



Educational and physical games for measured use of screens



COCO THINK

Educational games to develop knowledge, work on memory, attention, vocabulary, mental arithmetic, etc.



+ 30
edutainment
games



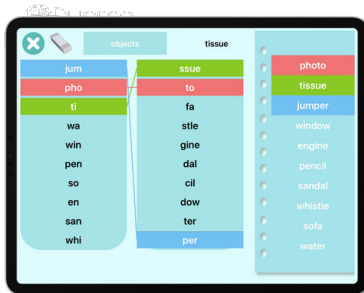
Smart Screen
Time



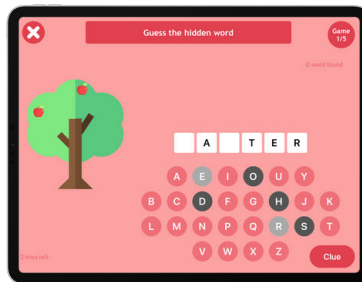
Without
internet
connection



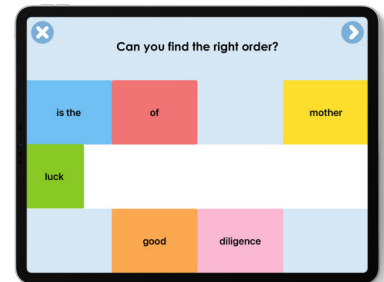
Educational App Store
Certified



Syllabus



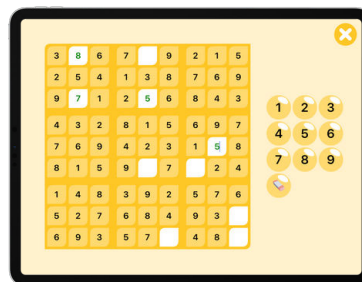
The Apple tree



Brainstorming



Lost Poem



Sudoku

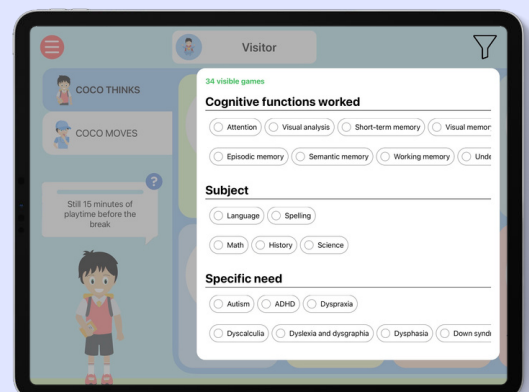


Operation Caterpillar

You can filter the games according to the cognitive needs of each child, the cognitive functions that you want to stimulate or the educational subjects that you want to work on.

We accompany all children:

- Dyslexics
- Dyscalculiques
- Dyspraxic
- Dysphasics
- Autistic
- Down syndrome
- ADHD



COCO MOVES

Physical games are accessible at any time, or after 15 minutes of play, to create a sports break



Offers suitable physical exercises. It is possible to hide physical games that would cause a child to fail.



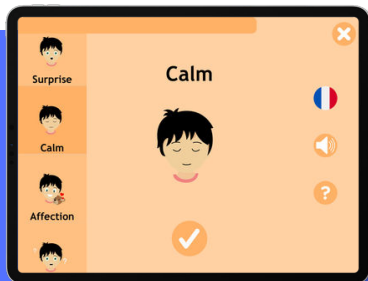
Form for measured use of screens



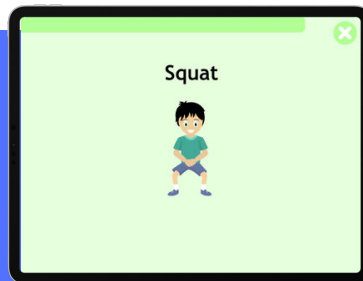
Reduces sedentary lifestyle



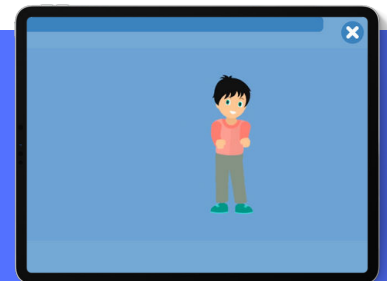
Participate in inclusive school



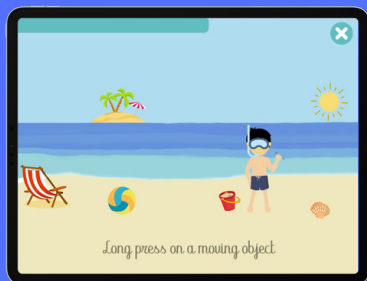
Mime the emotions



The spring



Dance with Coco



Quiet Time



Balance games



1 2 3 statue

IMPORTANCE OF BREAKS



Children spend 4 hours and 11 minutes a day in front of screens.



Only 4/10 children practice physical activity.



It is recommended to do 30 minutes of physical exercise per day.





LEARNING MONITORING

Your students can track their progress within the application, and be proud of themselves.



TO GIVE HOMEWORK

By using Apple School Manager, you will be able to create your class and transmit COCO SCHOOL homework to your students, by selecting the exercises and difficulty levels for each one.



FEATURES ONLY IOS

On IOS, certain features are unique: text-to-speech readings, which reads the different texts present on the screen, the definition of words in the different games....