

LAVOSBALL IN EDUCATION

GAME-BASED LEARNING FOR EVERYONE

CALL FOR PARTNERSHIP



GAMIFICATION FOR THE EDUCATION

To recognize - To develop - To manage Skills - Talents - Approach



INNOVATIVE TOOL A PUZZLE GAME

To engage - To compete - To motivate Students - Teachers - Parents - Communities



FOR EVERYONE

Students - Teachers - Parents To encourage - To improve - To seed Approach - Logic - Mental & Physical skills



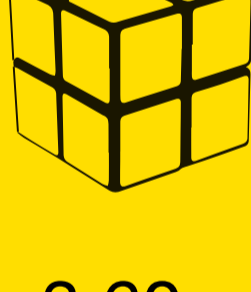
DEVELOP SKILLS



- spatial image
- visualization
- kinesthetics
- combinatorics
- change management
- prioritization
- adaptive and complex thinking
- problem solving

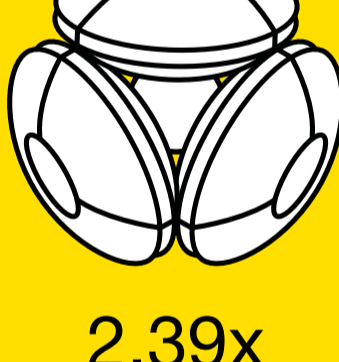


POCKET CUBE



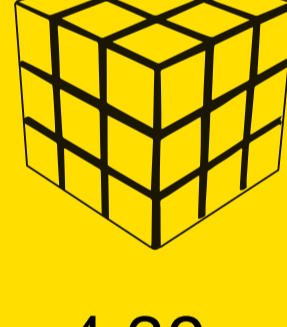
3,60x 10^6

LAVOS BALL



2,39x 10^8

RUBIK'S CUBE



4,30x 10^{19}

PERSONALIZED EXPERIENCE

Operation of digitalized tutoring manuals, seminars and classes for elementary, middle and high school students



VALUE PROPOSITION

IN ELEMENTARY & GRAMMAR SCHOOLS

The program provides:

- presentations
- lectures
- complex programs
- methodological support for teachers



IN HIGHER EDUCATION

The program provides support:

- for new didactic solutions
- scientific researches

MISSION STATEMENT

SUPPORT STUDENTS AND TEACHERS IN ACHIEVING EQUAL OPPORTUNITY - INCLUSION - DIVERSITY BY DEVELOPING SKILLS WITH GAME - BASED PROGRAMS

CONTACT

Please send your confirmation if you are interested to

lavosball@gmail.com



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