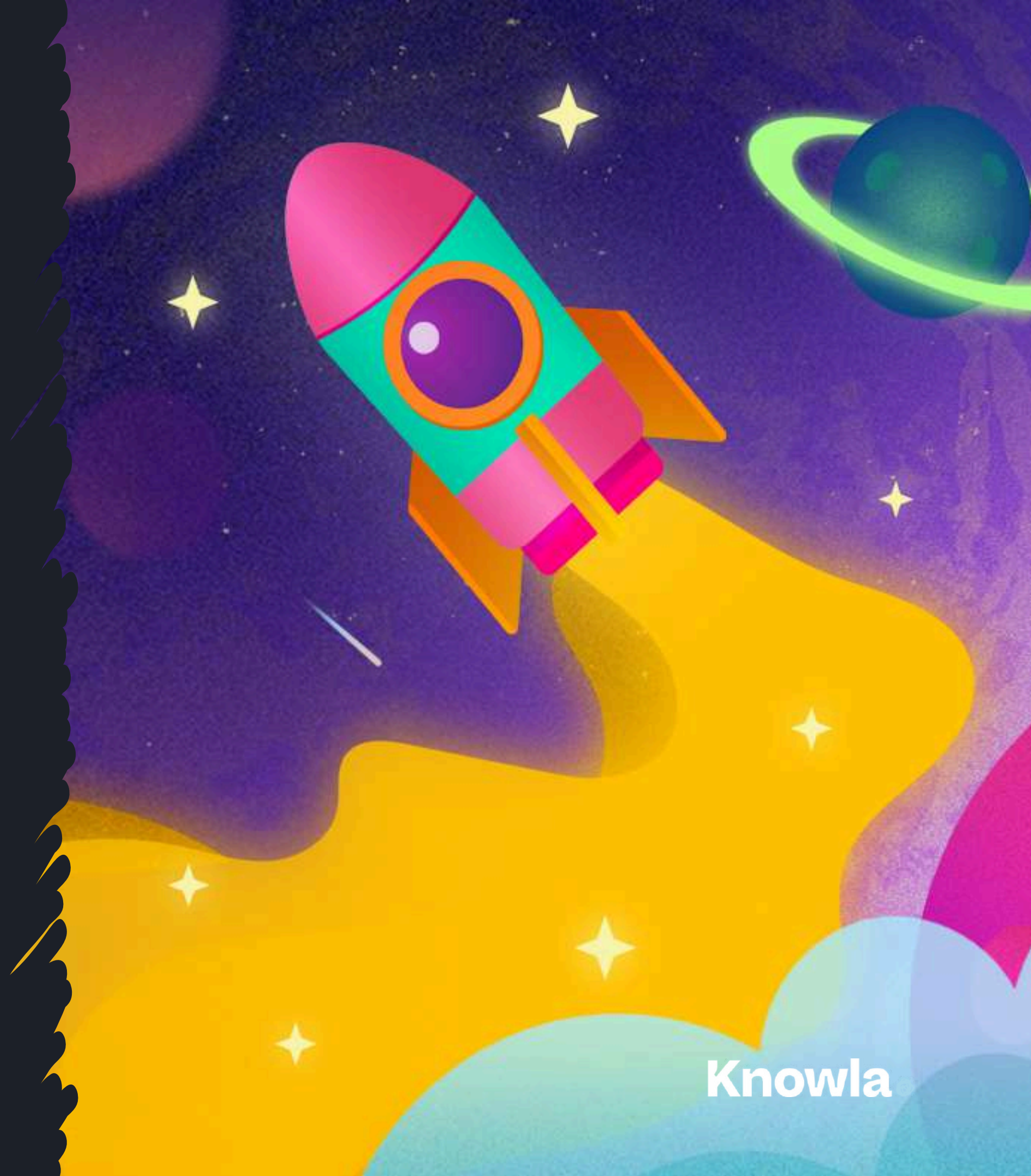


Planet EduMini



Knowla



The Planet EduMini is the most magical place in the Knowla Educational Universe, created for children aged 3 to 10+. The Planet offers an overview of a rich set of interactive activities that support children's physical, emotional, cognitive and social development, as well as help develop various skills and competencies in a fun and engaging way. The Planet shows the cross-section of the possibilities of the entire Educational Universe.

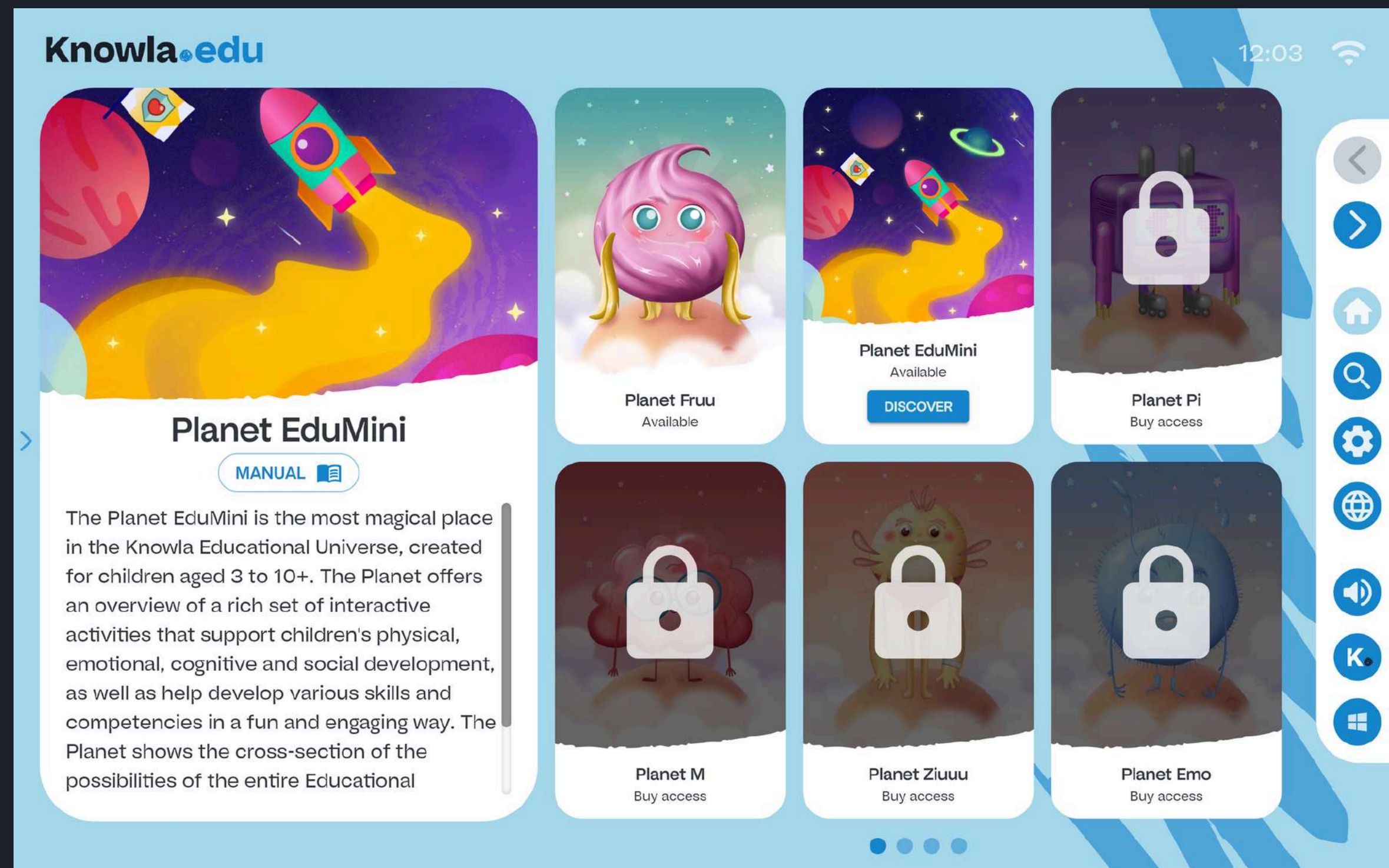
Contains 95 activities (in 9 apps). Starting planet.

Available on every Knowla device.



