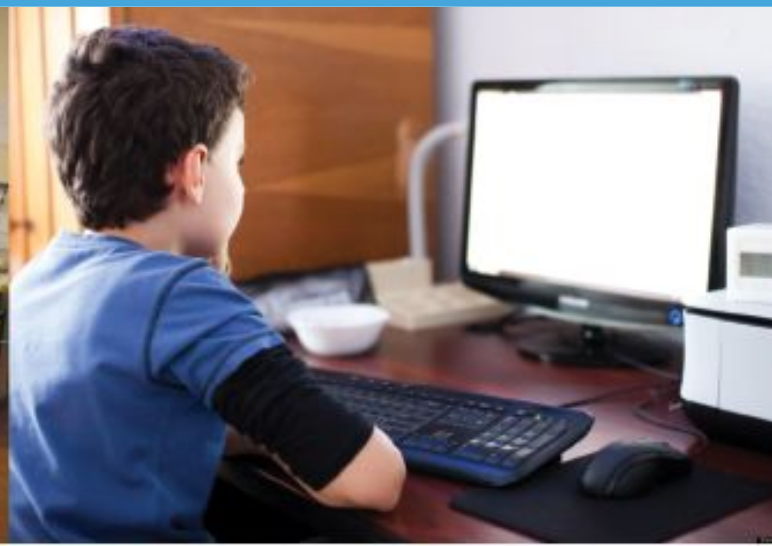
Informika:

The Interactive training products



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The Interactive training products are designed to provide educational institutions with innovative materials based on modern educational standards, as
well as assistance for teachers in the implementation of multimedia technologies and new forms of work.

The Interactive training products are used across Russia, from Kaliningrad to Kamchatka, and beyond its territory.

The proposed training programs have been developed in close cooperation with the relevant institutions and regional training institutes, have been
tested and have been approved in the pilot schools of
different regions of Russia.

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The main goal of creating the training programs are:

- ✔ **Increasing educational level and achieving a new qualitative result in teaching and learning**
- ✔ **Development of informational culture and basic knowledge and skills of students**
- ✔ **Aiding teachers in assimilation of new information technologies**

Strategic principles of training programs:

- ✔ **Introducing the newest technological solutions to the educational system**
- ✔ **Implementation of the latest pedagogical ideas and technologies**
- ✔ **The activity is focused on pedagogical needs**

The represented training programs are developed and improved over more than 10 years. They are based on the latest trends and technologies in learning, their application provides the basis for the transition to a new level of innovative education.

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FIELDS OF THE ACTIVITY IN EDUCATION

Development of
innovative educational software

Localization and adaptation of
the best western educational products to the Russian ducational system

Publishing
Russian and foreign multimedia educational products

Approbation and introduction of
new multimedia production and the latest technological solutions

Research activity
and experimental work in IT field

Training of
pedagogical personnel for the use of IT in education

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COMPREHENSIVE OFFERS TO EDUCATIONAL INSTITUTIONS

Program-methodological complexes

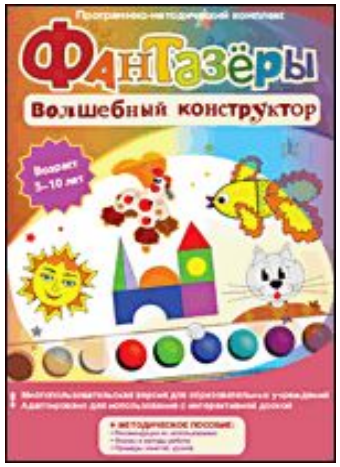
- ✔ use in subject classrooms equipped with interactive whiteboards
- ✔ work in computer classrooms

Mediatheques

- ✔ of the best educational products for equipping subject classrooms
- ✔ of rich multimedia resources for preschool and primary education

Net solutions

- ✔ net education courses for work in a local network in computer classrooms of a school
- ✔ united information environment of a school NetSchool
- ✔ united municipal information and education environment Net City. Education



Program-methodological complexes to work with children of senior preschool and younger school ages

«CURRICULUM CURIOSITI. Magic designer»

Educational program with interactive workshops for collective-creative activity in various specialties:

- ✔ **Painting and decorative art-work**
- ✔ **Design, logic and fundamentals of math**
- ✔ **getting to know the world**
- ✔ **theatrical activity**
- ✔ **psychological-correctional work**

Reveals the individual characteristics of each child

Develops the imagination and creativity

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«CURRICULUM CURIOSITI. Magic designer»

Program features

Topicality
The content of the program corresponds to age characteristics and modern methods of preschool and primary education.

Universality
A wide choice of specialties for creative activity promotes the knowledge and study of the world around.

Social meaning
By implementing creative ideas, child learns to be independent, organized and initiative.

Developing potential
Designing and modeling work stimulates logical and analytic thinking skills

«Curriculum Curiosity. Magic designer»

The program comprises five interactive workshops for children's joint work. Each workshop is a creative, cognitive, developing sphere where a child can fantasize and materialize, design and create.

