



FRANKFURTER FORUM
PRÄSENTATION

MÄRZ 2016



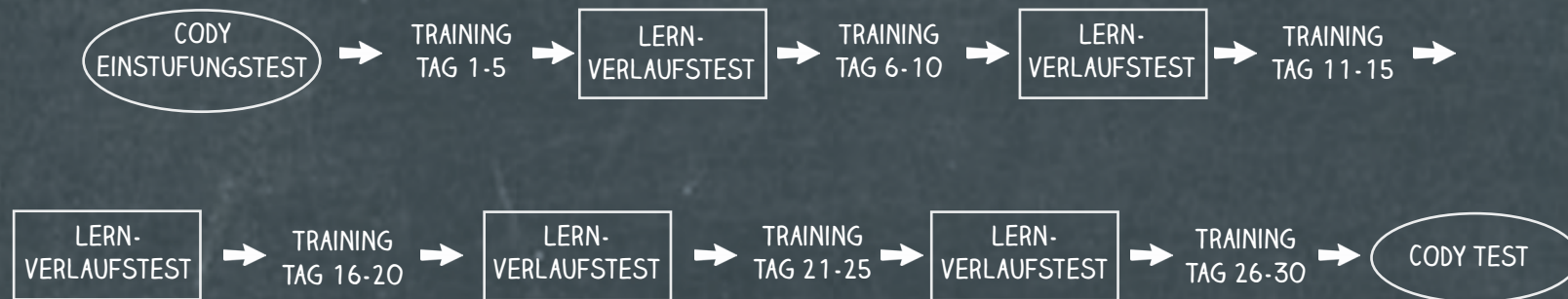
Programmpunkte

1. TAGESABLAUF TRAINING
2. CODY EINSTUFUNGSTEST
3. TRAININGSAUFGABEN