Knowla 

Planet EduMini in the Educational Universe





System buttons and menu view

Main menu - Knowla Box/Wall



back to all planets view



previous planets/apps/activities



next planets/applications/activities



go to application search



go to settings: language selection, license key activation, service settings



sound on/off (turning off the sound at the planet/application selection level will turn off the sound in every subsequent enabled activity; turning off the sound in an activity will only be active while playing in a given activity)








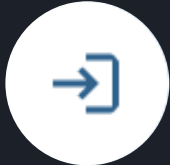
go to Knowla.fun or Knowla.edu mode selection



switch to Windows desktop view; the application will remain active on the taskbar at all times



Main menu - Knowla Web

-  previous planets/apps/activities
-  more planets/apps/activities
-  return to all planets view
-  full screen mode/exit full screen mode
-  go to settings: language selection, license key activation
-  log in/register to Knowla Web



Menu icons in activities - legend



exiting the activity to view of the planet (application selection); any changes made will be lost



reloading the activity; any changes made will be lost



sound on/off



exit to activity selection list, any changes will be lost



previous board



next board



turning on/off the particle effect; e.g. in "Draw letters" it turns off/on the "sparkling" while writing



allows you to move a given object around the board



accessibility panel (including colour adjustment)



interactive activity guide

Activity List





Planet EduMini includes 9 apps with 95 activities:

1. Write numbers on the trace (Planet M) - 10 activities
2. Emotions have relaxation (Planet Emo) - 1 activity
3. Math Sudoku (Planet Sigma) - 30 activities
4. Spin the colour wheel (Planet Hopsa) - 40 activities
5. Make Music (Planet Smart) - 1 activity
6. Match the sound (Planet J) - 1 activity
7. Solve Sudoku (Planet M) - 1 activity
8. Go through the maze (Planet M) - 10 activities
9. Match the Towers (Planet Contrast) - 1 activity



Write numbers on the trace

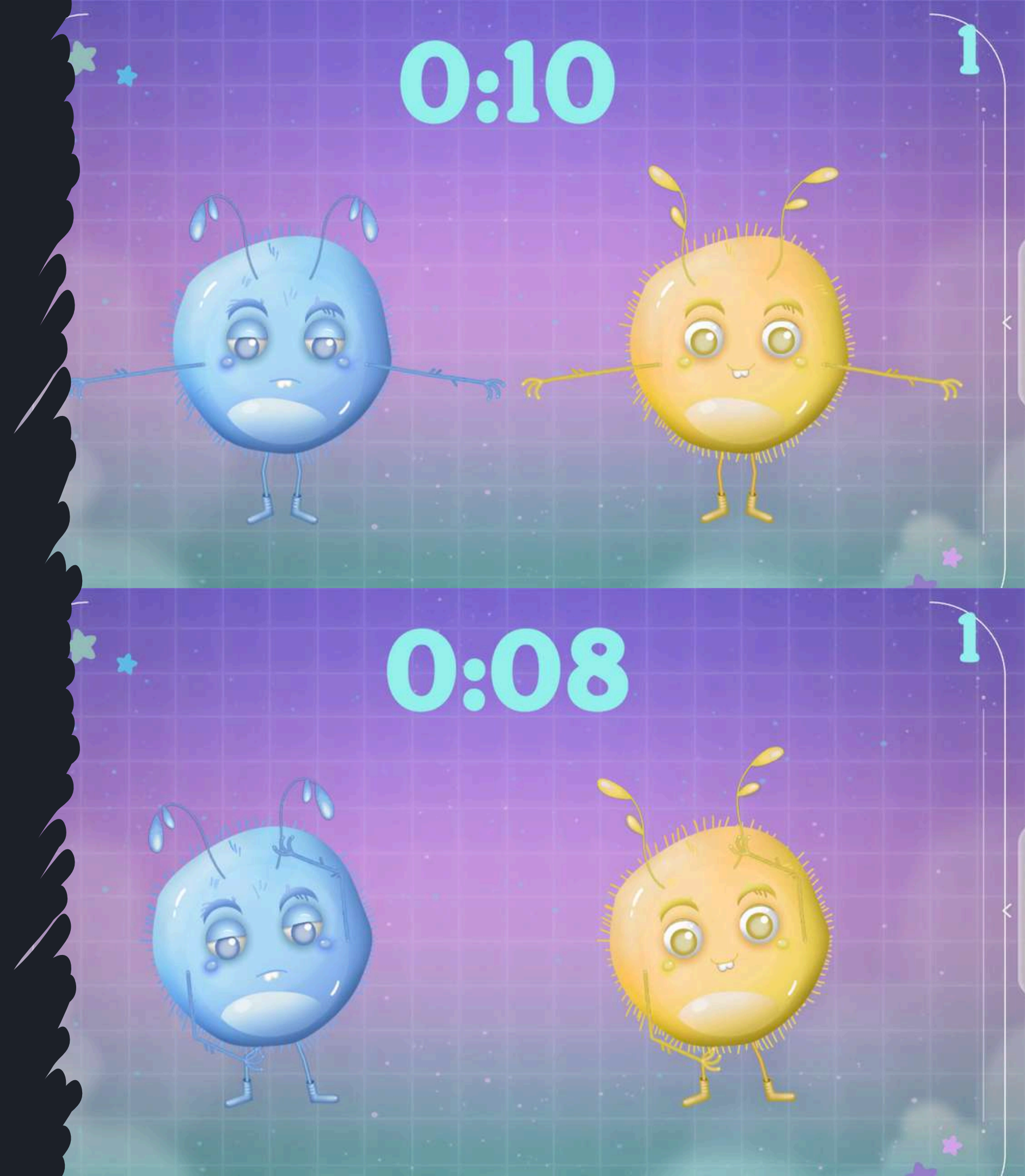
The activity workspace contains a given number. The participant's task is to recreate the trace in accordance with the correct direction of writing/drawing. Correct performance of the activity consists in reproducing a given shape, trace in accordance with the indicated direction of writing/drawing. From time to time, an animation starts, which shows the correct direction of action. It is necessary to take care of precision, to make sure to draw each line to the end.

After filling the pattern, it is filled with "magic crystals". They are movable. After dragging pen/cursor next to them, the crystals will move around this place, which will allow them to be further scattered across the activity workspace. This option can be turned off in the side panel. After clicking the appropriate button in the side panel, you can change the direction of writing the patterns (from left to right or from right to left).



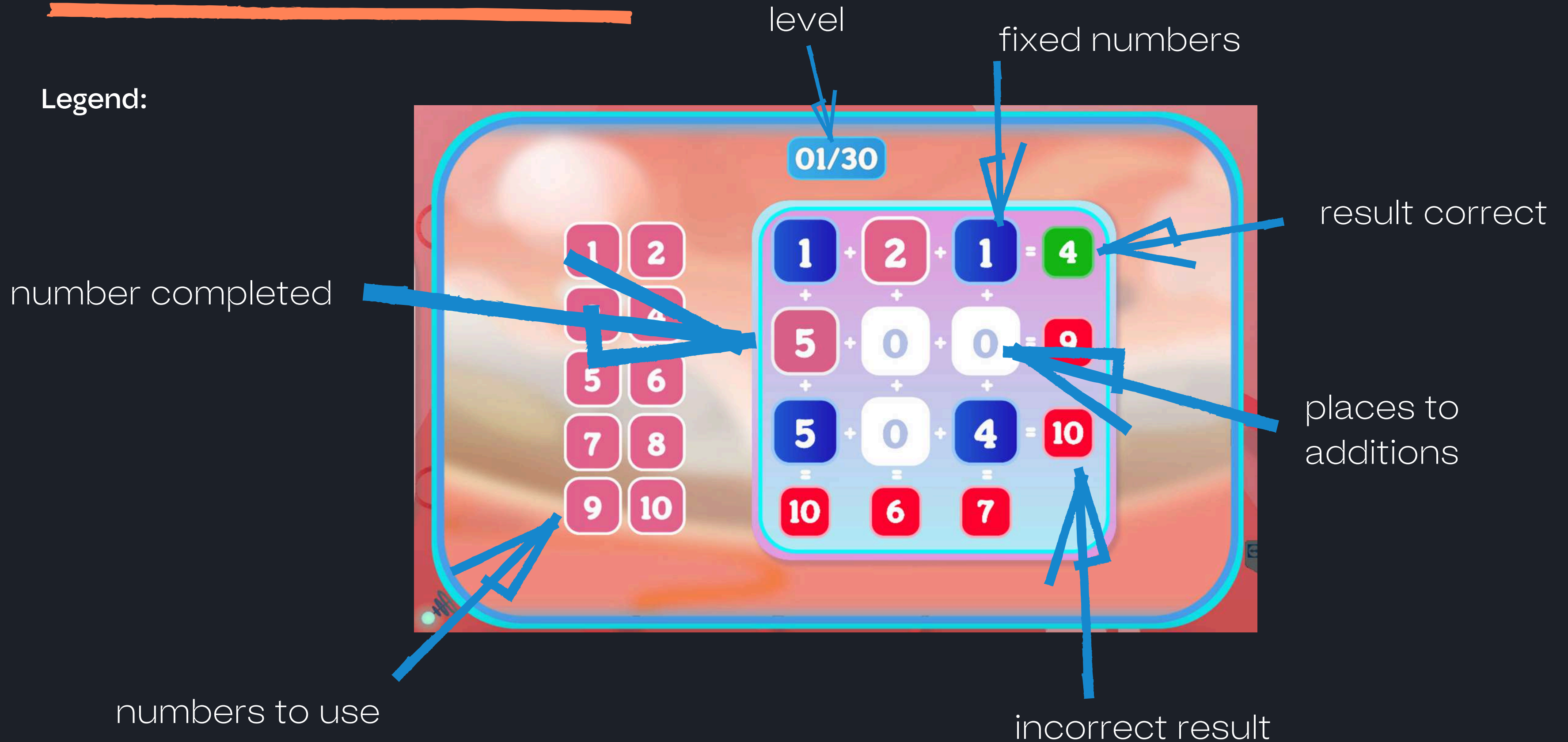
Emotions have relaxation

The screen will show Emot in two forms, which will present several simple physical exercises, including yoga asanas. The activity includes eight exercises in three series of fifteen seconds. The whole lasts 6 minutes. The activity ends after all the series of exercises have been played. The number of series repetitions is unlimited.