constructing with the use of natural materials

Tales of Nature

Flower Fantasy

creative work with elements of flowers and plants

work with geometric figures, building materials

Builder-Architect

Artist

work with decorative elements to embellish crockery and toys

creating paper dolls for role-playing games

Paper Theater

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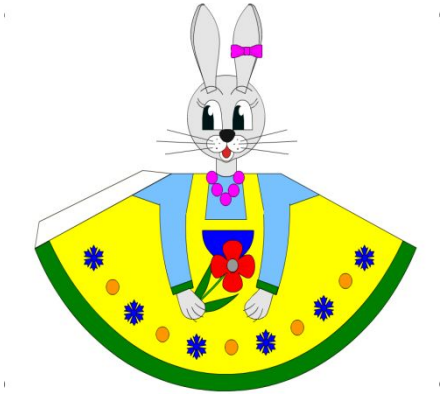
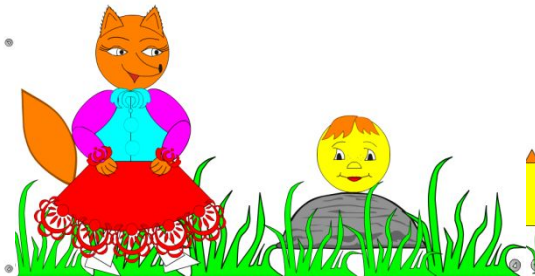
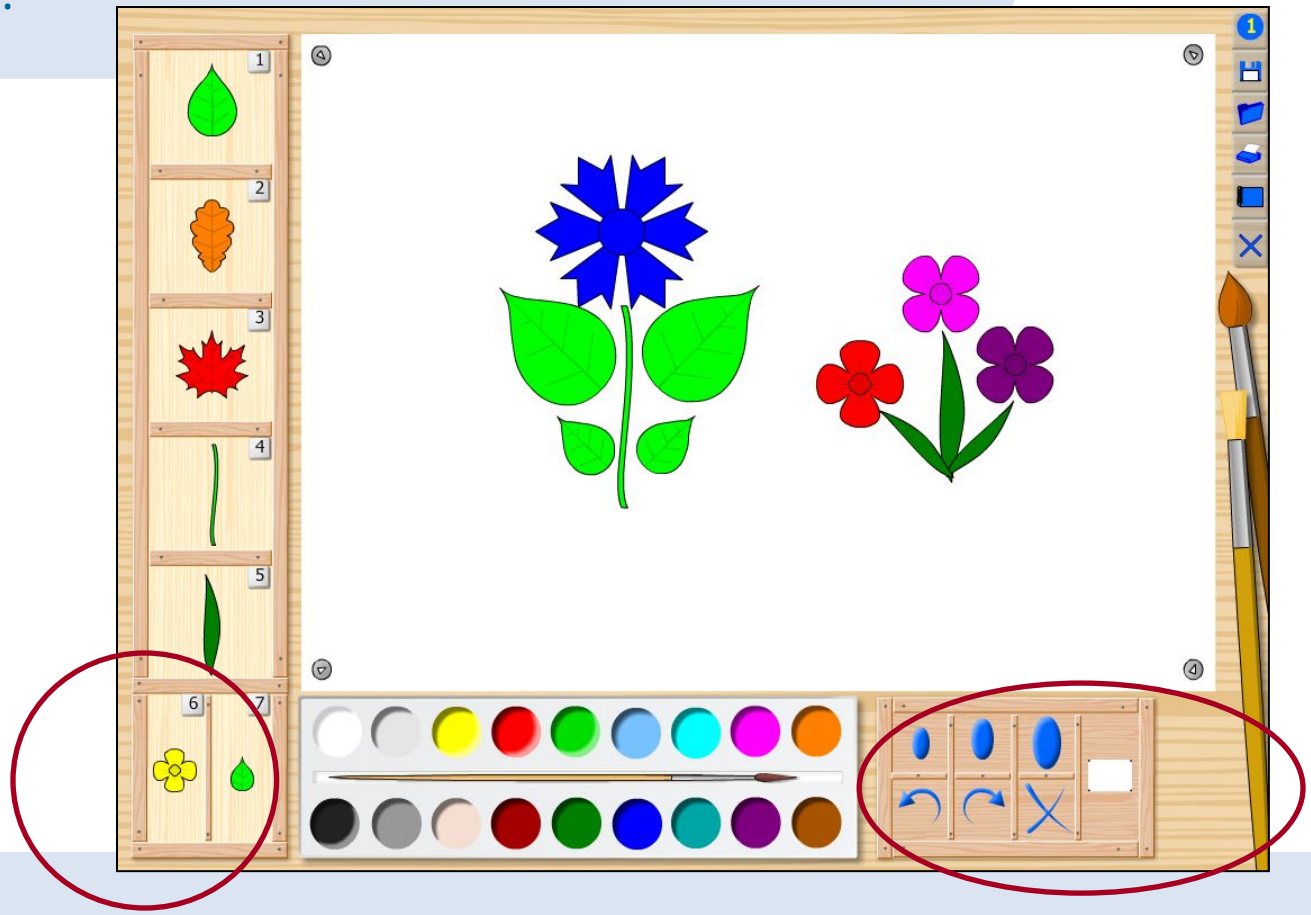
«Curriculum Curiosity. Magic designer»



The program has three levels of complexity, that allows to use it for children of different age with different user skills and individual peculiarities. The contents and functional characteristics gives a child an opportunity to create computerized creative and heuristic activity connected to his own practical experience. This opens new horizons to developing child's emotional, artistic, intellectual spheres as well as broadens individual characteristics.

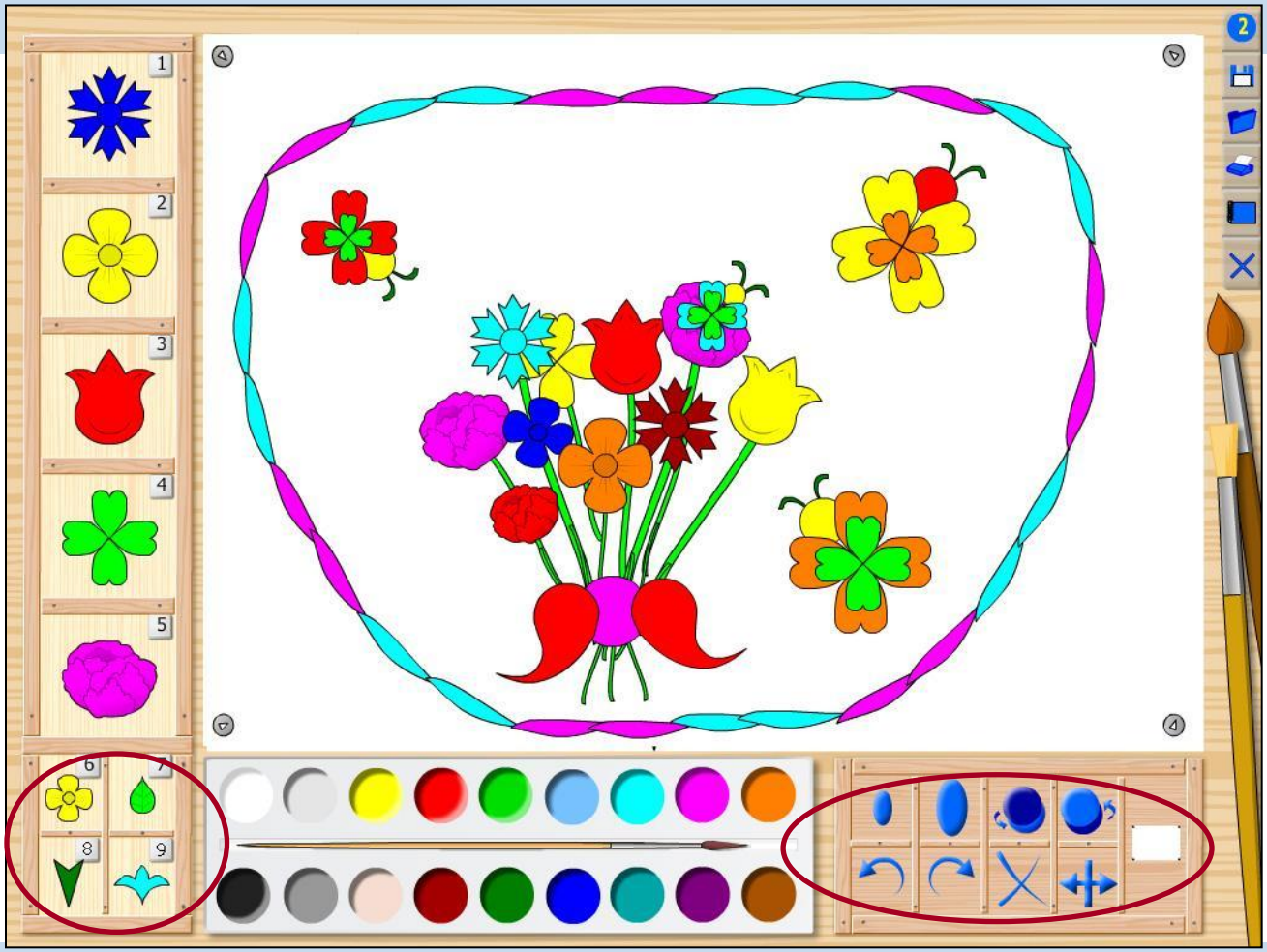


Gradation of **levels of complexity** takes into consideration psycho-physiological abilities of each age group of kids.