4. LERNVERLAUFSTEST
5. COACHINGS
6. MOTIVATION
7. DISKUSSION

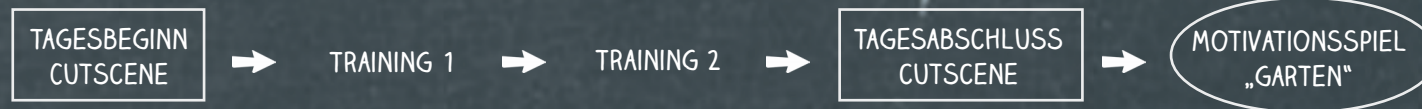


Ablauf

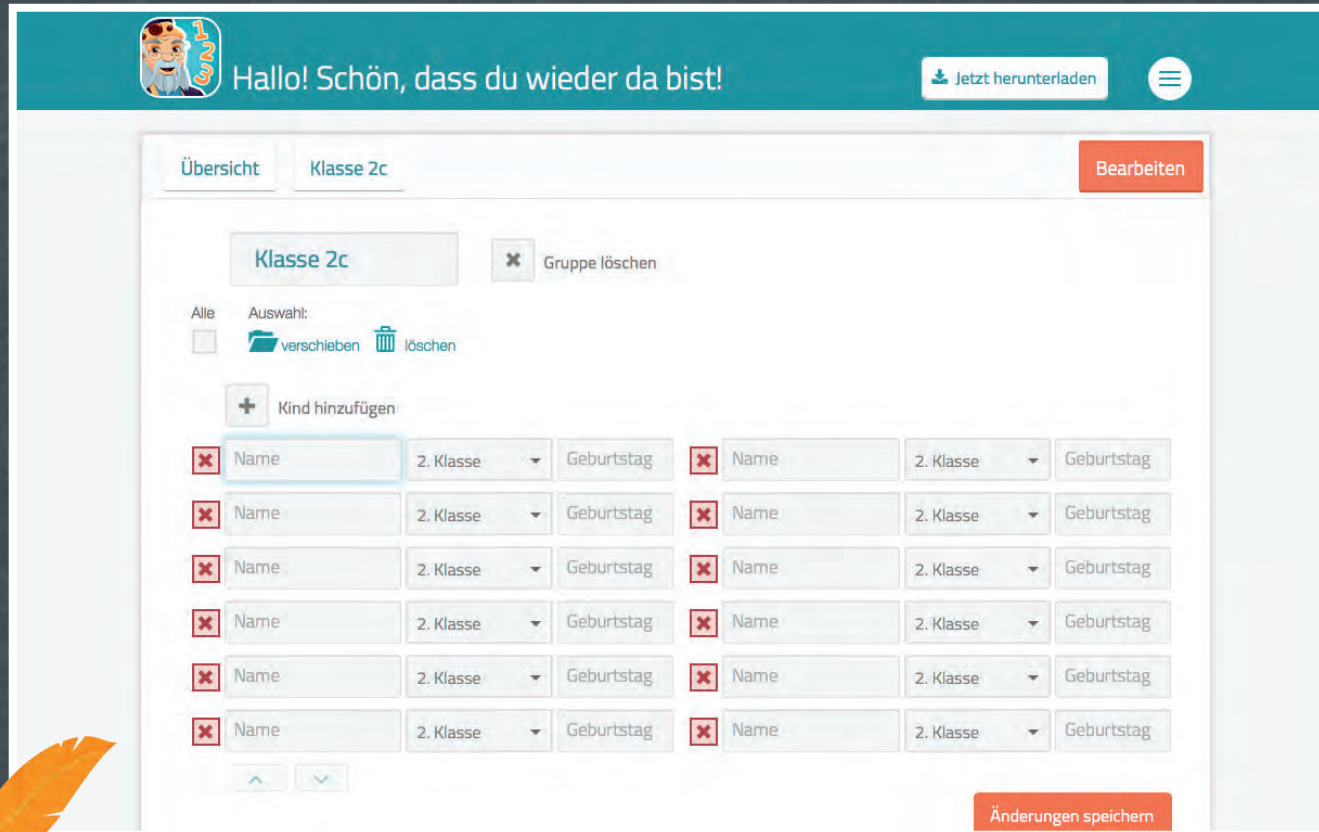
TRAININGSABLAUF (30 TAGE)