Math Sudoku

Legend:



Math Sudoku

The board contains various numbers arranged in arithmetic operations. The participant's task is to insert numbers from the side menu placed on the board so that after performing the given calculations each result vertically and horizontally is true. To do this, press the marker on the number of the numbers to choose from (pink) and then on the selected field of places to fill (white). After inserting the number, the field will change color to pink. You can return to zero by pressing the given field again (the colour will remain pink, but it is not very important in solving the task). Clicking again will restore the previously inserted number. The white or pink fields on the board can be changed any number of times. Blue, red and green fields cannot be swapped. If the correct result is obtained in a given row or column, the result field will change color from red to green. The activity will be successful when all the result fields are green.

Pay attention to the operation symbols between the numbers.

The levels differ in the difficulty of the operations. Level 1 only has addition and subtraction up to 10. The others have all the operations, with Level 2 having operations up to 50 and Level 3 having operations up to 100. The levels also differ in the number of fields to fill in, and therefore in the difficulty.

01/30

1	2
3	4
5	6
7	8
9	10

1	+	2	+	1	=	4
+		+		+		
5	+	0	+	0	=	9
+		+		+		
5	+	0	+	4	=	10
=		=		=		
10		6		7		

08/30

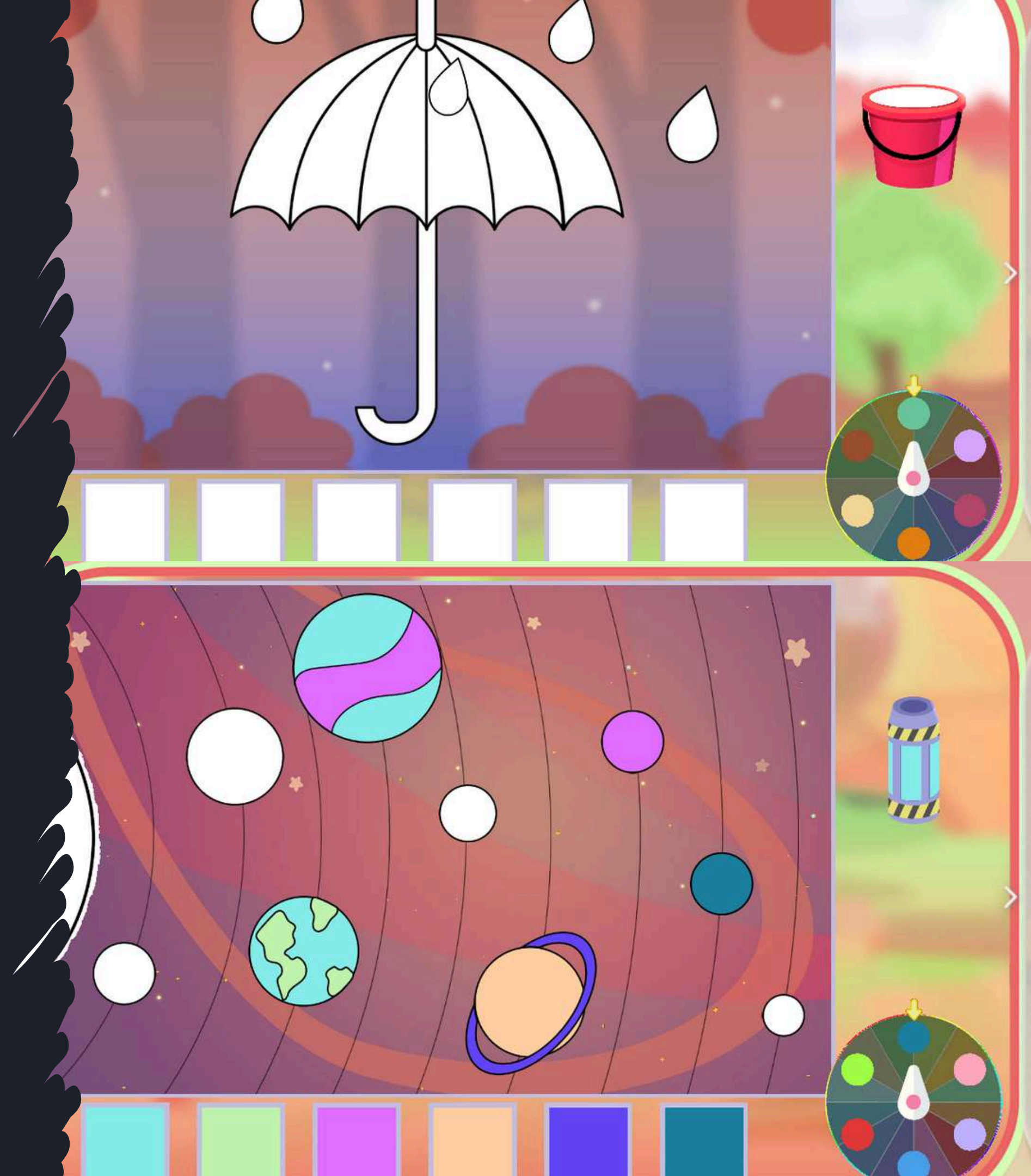
12	16
20	15
17	13
14	8
9	11

11	+	0	-	0	=	3
+		+		+		
0	+	20	+	0	=	51
:		+		+		
8	+	0	+	0	=	33
=		=		=		
13		42		44		

Spin the colour wheel

At the very beginning, you need to draw all the colours for the colouring book. To do this, you need to click on the draw wheel, which is located in the lower right corner. One colour is drawn at a time. After all the squares are filled with colours, the draw wheel locks. To get a colour for colouring, you need to click on the appropriate square. The selected colour will also change on the painting tool in the upper right corner. To paint a given object, simply click on the given object with the selected colour. The activity will end successfully when all the squares are colored.

You can move the elements around on the board in any way you want by clicking on the paw in the side panel. When you're done moving them, click the paw in the panel again.



Make music

Legend:

play/stop - play or stop the melody

“stave” - a field on which elements are placed

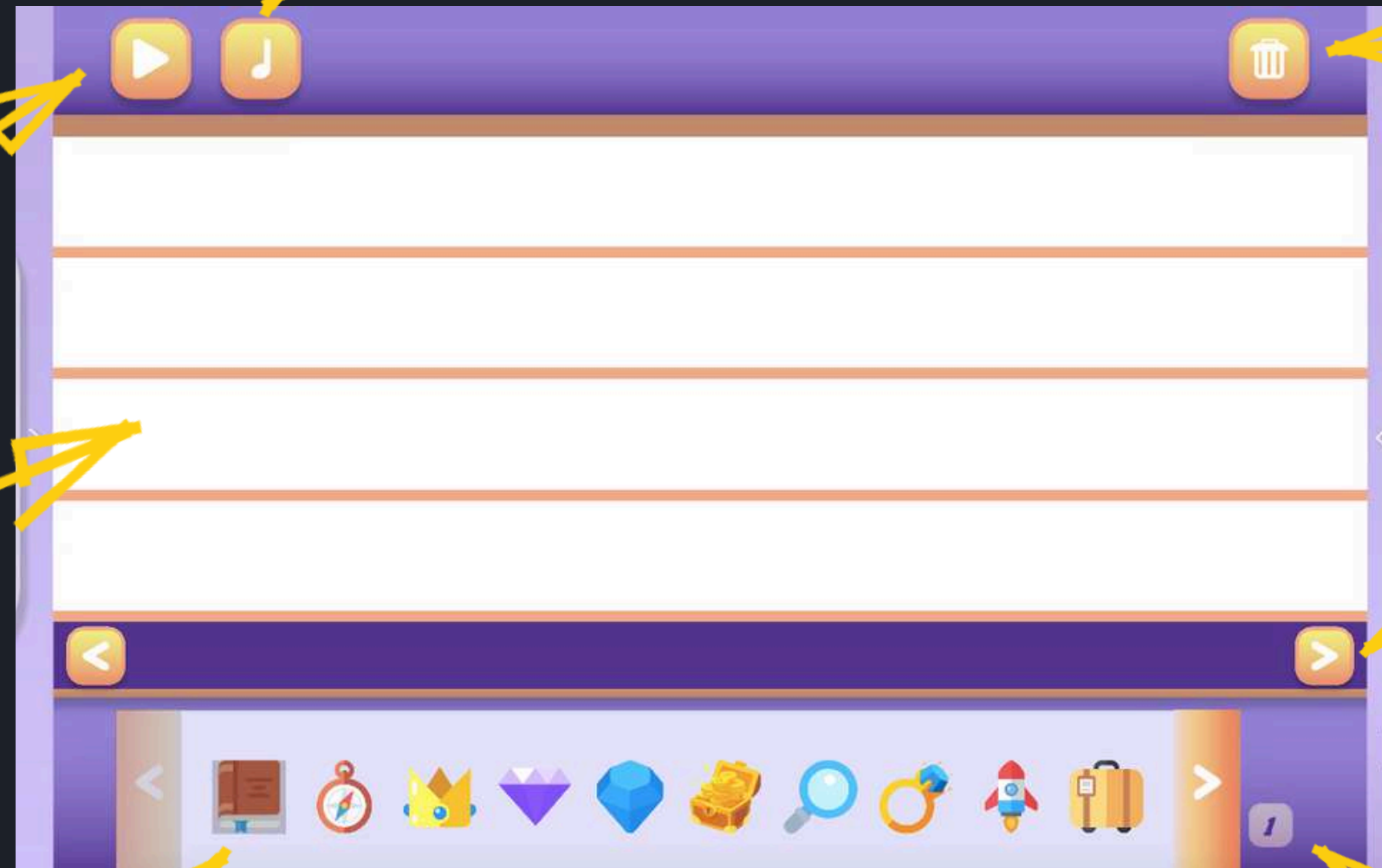
elements to use - pictures, each of them is a different sound, with the arrows we can switch the entire database of different elements