First level is for children of 5-6 years of age, whose user skills have not been yet formed

The number of simultaneous tasks (conditions) increases accordingly to the psycho-physiological abilities of children



Second level is for children of age 6-8, who own user skills

Third level is for primary school children, it allows to work simultaneously with all five program blocks

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PROGRAM-METHODOLOGICAL COMPLEXES FOR PRESCHOOL AND PRIMARY EDUCATION

“CURRICULUM CURIOSITY. MULTICREATIVITY”

Educational program with interactive workshops for collective creativity, construction, modeling, project activity in different subjects:

- ✔ Mathematics and Logic
- ✔ Art
- ✔ Modeling and design
- ✔ Nature
- ✔ Computer science

Use of the **Microsoft MultiPoint** technology enables to provide fully functional work of several children on one computer using several computer mice simultaneously

A new teaching and communication skills diagnostic tool, development resource. Individual work on a computer turns into teamwork that stimulates children’s communication and cooperation.

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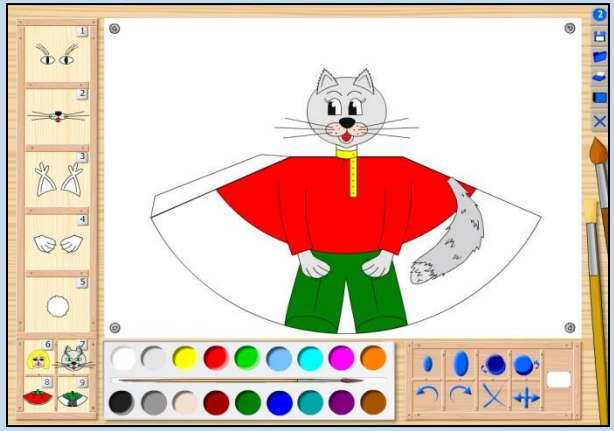
Now the program is successfully used in a lot of schools and kindergartens and is constantly loved by children as well as by teachers.

In May, 2010 the project was highly appreciated by the leading international expert professor Ivan Kalas (Comenius University, Slovakia).

In September, 2010 it was successfully presented at the World's UNESCO conference for Early Ears Training in Moscow and raised a great interest among the world wide specialists.

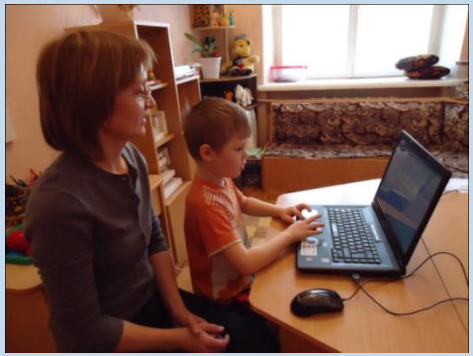
«Curriculum Curiosity. Multicreativity» is regularly used in the School Technology Innovation Center in Brussels for Innovative Trainings for the educational specialists from all over the world.



Program-methodological complexes to work with children of senior preschool and younger school ages

«CURRICULUM CURIOSITY. My country»

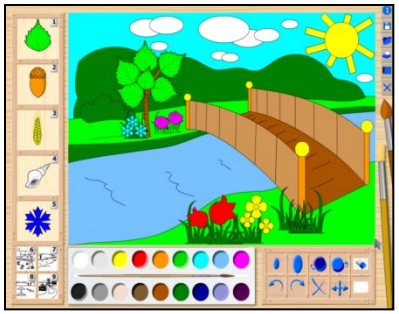
Program is designed for organization of **project activities** for children under the **moral and patriotic education**, **artistic and aesthetic, communicative and personal and cognitive development, as well as for development of speech.**
The program consists of three workshops, each of them is **an open design environment** with the set of theme objects and elements for **designing, modeling, applique**. The interactive workshop provides background blank, together with objects and elements the kids can use to create different scenes, paintings, images on the theme of «Homeland».



«Inventors.My country»

CREATIVE MASTER PROGRAMS

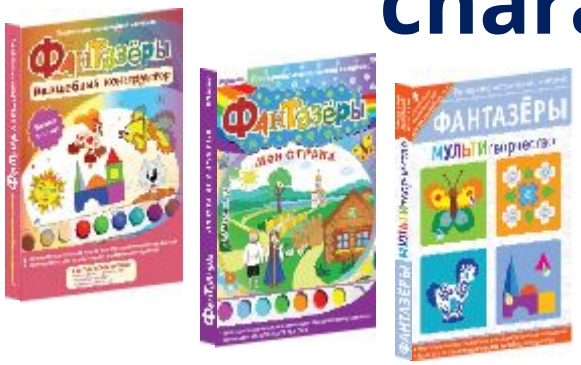
Nature – creating landscapes of your own country, designing pictures of city or countryside.



Architecture – modeling pictures with distinctive architectural monuments of your country: houses, churches, historical monuments etc.

National dresses – creating paper doll-models dressed in national dresses of your country.

Adaptation to cultural characteristics of your country



Universal programs of the **«CURRICULUM CURIOSITY»** series can be adapted to peculiarities of any national educational program, various ethno-cultural components can be included into it that help to study national culture and traditions.

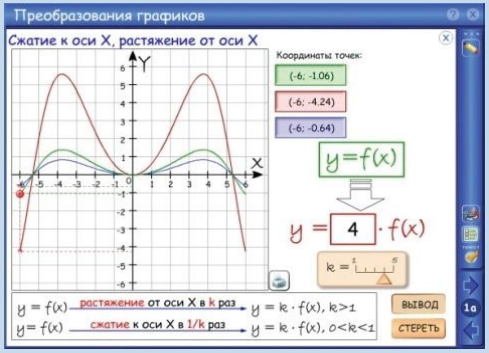
As a result of localization, new models for paper crafts, dolls in national dresses, new virtual workshops with typical for your country architectural and nature elements, ornaments and crafts can be created.

SPECIAL DEVELOPMENT FOR INTERACTIVE WHITEBOARDS –

THE «INTERACTIVE WHITEBOARD CHARTS»

High demonstrativeness, well-thought-through design, special functional make the products of the “whiteboard charts” series convenient and useful professional tool for a teacher. The materials of the manual correspond to the basic and advanced levels of training, include a wide and changeable set of visual resources as well as exercises and tests.

- Interactive picture
- Interactive tasks
- Interactive models of experiments
- Photos and videos
- Sound definitions
- Step-by-step interactive lessons
- Biographical materials
- Interactive labs
- Interactive maps



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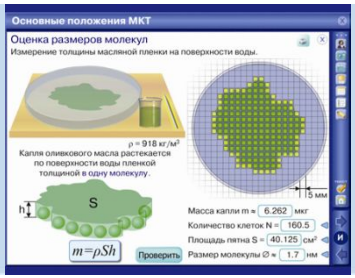
«INTERACTIVE WHITEBOARD CHARTS. MOLECULAR PHYSICS»

Interactive whiteboard charts help the teacher to present information about molecular physics and thermodynamics for pupils of **10-11 grade visibly** and in an **easy** way**:**

Interactive pictures



Interactive labs to conduct researches

Interactive models of substances

Charts of physical quantities

Biographical materials

Interactive exercises and tasks

«INTERACTIVE WHITEBOARD CHARTS. HUMAN ANATOMY»

This program is for learning anatomy and physiology by pupils of 9th grade:

