Tech-Know Trail

Active Learning at its best with our range of technology fuelled curriculum based games. Played on a tablet device, this excellent product will get pupils active for 30 minutes whilst learning.

- Designed for Year 2 Year 6
- Content created by qualified teachers
- Starter package for schools includes 100
 Numeracy and Literacy games across these
 year groups for Academic Year 2018/19 (20
 games per year group).
- Ideal for active learning, teamwork and collaboration.

Try it out!

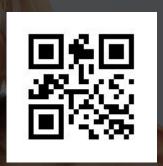
Download the Mobile Adventures app, use it to scan the QR code to load the game and then have a play!



Click Play To Learn More



Year 3 Literacy



Year 3 Numeracy



Tech-Know Trail



These 6 shapes need to put around the school corridors, playground or playing field to be found and scanned by pupils to unlock their curriculum-based questions and challenges. Load the games on the previous page and try it out!