note - play faster or slower

basket - remove items

arrows - moving the next cards of the staff

number - the number of cards in the staff in the order to be played

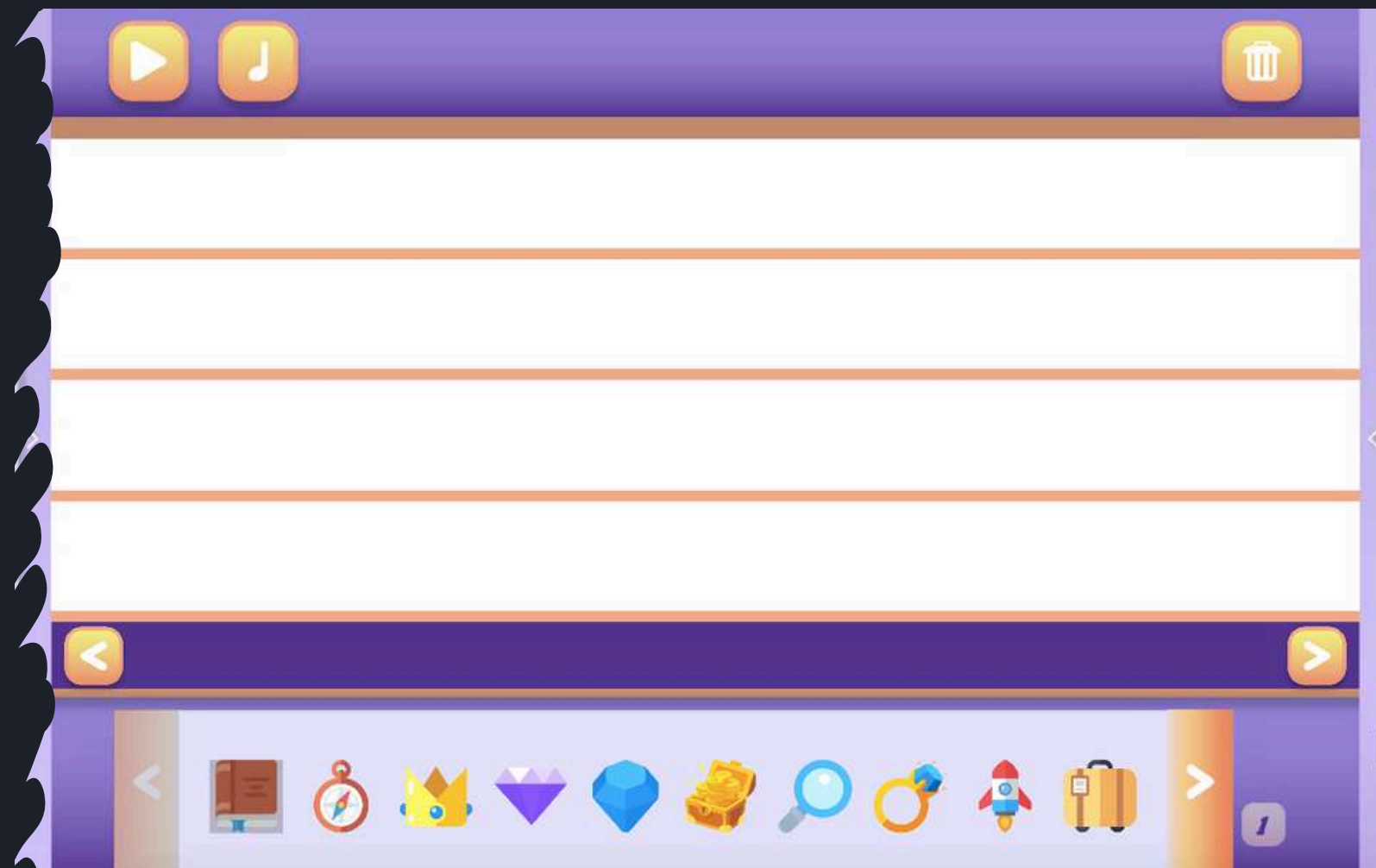


Make music

Activity sound should be turned on. (To turn the volume down or up, use the keyboard supplied with the Knowla kit.)

The activity involves setting selected elements, selecting an element from the list and dragging it anywhere on the board.

Elements on the right will be played later than those on the left. Elements on the same vertical line will be played at the same time. Pay attention to the staff card number (There are 11 cards). The cards will be played in order from the first to the last, regardless of which one the elements are set on. After finishing the setting, you can listen to your piece in a faster or slower version (by clicking on the note).



Match the sound

Activity sound should be turned on. (To turn the volume down or up, use the keyboard supplied with the Knowla kit.)

A large button with an ear will appear on the board on the right and several pictures on the left (three or six depending on the selected activity). First you need to click the button with the ear. (The device's sound must be turned on during this activity). Before hearing the sound and during its playback, the pictures on the left side of the board are blocked. The participant's task is to click the picture that correctly illustrates the object, animal, action or state presented by the sound. The sound can be played any number of times. The activity ends successfully after correctly marking the picture that has been correctly assigned to the sound.

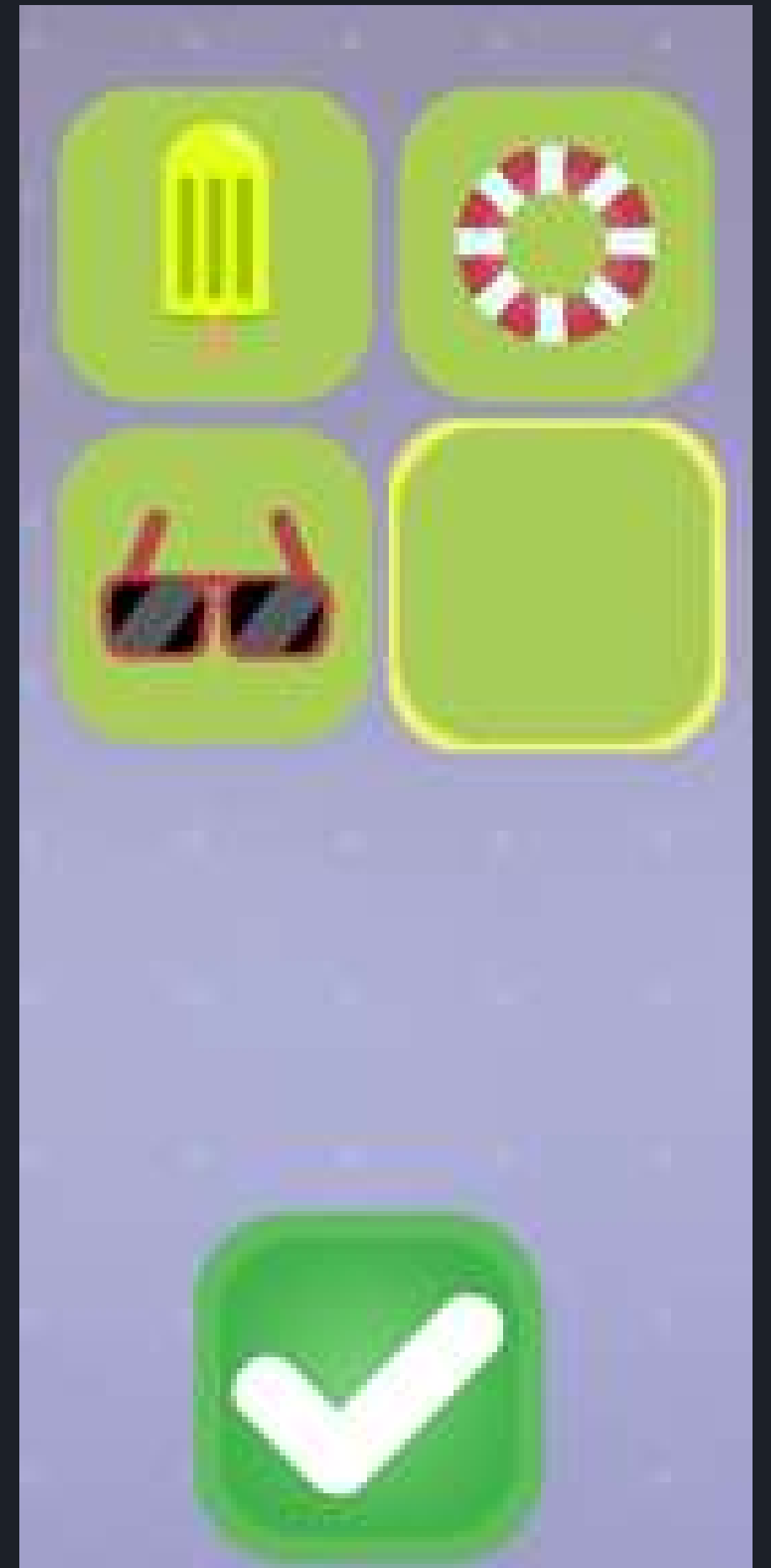
The application has two difficulty levels, differing in the number of items to choose from on the left side. Level one has three items, and level two has six.