Animated videos

List of terms and scientists' biographies

Interactive models of experiments

Tests and exercises

Interactive pictures

Sound definitions

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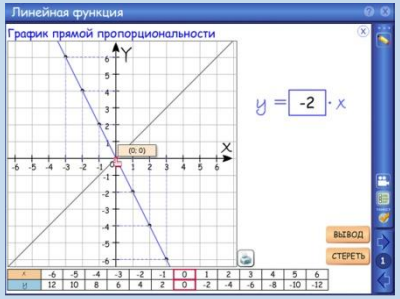
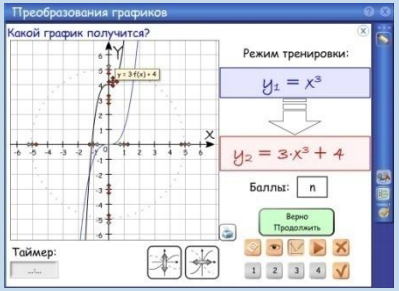
«INTERACTIVE WHITEBOARD CHARTS. FUNCTIONS GRAPHS»

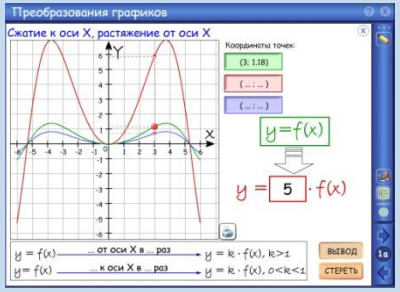
This program is for pupils of 7-11 grades. Interactive whiteboard charts help to present information about main principals of construction and transformation of different graph functions.



Step-by-step interactive lessons

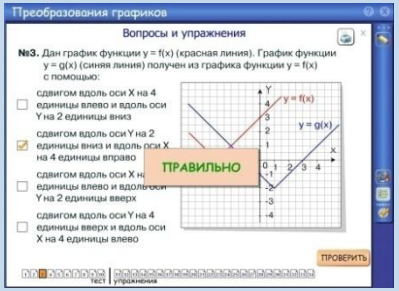
Educational game “What kind of a graphic will it be?”





Step-by-step graphic construction with an option to hide part of the data

Book of tasks

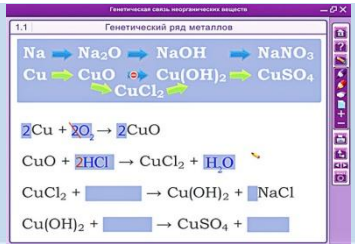


«INTERACTIVE WHITEBOARD CHARTS. CHEMICAL REACTIONS»

Charts consist of various interactive resources helping to present the main contents of the “Chemical reaction” line to pupils of 8-11 grade in an easy:

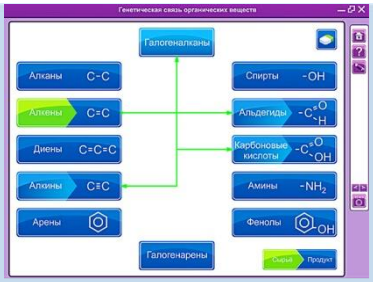
Interactive pictures and animations

Lab experiments



Unique functions

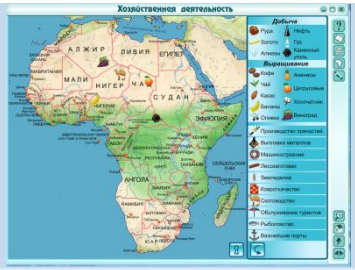
Interactive tasks



Sets of tasks variants

«INTERACTIVE WHITEBOARD CHARTS. ECONOMICAL GEOGRAPHY OF WORLD REGIONS. GEOGRAPHY OF CONTINENTS»

The program is written for teachers and pupils of 7-11 grade of general and specialized schools:

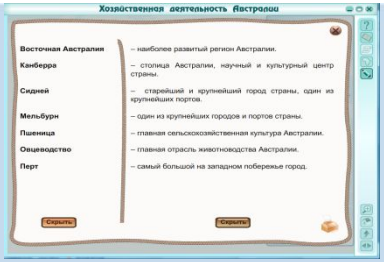


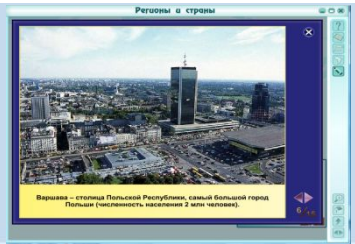
Interactive geographical maps

Contour maps

Animated routs and description of travel discovers

Geographical dictation





Photos and videos

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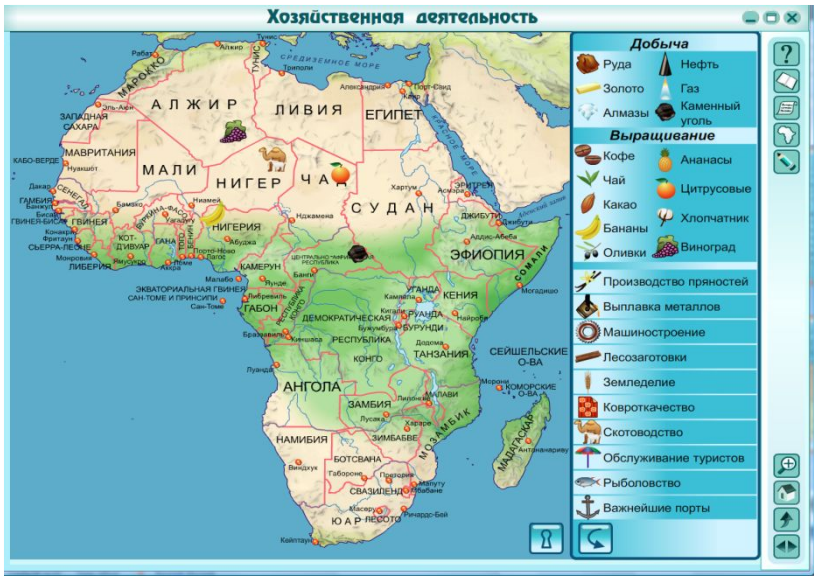
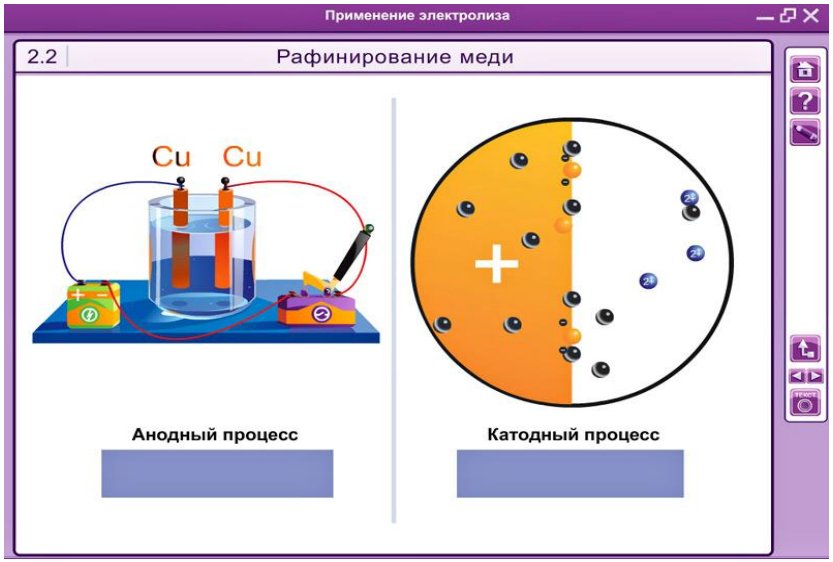
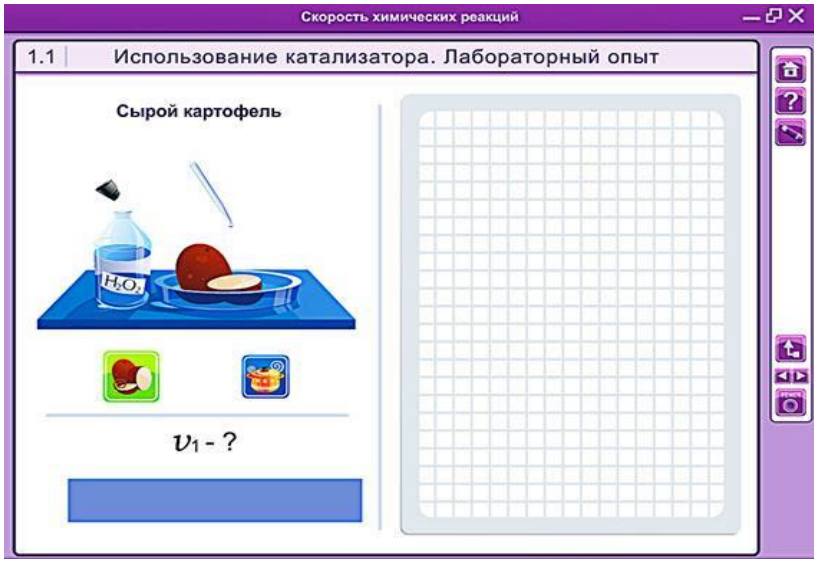
«INTERACTIVE WHITEBOARD CHARTS»







