers TipTile

Name quantities and number formats. Students learn more about what they see on the cards. When students click on one or more cards, they count out loud and say the quantity. Search for cards with the same quantities.

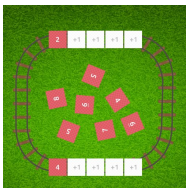
Counting dots

Compare the counting dots based on their order in the row and by comparing them with the corresponding quantities. Let students search for the correct counting dots and complete the sum. The classification of the categories has been closely examined and modified.

Repeated addition

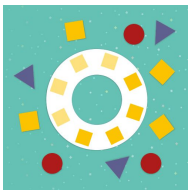
Memorising and making multiplication tables second nature.

Let students search for the correct number cards and complete the series of numbers. The classification of the categories has been closely examined and modified.



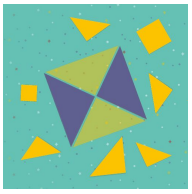
Finding shape and colour

A complete comeback: recognise and name geometric shapes. Let students search for the shapes contained in the wheel and then complete the wheel.



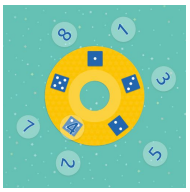
Shapes puzzle

Recognise geometric shapes and their characteristics.
Let students find the forms that fit within the patterns and then complete the patterns. The design of the shapes changes.



Wheel of numbers

Recognise, name and count quantities and number formats up to 10. Let students search for the values contained in the wheel and then complete the wheel. Categories have been added so that the students' practice is more targeted.



Remaining

Collect all the balls!

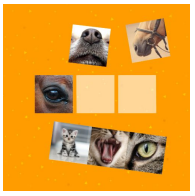
Recognise, arrange and sort balls and increase spatial awareness. Let students search for the balls that they see in the goal and then drag them to the matching balls found there. Who will be the first to fill the goal?

Sounds combi

Recognise the sounds of objects and animals.
Let students listen to a card's audio and search for its corresponding object or animal. The classification of the categories has been closely examined and modified. Now you can practice what is shown in the category.

Animal habits

Recognise and name animals and their physical features.
Let students search for the missing pictures on the strips and complete the strip.



At the doctor's

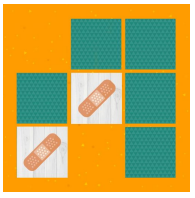
Recognise and name the physical health care. Using the pictures, let students name what has happened and search for a solution to the situation or combine coloured pictures with silhouettes. The classification of the categories has been closely examined and modified.

Recognise the sport

Recognise sports and increase spatial awareness.
Let students view images on the cards and search for the correct black-and-white images that belong together.

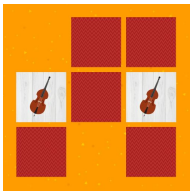
Doctors memory

Stimulate concentration and memory. Let students search for two identical images by continually turning over two cards.



Sounds memory

Stimulate concentration and memory. Let students search for two identical images by continually turning over two cards.



Seasons puzzle

Solve puzzles and increase spatial awareness. Let students solve puzzles through observation, arranging and sorting.

3D tools

Ear

Explore the ear from within. Select the different parts to visualise them. Read the information to learn more about these parts and zoom in or out to explore them further.

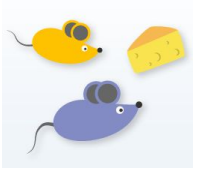
ProConnect tools

Monkey swing

Practising additions and subtractions through play, thus creating more engagement to motivate pupils. Start ProConnect, choose your preferred settings and make the monkeys climb up as fast as possible.

Mice race

Practising multiplication through play, thus creating more engagement to motivate pupils. Start ProConnect, choose your preferred settings and make the mice run to the end point as quickly as possible.

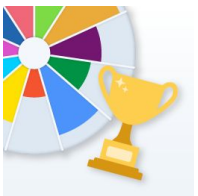


Space race

Practising multiplication through play, thus creating more engagement to motivate pupils. Start ProConnect, choose your preferred settings and launch the rockets into space as quickly as possible.

Math race

Practise doing calculations through play with positive and negative numbers, thus creating more engagement to motivate pupils. Start ProConnect, adjust the settings and make sure your piece of the pie is filled as quickly as possible.



Mindmap

Use this tool to provide a structured view of the offered learning material. Easily create maps and submaps and create connections to reveal the connection between keywords. Change the layout and add pictures,

sounds or links to further expand your mind map. Use ProConnect to allow students to submit words and add the submitted words to the whole.