TAGESABLAUF (20-30 MINUTEN)



EDU Backend



The screenshot shows the EDU Backend interface for managing a class named "Klasse 2c". The interface is displayed on a tablet screen with a blue cartoon character on the left and a green landscape background.

Header: A teal header bar contains a profile icon of a man with a beard and a crown, the text "Hallo! Schön, dass du wieder da bist!", a "Jetzt herunterladen" button with a download icon, and a hamburger menu icon.

Navigation: Below the header, there are two tabs: "Übersicht" (selected) and "Klasse 2c". A red "Bearbeiten" button is located to the right of the "Klasse 2c" tab.

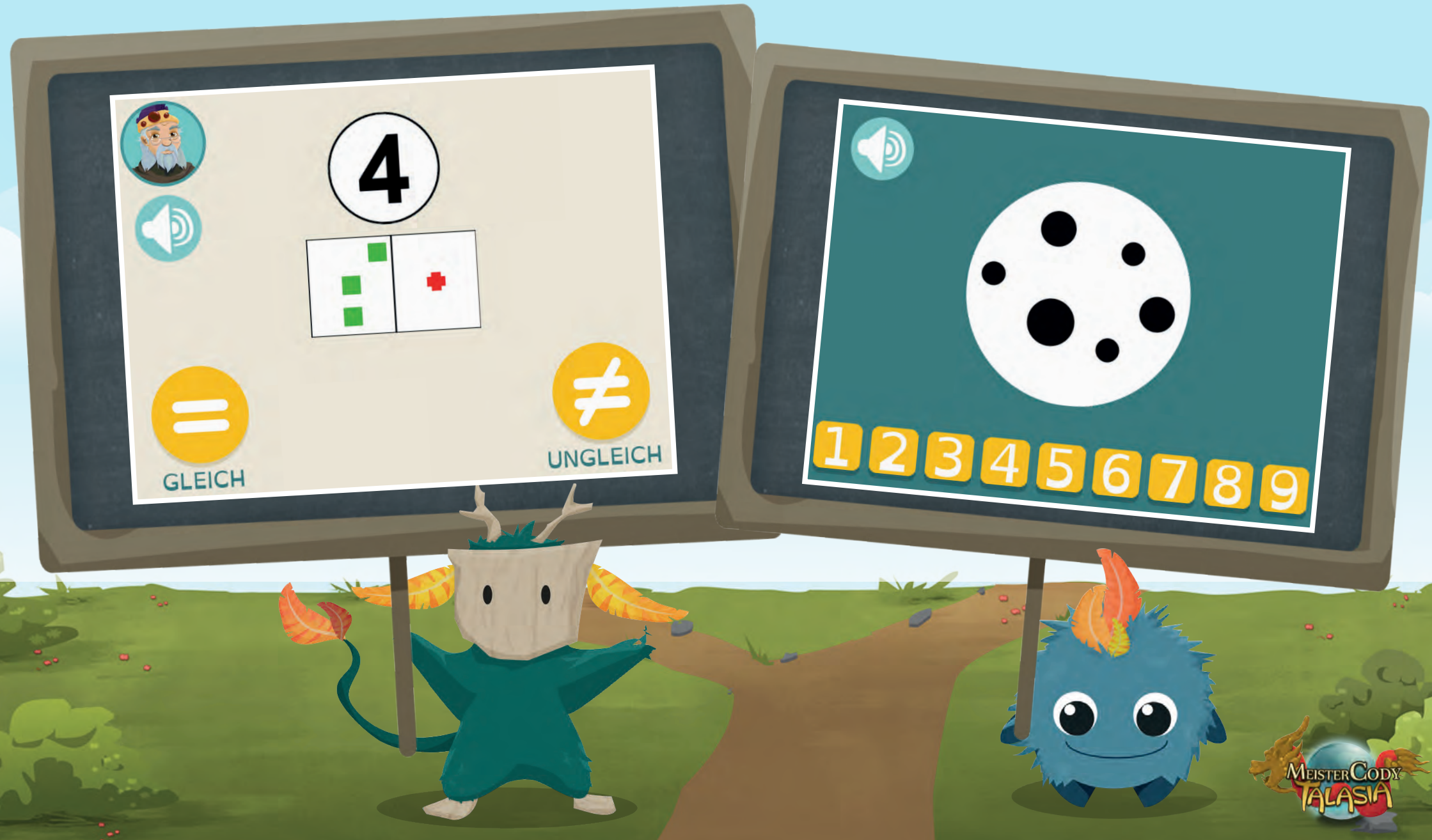
Class Management: The main content area shows the class name "Klasse 2c" in a light blue box. To its right is a button with a red "x" icon and the text "Gruppe löschen".

Selection and Actions: Below the class name, there is a section for selection and actions. It includes a radio button labeled "Alle" (which is selected), a "Auswahl:" label, and two icons: a folder icon labeled "verschieben" and a trash can icon labeled "löschen".

Form: Below the selection section, there is a button with a "+" icon and the text "Kind hinzufügen". Below this is a table with 12 rows and 3 columns. Each row contains a red "x" icon, a text input field labeled "Name", a dropdown menu labeled "2. Klasse", and a text input field labeled "Geburtstag".

Footer: At the bottom right of the form area, there is a red button labeled "Änderungen speichern".