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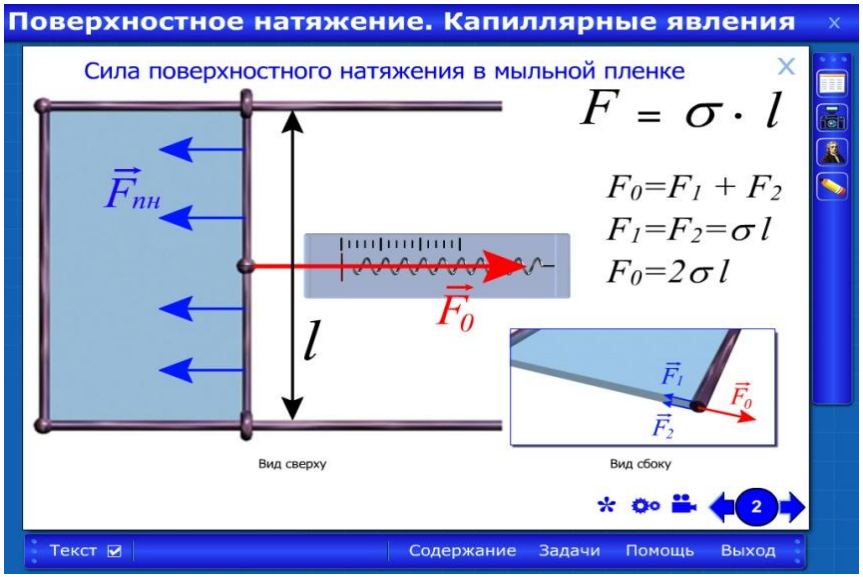
« INTERACTIVE WHITEBOARD CHARTS»



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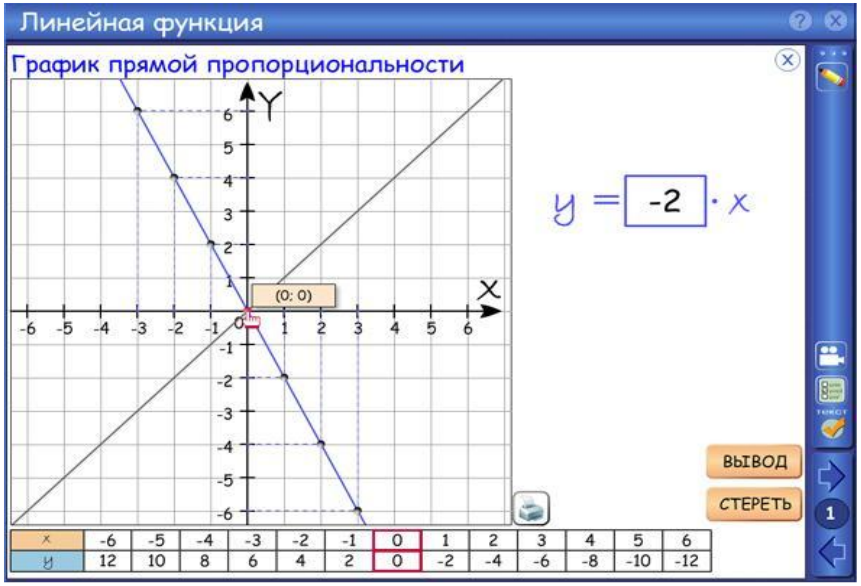
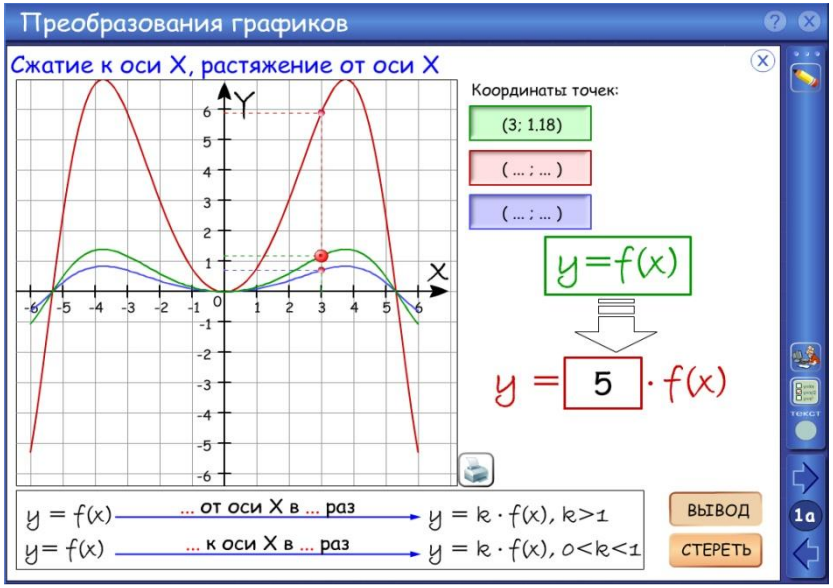
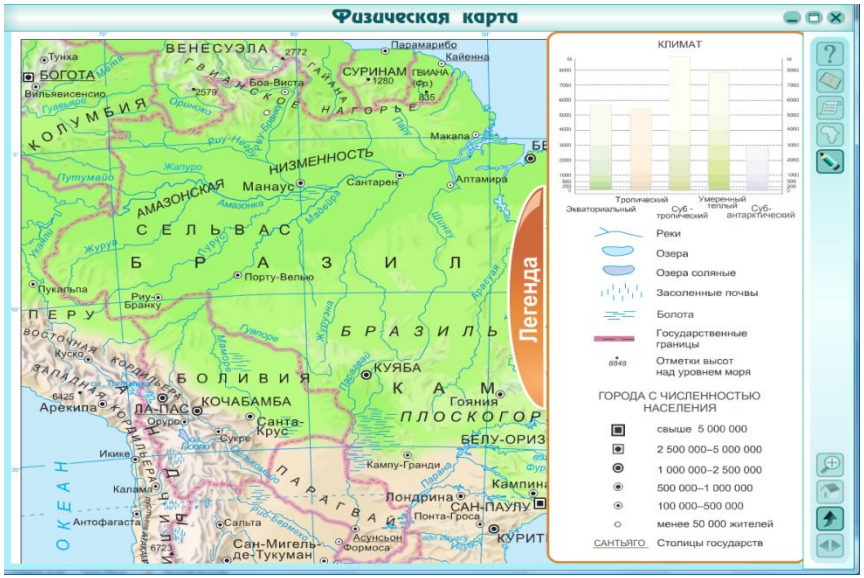
«INTERACTIVE WHITEBOARD CHARTS»