Solve Sudoku

Legend:

- numbers/pictures - fields to be used on the board
- empty field - erases the picture from the board
- check - checking the correctness of the task



Solve Sudoku

The activity is similar to the classic version of Sudoku. Numbers or images cannot be repeated in horizontal, vertical or diagonal lines. To insert an image, you must: select a given field, select an image from the menu, and it will appear in the given field. Inserted images can be changed or the field can be reset to empty. Pressing the check button ends the Sudoku.

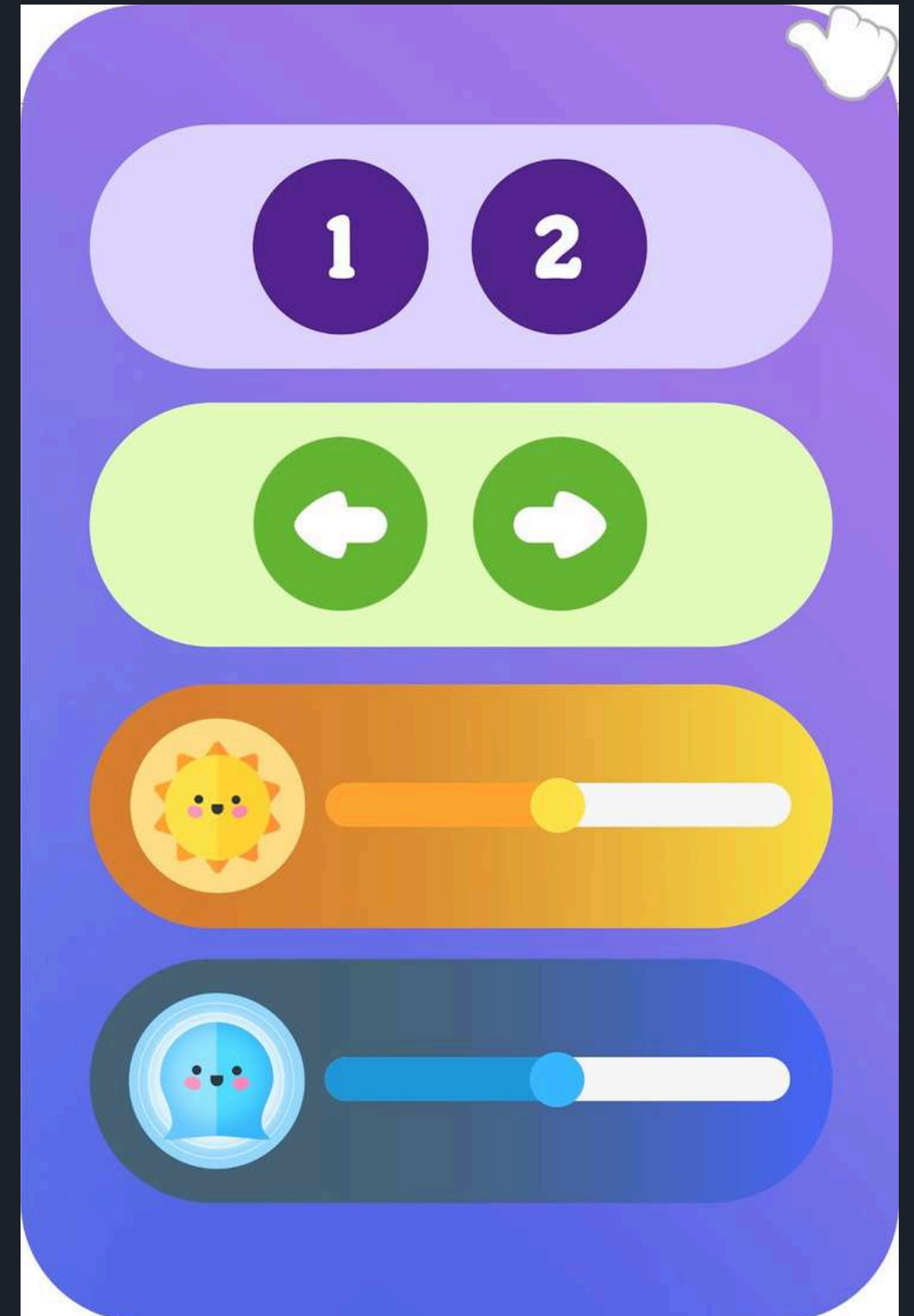
The activity ends successfully when all the pictures are set correctly and check is pressed. If after pressing check the board is not filled or is set incorrectly, the activity ends in failure.



