

Multimice® *New*

Uses with Educative Freeware

Foret & Multimice® *New*

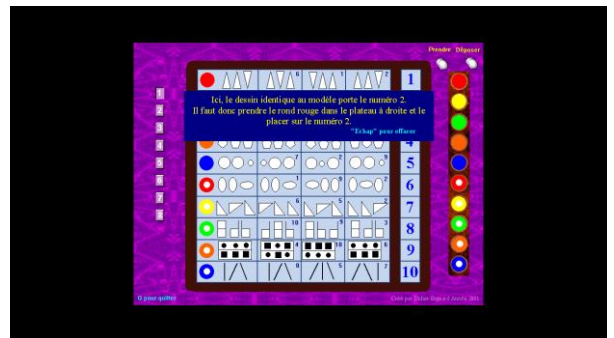


The Foret software is a tool to learn the difference between “leur” and “leurs” in French grammar.

Two trees are represented: one has a tits foot a “leur” label, and the other has a “leurs” label. The student must take the chainsaw and cut the wrong tree.

This educative freeware can be optimized with the use of Multimice®*New* software. Indeed, the teacher can make each students participate by giving themthe hand, so it’s creating moreinteractivity.

Le Clone 2 & Multimice® *New*



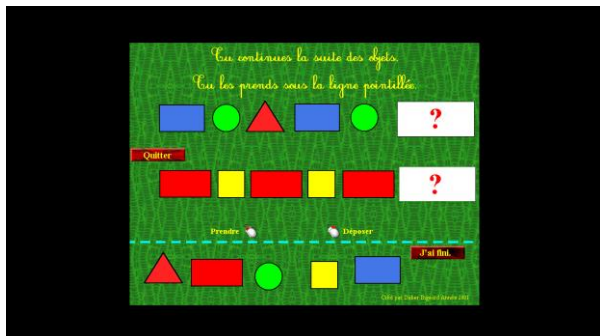
The Clone2 software is an awakening educational game.

On the screen is displayed several columns, the left contain a figure associated with a color. The other three on the right contains a figure associated with a number.

The objective is to find the figure, identical to the figure on the left, in the right columns, then to associate the right color with the right number.

Associated with Multimice®*New*, this game allows a great interactivity and a reflection on the colors, shapes and numbers.

Logique & Multimice® New



Logique is an awakening freeware.

It has several levels. Each time, the student must find the right figures from those available at the bottom to complete the two logical sequences displayed.

The difficulty increases progressively according to levels.

Multimice® New will allow the teacher to engage all students of his/her class, so they are involving in the activity.

The MultiMice®New system allows the deployment of a mobile classroom or media room for a fraction of the cost of conventional equipment:

599 €VAT ex.

Warranty : 3 years