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Virtual lab works for physics 7-9 grade

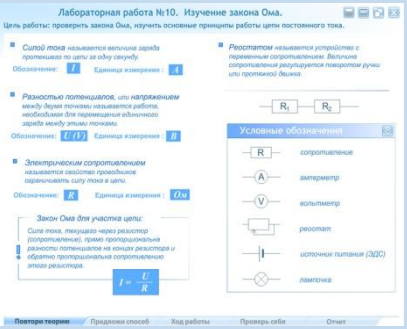
Multimedia tutorial with high level of interactivity and quality realistic graphics.

Aim of the program – to help pupils acquire research skills, the ability to independently draw conclusions from their observations.

Program provides **maximum clarity and accuracy** of model of **realistic equipment** for conducting various **physical experiments.**

Virtual lab works for physics 7-9 grade

Program contents:

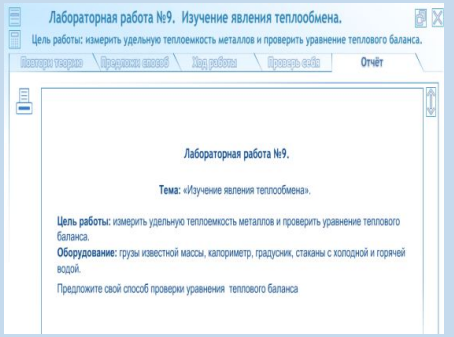


Section **«Repeat the theory»:** theoretical knowledge necessary for planning and conducting the experiment

Section **«Suggest the method»**: pupil should give an answer to a problematic question

Section **«Progress of work»** experimental tasks aiming to implement the objectives of work and equipment required for that

Sections **«Check yourself»** и **«Report»**: Compulsory tasks with result-logging report.



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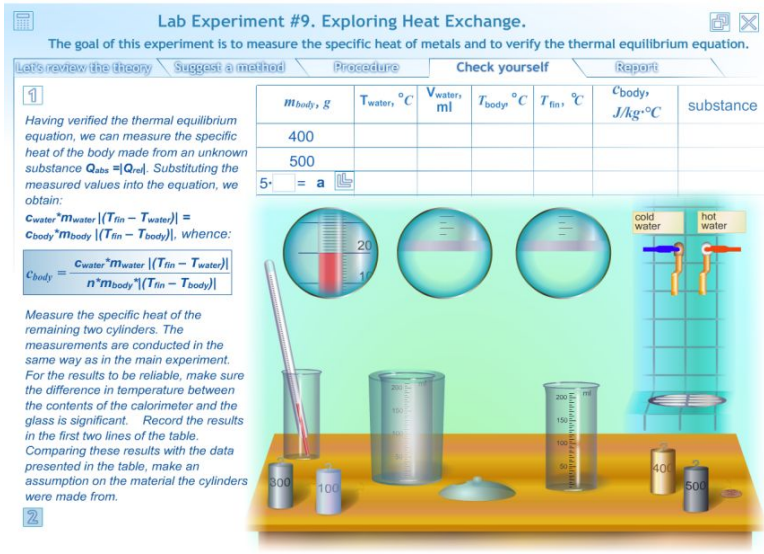
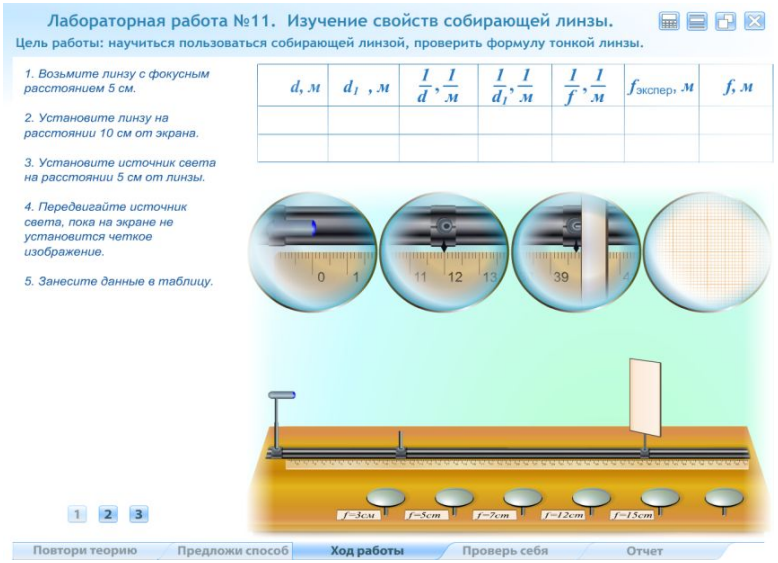
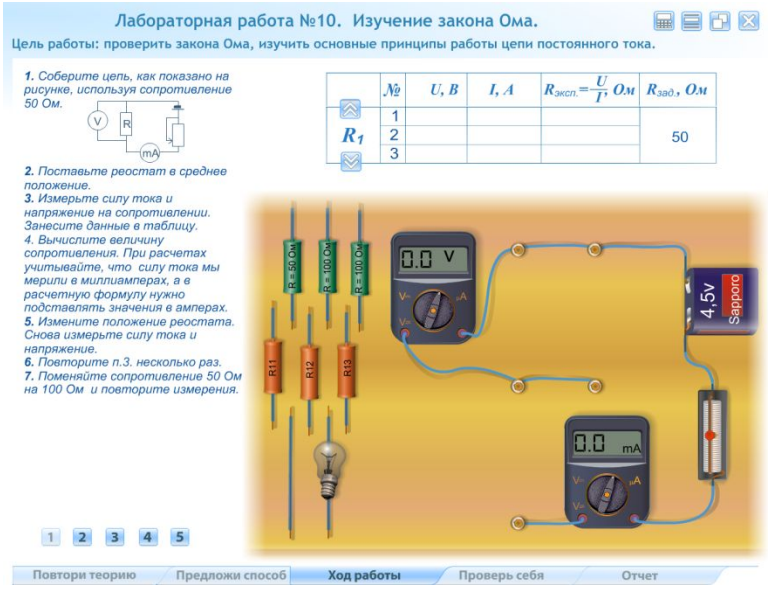
Virtual lab works for physics 7- 9 grade







PROGRAM-METHODOLOGICAL COMPLEXES «DIAGNOSTIC LOTTO. BASICS OF SAFETY FOR CHILDREN »

Specialized computer software to assess children's knowledge of the rules of safe behavior.

Program contents:

- ✔ Road safety and transport.
- ✔ Life safety
- ✔ Safe outdoor recreation
- ✔ Health safety.