Go through the maze

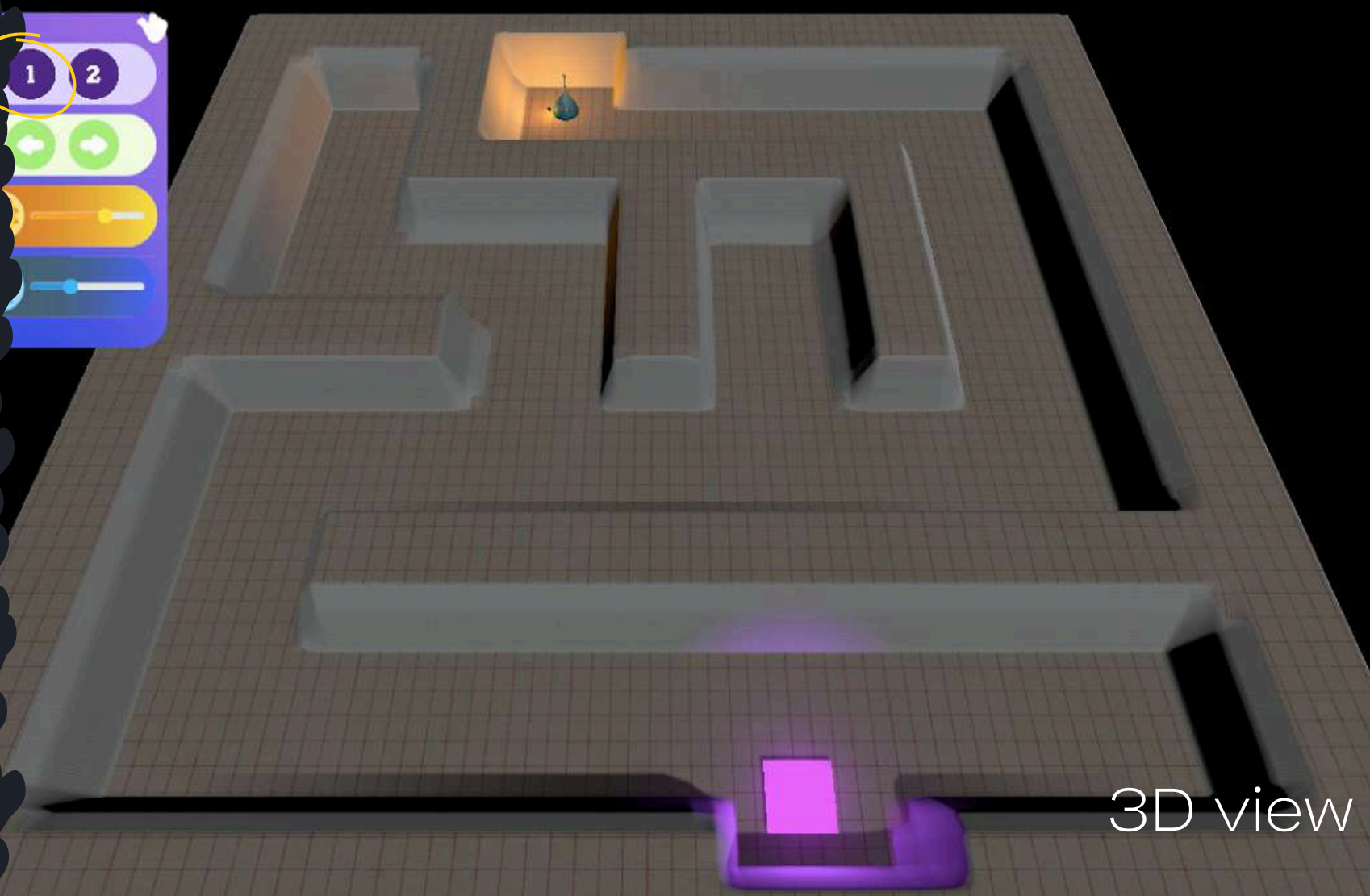
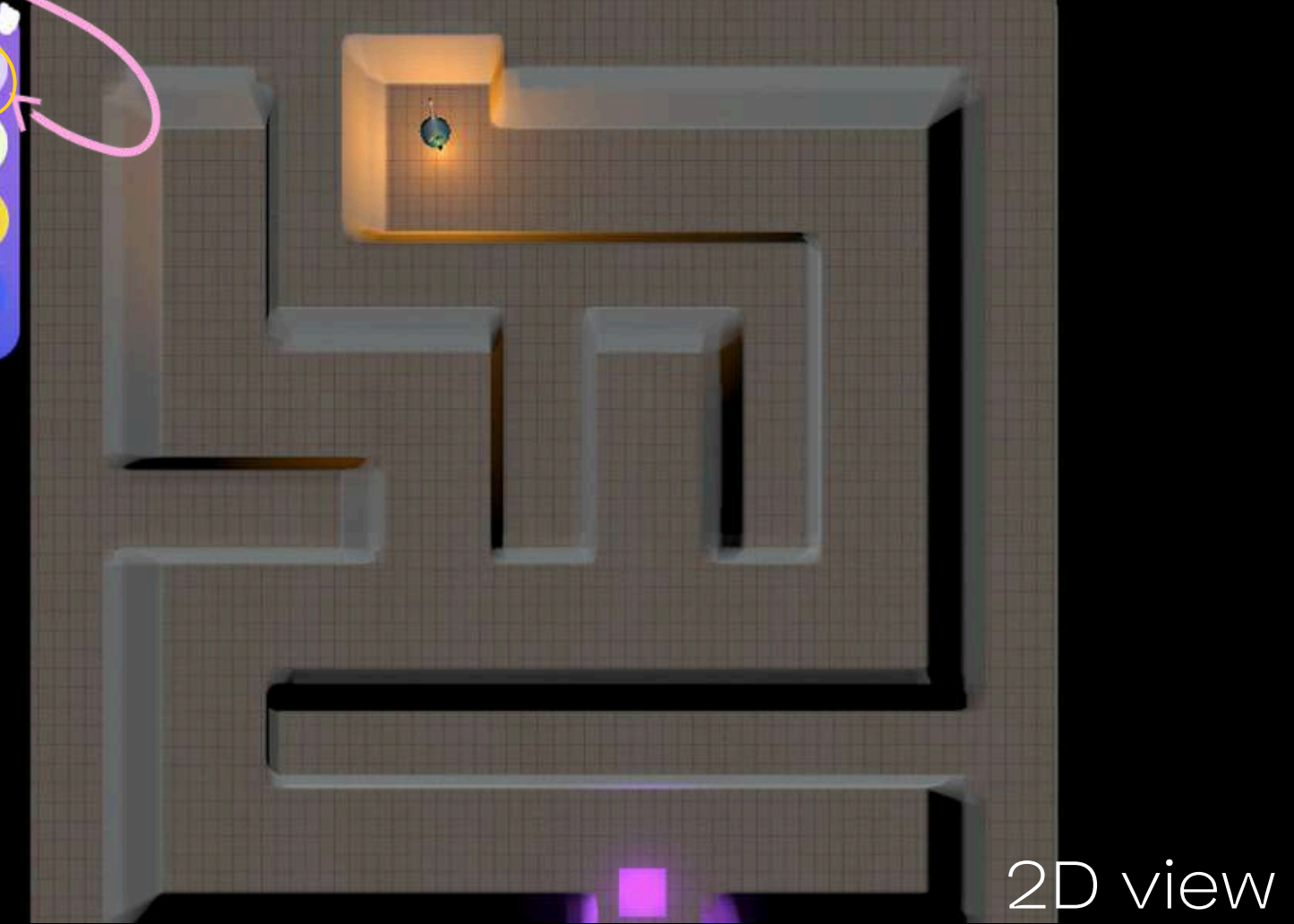
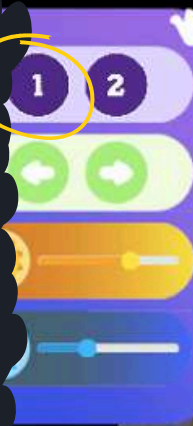
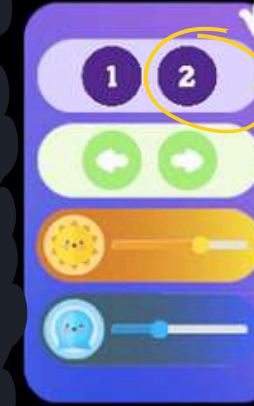
Legend:

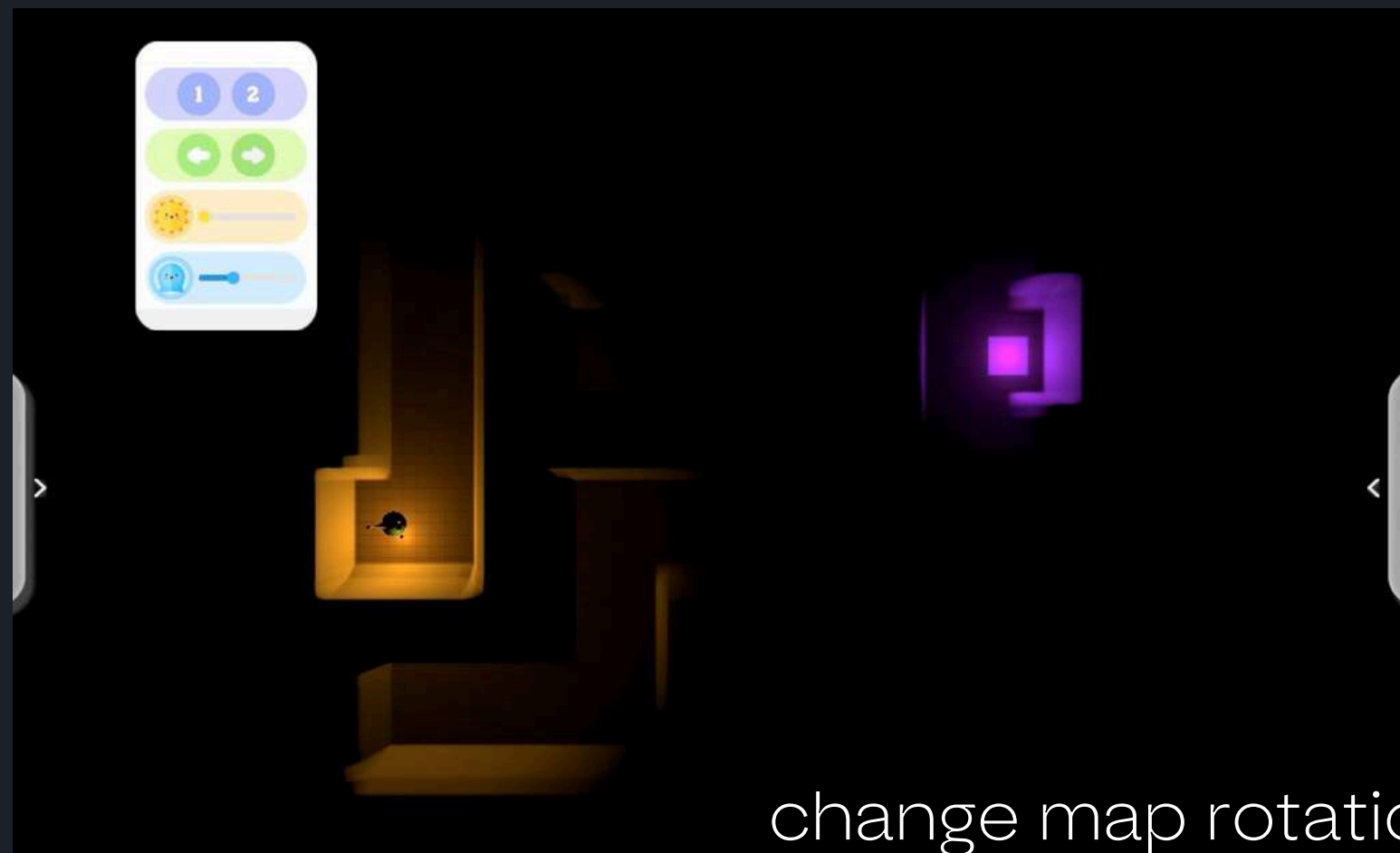
- handle - the panel can be placed at any point in the field
- 1 - 3D image
- 2 - 2D image
- arrows - map rotation
- sun - brightness of the entire map
- firefly - the power of the glow of a firefly spinning around the character



