

# 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



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These 6 shapes need to be 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!