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«DIAGNOSTIC LOTTO. BASICS OF SAFETY FOR CHILDREN»

PROGRAM BENEFITS:

1. Parenting of skills of appropriate behavior in a variety of unexpected situations
2. Learning the rules of safe behavior in nature and society
3. Formation of preconditions of ecological consciousness and the foundations of a culture of health
4. Monitoring of knowledge formation within the topics and planning of further work on its results
5. Diagnostic is made in the form of a game
6. The children's results are presented in the form of reports with interpretations of answers

«DIAGNOSTIC LOTTO»

Specialized computer program for children psychologists' work

Program-methodical complex is designed for children and school psychologists, social workers, specialists of correctional institutions, centers for the development and rehabilitation of children.

The program is an interactive gaming environment for psychological diagnosis and correction of emotional and personal and social development, identifying the causes of social exclusion and the problems in the relationship.

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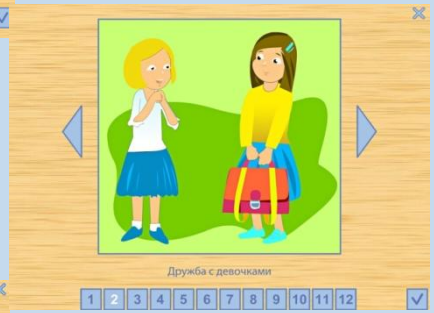
«DIAGNOSTIC LOTTO»

TOPICS FOR DIAGNOSTIC



1. Emotional condition of a child in life situations
2. Emotional condition of a child during learning
3. Emotional condition of a child during interpersonal communication
4. Child's attitude towards each family member
5. Child's emotional evaluation of family members based on their attitude towards life situations

«DIAGNOSTIC LOTTO»

The survey results are presented in the form of psychological interpretations of the answers and recommendations for further interaction with the child.

The results can be saved, printed or imported into the electronic document.

Program-methodological complex «Reading»

Multimedia visual aid designed for work with **children of 6-11 years** on literary reading **during the study of literature of your country in order to form readers' competences.**

The program contains illustrations and animations to text and records of professional announcers performances

The study of literary works through interactive filmstrips

Creative tasks for forming retelling skills

«Reading»

In this program children get acquainted with oral folklore of your country and classics.

Each work is presented in form of interactive filmstrip – a sequence of images (colorful illustrations with animation), equipped with text and audio recordings.

For each product a module with interactive activities aimed to generate retelling skills is developed.

The program is good both for children who can read very well and those, who only start to learn how to read.

«Reading»

Program application in educational process

Program can be used in rooms with different technical equipment (depending on the purpose of the class):

- ✔ Children's teamwork in classrooms equipped with demonstration equipment (interactive whiteboard, projector and screen).
- ✔ Children's acquaintance with content of works, reading on roles, analysis and retelling the text.
- ✔ Individual work of children in the computer class - reading of works, performing interactive tasks.

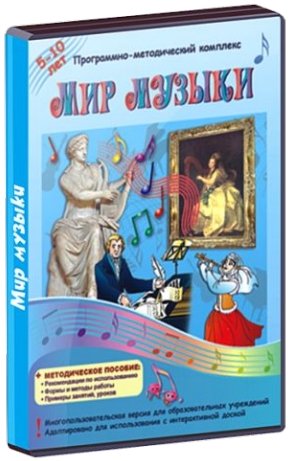
«NATURE ALIVE. EDUCATIONAL MATERIALS»

Vivid animations, dynamic drawings, diagrams and tables of the program help pupils to study the laws of nature. All the sections of the program are voice annotated, that makes it fun to watch and stimulates further studies.

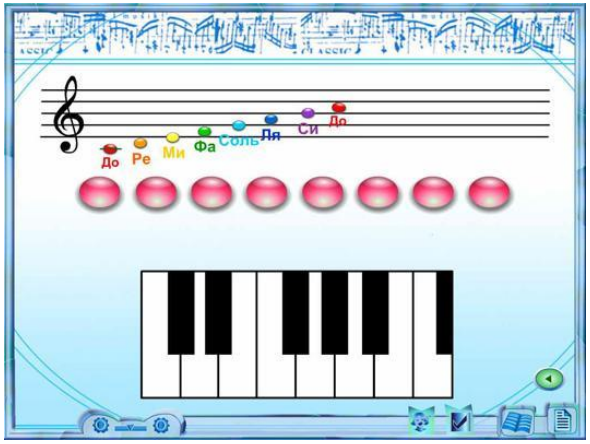
Features of the program

- ✔ 6 complex and interesting topics of the primary science course.
- ✔ Modular structure of topics for individualization of lesson plans.
- ✔ 70 interactive voice annotated lectures.
- ✔ 12 supplementary interactive testing assignments for revising certain topics and evaluating children's cognitive development.
- ✔ Recommendations and sample lessons for educators and parents.
- ✔ Description of knowledge and skills acquired by a pupil while working on the module.
- ✔ User-friendly navigation with forward and back arrows.

«THE WORLD OF MUSIC»



The program acquaints children with fundamentals of musical art, helps develop artistic and aesthetic perception and creative skills.

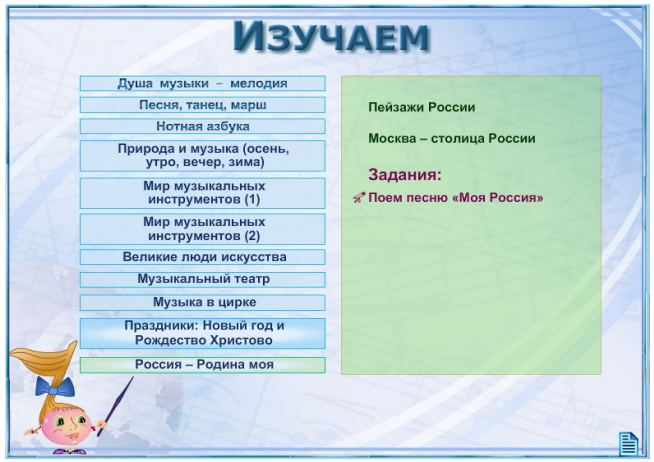


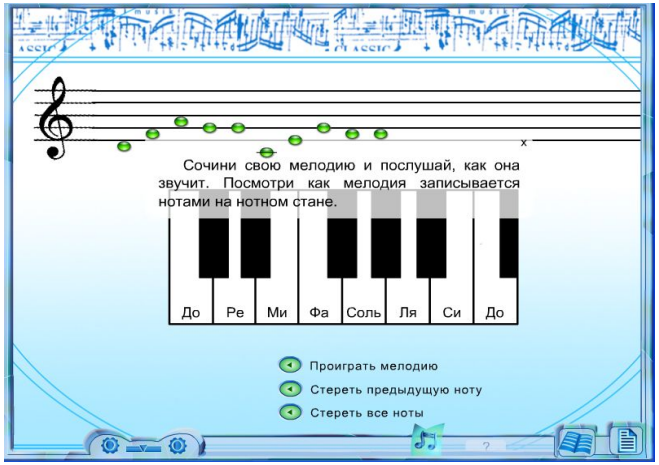
The unique feature of the program is considering the art of music in the context of other kinds of creation: theatre art, listening to poems, reading poems and fairy-tales, research on the greatest artists' works, circus art.

Various interactive tasks will help children confirm acquired knowledge.