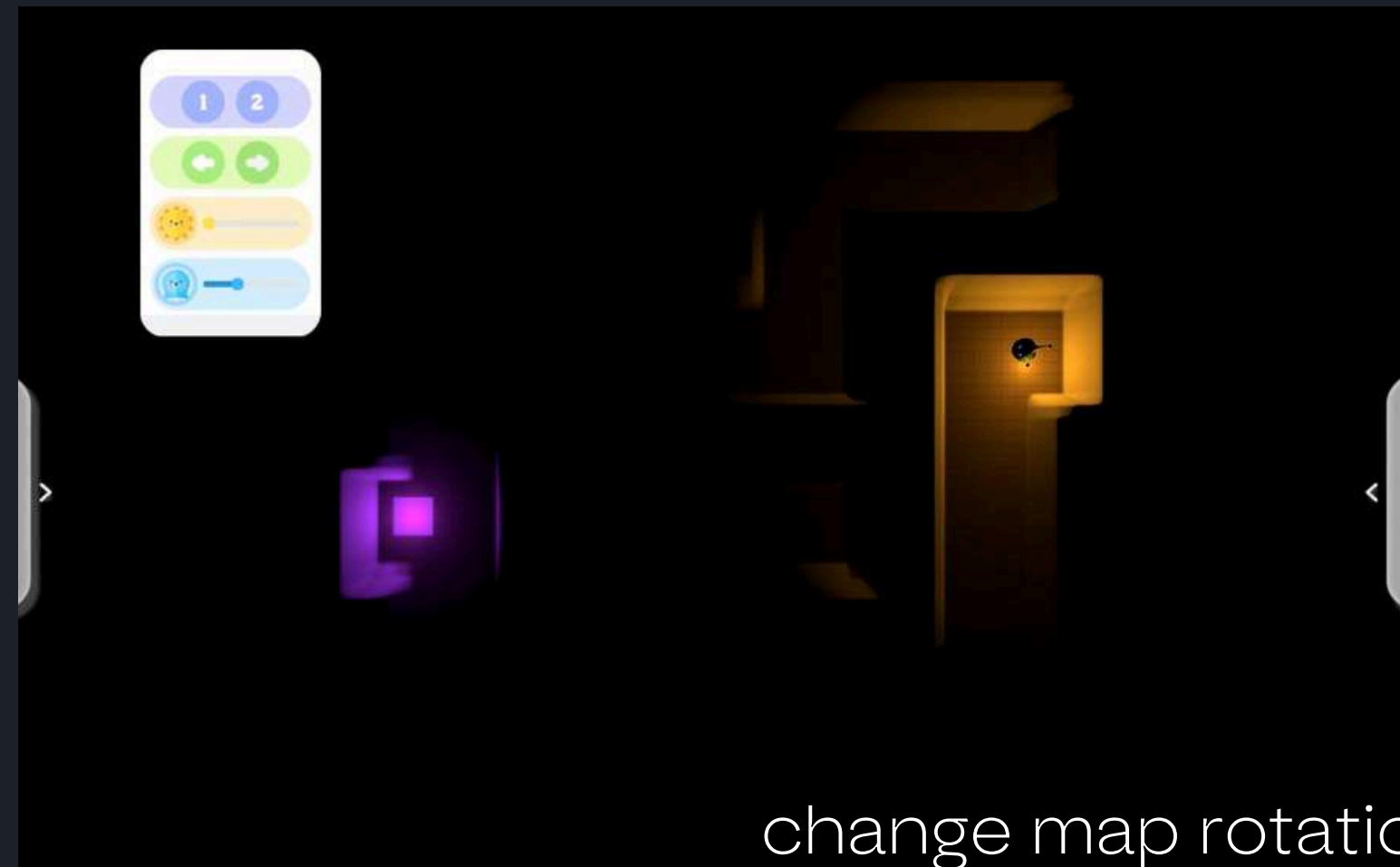
Go through the maze

The participant's task is to lead the creature to the purple goal, i.e. to go through the maze. To do this, click on any place in the maze corridor, and then the firefly will move in the indicated direction. The creature will follow the firefly. The activity ends with leading the creature through the maze. During the activity, you can freely adjust the intensity of light in the maze, the intensity of the firefly's lighting, the view of the maze - 2D and 3D view option, maneuver the maze (page) setting.

