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LOGO 2

Private sEr 5 25

Schools sFr. 3.05 Price per authorization, 365 days, incl. MWST Part of the **profax flatrate**

Manual 🖃

improve preschool skills KG 1 2 3 4 5 6 7 8 9 ++

Discover

To develop and improve preschool skills in a playful way

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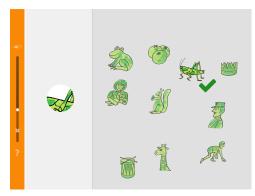




Exercise selection and learning journal. The colored lines show the current learning level of each exercise. A star means that all levels of the exercise have been solved perfectly.



Choice of difficulty level: The topic remains the same across all three levels, the difficulty increases.



Take a closer look! (Level 2): Which picture does this section belong to?



Find the error (level 2): Search strategies lead to the goal

LOGO playfully supports and encourages children aged 3 to 7 in the development and improvement of cognitive skills. The program prepares children for a successful entry into school. Those who master the 9 modules are well prepared to start with reading, writing and calculating.

Motivating learning in three stages Three levels of difficulty help the children to gently engage in a topic. At the entrance of every level, the children learn the process and requirements of an exercise in the most simple way. Success is guaranteed. This motivates them to tackle and master the challenge of the next two stages.

Always know where you stand The exercise menu continuously documents the learning level. The children always know which stages of the 9 exercises they have already worked on – and how successful they have been.

The modules 9 modules are planned in the **LOGO** series. Each module contains 9 exercises focused on an important topic.

Already implemented:

- Colours and Shapes
- Discover
- Complete
- Directions
- Combine
- Classify
 - Symmetries
 - Series

Designed:

LOGO 9 – Amounts

The basis for the development is the **LOGO** learning booklet series for the profaxli learning device. The basic ideas were further developed in order to exploit the additional possibilities of digital learning.

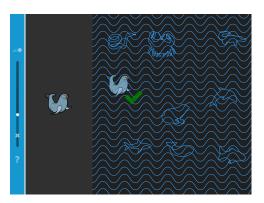
The development team
René Fehr-Biscioni – Developer, programmer,
designer

Harriet Bünzli-Seiler – Primary school teacher, author of teaching materials

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Basic figure perception (level 3): Can you find the right aquatic animal in the waves?

Train with LOGO 2

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