«THE WORLD OF MUSIC»

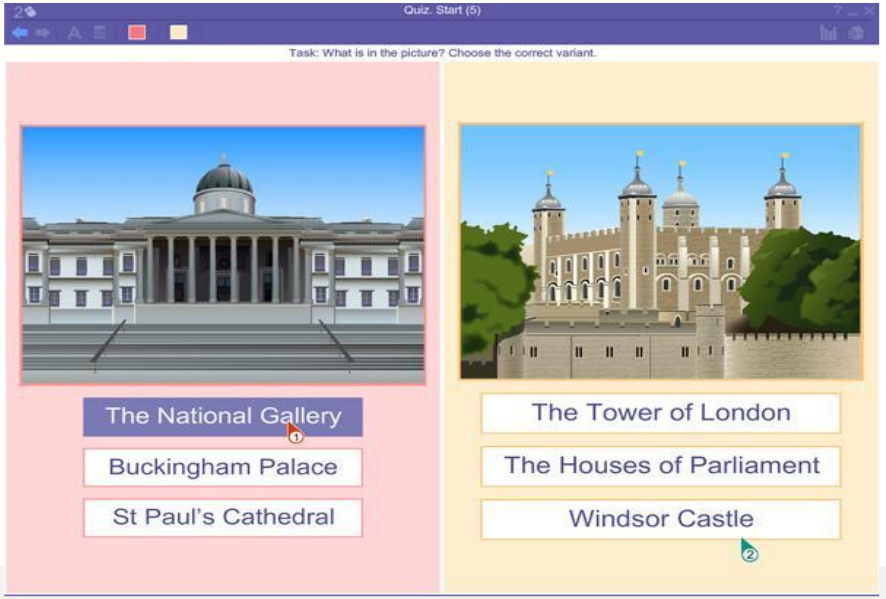
The 4 sections of the program, **Studying, Reading, Listening, Singing,** offer to get acquainted with the main types of music, musical instruments, famous composers and their works.





«MICE AND NICE ENGLISH»

The program enables to organize pupils' cooperative training **oriented at collective solution of joint assignment working on one PC**. It reveals new forms and methods of learning activity, offers new opportunities for developing cognitive abilities, forming communicative skills, and other important human qualities.

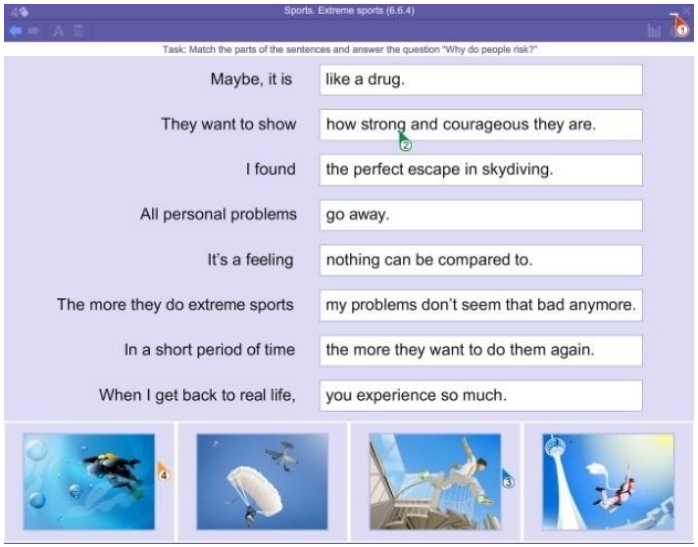


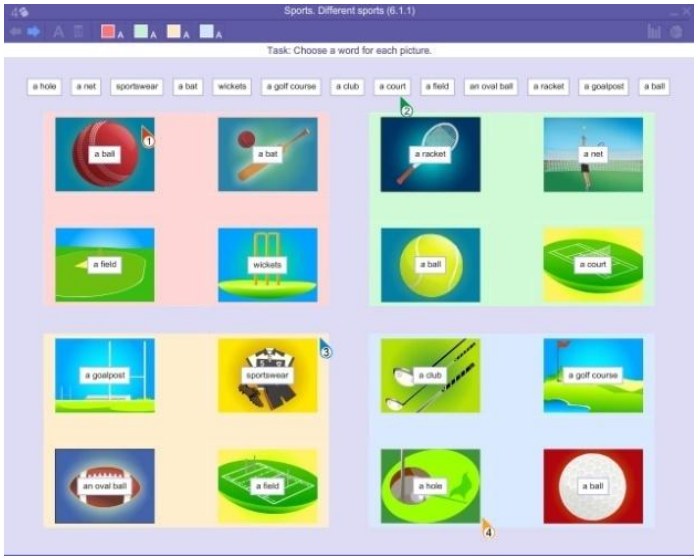
The program consists of 10 topics and a quiz. The picked out material will help confirm the acquired English vocabulary and grammar knowledge. And the team work method will raise interest and motivation for the subject learning.

There are **two types of assignments** in the program:

1. Cooperation

The main goal of the assignments of this type is team work. Pupils are offered tasks of one type but with different contents. Work is carried out individually by each pupil. Each pupil works on his/her task in his/her own zone but team results are dependant on individual answers. This type of assignment aims pupils at communicating within a group, discussing current mistakes and results. If one pupil does the task incorrectly, the others cannot pass over to the next block of exercises. This approach makes pupils seek a joint solution, coordinate their actions, and help each other. The right answers to all components comprise the final result.

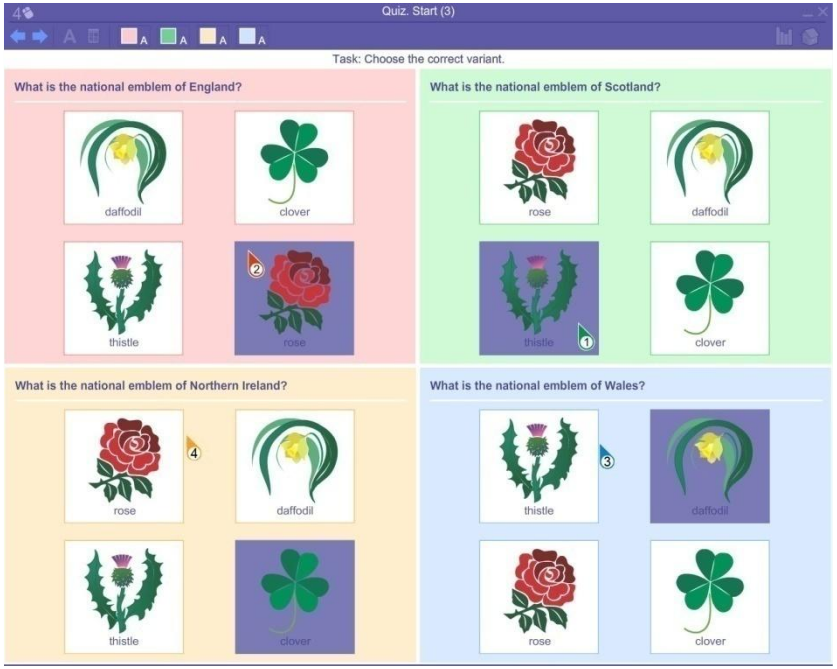




There are **two types of assignments** in the program:

2. Quiz

Based on competition. Right answers and the time spent on the task are calculated.
The results of the quiz are available for a teacher in the statistics mode.



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