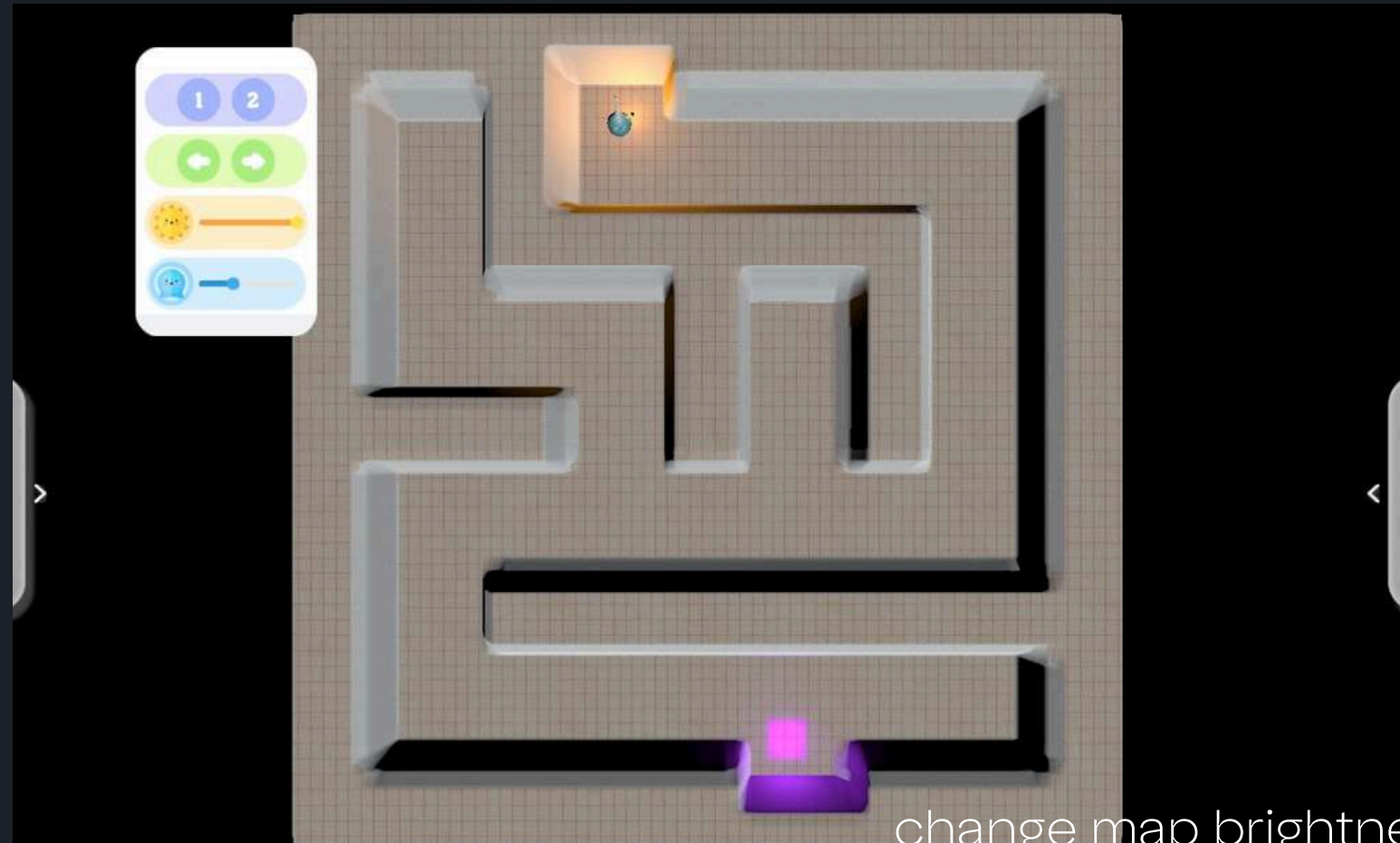




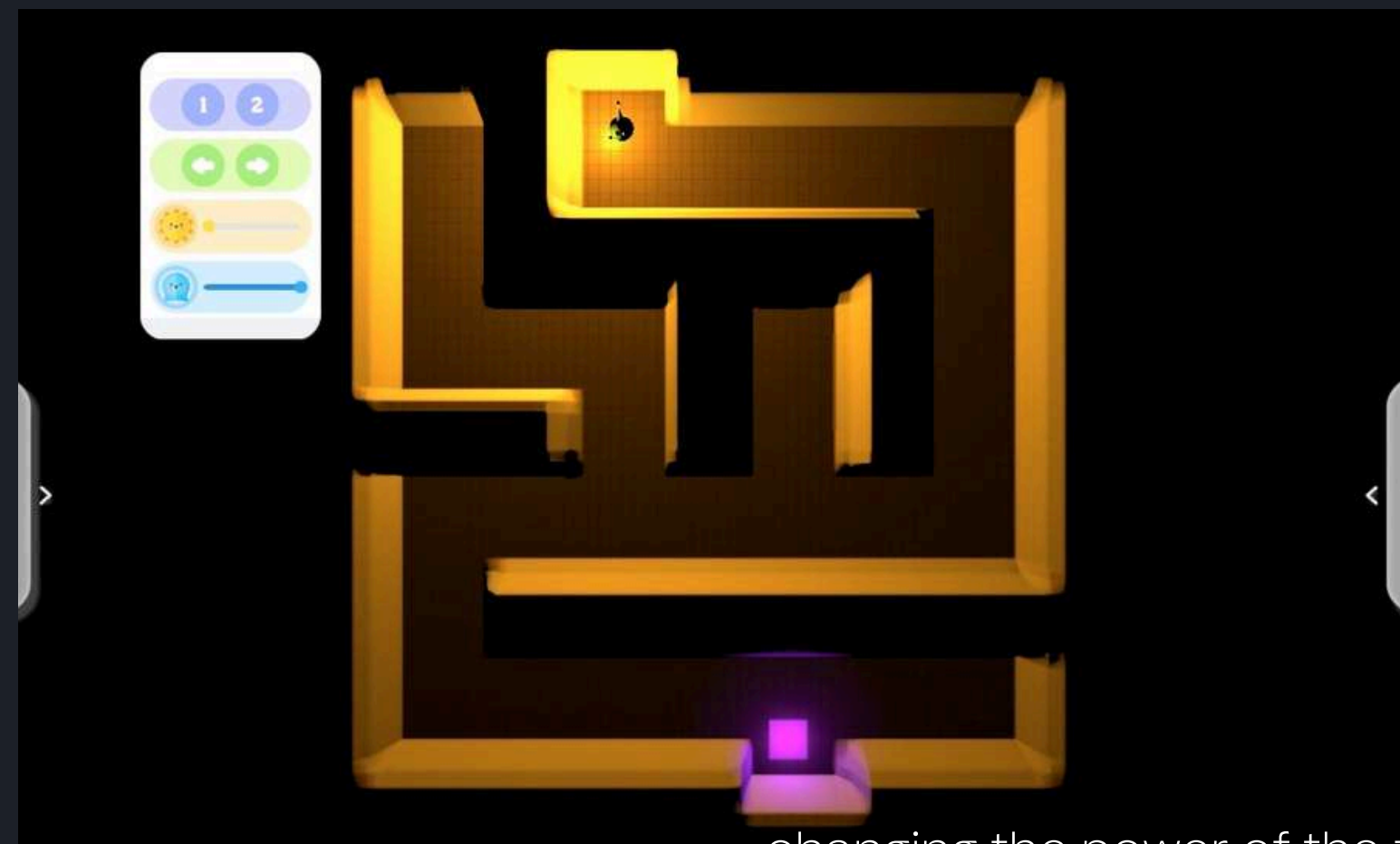
change map rotation



change map rotation



change map brightness



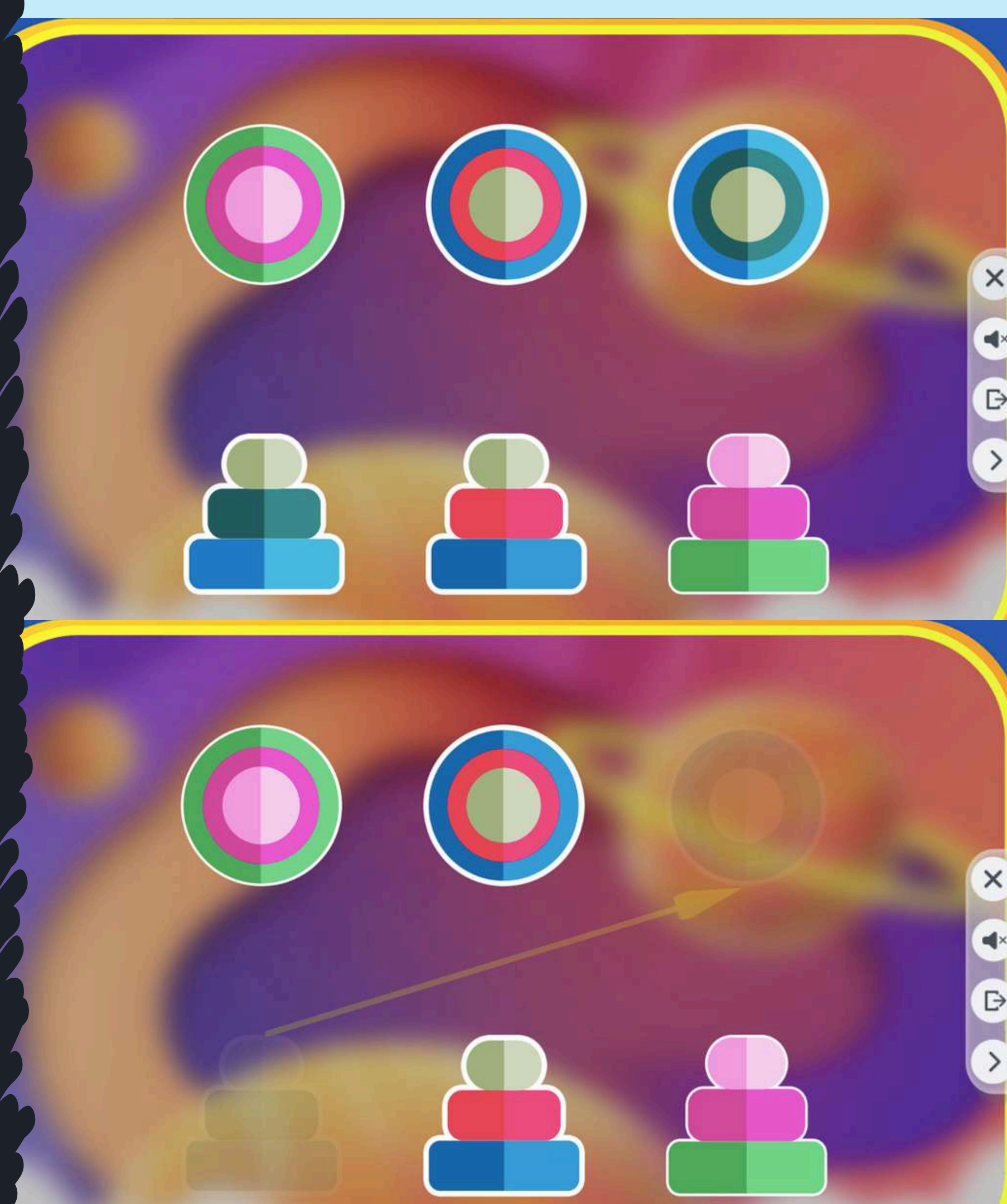
changing the power of the firefly

Match the towers

The task is to connect the tower at the bottom of the screen with its corresponding projection at the top. To do this, click on one element from one row and then on the correct one from the other. The selected element selection will be highlighted in green, and after connecting, an arrow will appear between them. The direction of the arrow does not matter. You cannot connect elements from the same row. If the connection was incorrect, the elements will connect with a hint arrow, but you will still be able to change their connection. The next connection cancels the previous one. If the elements were connected correctly, they will disappear from the screen. The activity ends successfully when all the elements are connected correctly.

The activities differ in the colors used between the towers on one board.

For example, while in the first activity the colors do not repeat, in the second level the same colors can appear in several towers on one board.



It's **smart** to play. 



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