CODY Einstufungstest



CODY Einstufungstest



Zukunftsblick



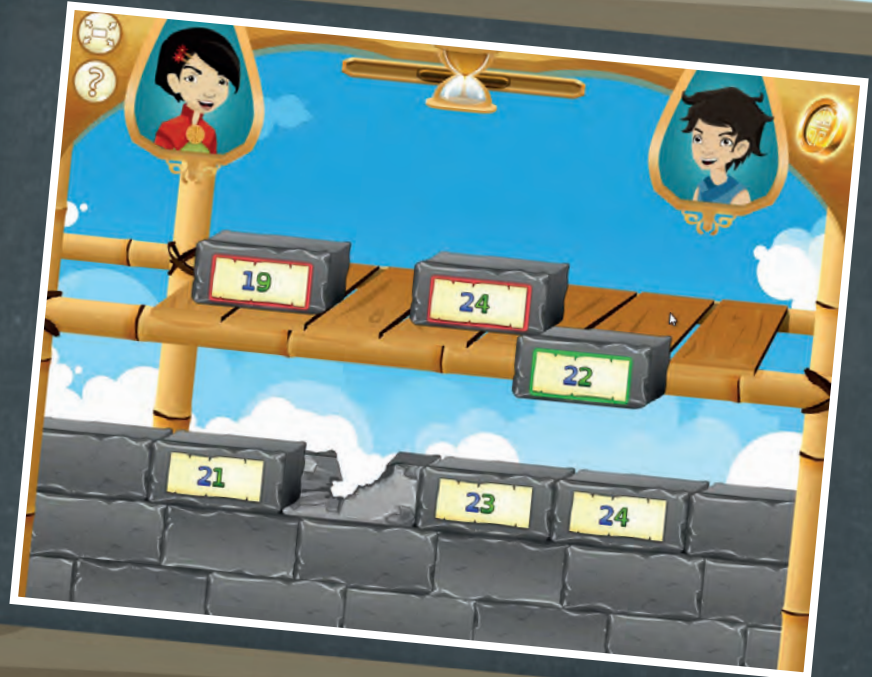
Zahlensteine



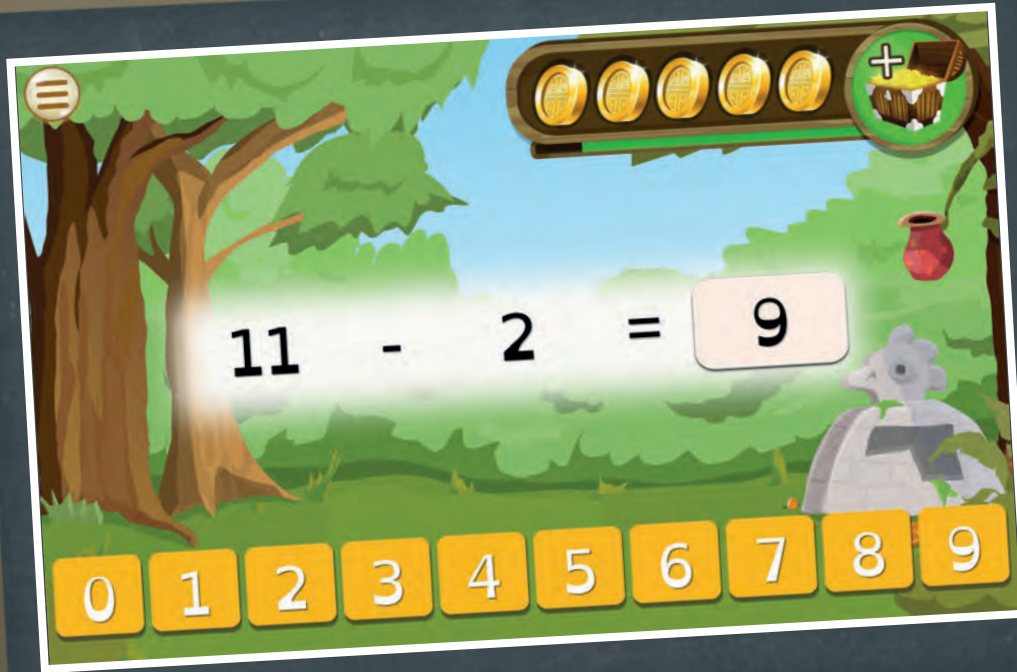
Feuergeister



Unendlicher Turm



Lernverlaufstest



Coachings

A coachings screen from the game Meister Cody Talasia. It features a sequence of numbers in boxes: 77, 80, 83, and a question mark. Above the numbers are three green circles, each containing a '+3', with red arrows pointing from one number to the next. A small character icon is at the top. The background shows a bamboo fence and a character.

77 80 83 ?

.....

The same coachings screen as the previous one, but now the sequence is complete: 77, 80, 83, 86. The equation $83 + 3 = 86$ is displayed below the numbers. The background and character icon remain the same.

77 80 83 86

$83 + 3 = 86$

.....

Spiel



Langzeitmotivation



Rückmeldungen von Eltern

„DAS ERSTE MAL, DASS
SICH MEIN KIND
FREIWILLIG UND GERNE
MIT ZAHLEN
BESCHÄFTIGT.“

„NACH NUR 5 TAGEN
SCHON WENIGER FRUST
UND ANGST VOR ZAHLEN,
SO DASS SICH MEIN KIND
IN DER SCHULE WIEDER
TRAUT ZU MELDEN.“

40% DER KINDER HÖREN
NACH DURCHSCHNITTlich
4 MONATEN AUF, WEIL DAS
KIND GUT GEWORDEN IST
UND DAS TRAINING NICHT
MEHR BENÖTIGT.

