FUNFLOOR EDUCATIONAL LESSON PLAN

Spring Awakening & Caring for the Environment

Florek AI Assistant — FunFloor Sp. z o.o. Generated on: 2026-10-30

LESSON SCENARIO: Spring & Ecology — Caring for Our Planet with Florek

1. Header Details (Metrics)

- Lesson Topic: Spring Awakening & Caring for the Environment
- Age Group: Primary School, 2nd Grade (7–8 years old)
- Number of Children: 20
- Duration: 45 minutes
- Device: FunFloor MOBILE PREMIUM 3IN1
- Required Packages: PACKAGE ECOLOGY (owned), PACKAGE EDU (owned)

2. Educational Goals

- General Goal: To shape pro-ecological attitudes, teach principles of waste segregation and environmental care, and develop motor coordination and sensory integration through interactive games with accessories.
- Specific Goals (The child will be able to):
- Identify spring activities in nature and environmental care actions.
- Correctly classify waste into appropriate categories/bins.
- Use sensory accessories (sensory balls/bags/FunSticks) to interact with the floor and complete tasks.
- Cooperate respectfully in a group during physical and interactive tasks.

3. Lesson Outline

PART 1 — Introduction and Warm-up (approx. 10 minutes)

(Note: Performed entirely away from the interactive floor)

1. Welcome and Topic Introduction (3 min): Greetings from Fox Florek! Ask opening questions: "What changes do you notice in nature during spring?" "Why is it important to keep our forests and parks clean, especially in spring when nature wakes up?"*
2. Sensory Movement Warm-up off the floor (5 min): "Growing Seeds": Children hold a sensory ball or gymnastics bag, crouch into tiny balls (seeds), and slowly grow up into tall blooming spring flowers, raising their sensory item high on tiptoes. "Spring Breeze": Children gently pass a sensory bag around their hips or from hand to hand to warm up their finger muscles and grip strength. * "Forest Animals": Children imitate animal movements (hopping with a sensory bag between their knees like frogs, trotting like foxes).
3. Safety & Rules Review (2 min): * Remind children to take off shoes or use indoor footwear and use sensory accessories safely without throwing them at each other.

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PART 2 — FunFloor Interactive Games (approx. 25 minutes)

GAME BLOCK 1

- Identification: PACKAGE EDU › No. 24 — SEASONS OF THE YEAR
- Parameters: Players: 1 · Round time: 1 min · Accessories: does not require additional accessories (enhanced with sensory kit)
- Preparation: Launch the FunFloor floor, navigate to PACKAGE EDU, game No. 24. Hand a sensory ball or FunStick to the active player. Line up the remaining children along the safety line.
- Instruction for children: "Look at the meadow on the screen! Spring is here! Use your sensory ball or FunStick to gently touch and 'plant' flowers and trees in the holes. Let's make nature wake up!"
- Game Course: The interactive floor projects a meadow with holes in the ground. The child uses a sensory accessory (pressing down with a sensory ball or tapping with a FunStick) on the designated spots to trigger plant growth animations.
- Rotation: 1 child enters the projection area per 1-minute round. To involve everyone efficiently, run fast-paced rounds while waiting children squeeze sensory balls in their hands to practice hand grip strength.
- Modifications:
- Easier: Tapping spots directly with feet or hands.
- Harder: Target precision — pressing the spot using a sensory bag placed on the foot or held with a FunStick.
- Extension Questions:
- "Why do plants need our care in spring?"
- "How did it feel using the sensory ball/FunStick to plant flowers?"

GAME BLOCK 2

- Identification: PACKAGE ECOLOGY › No. 9 — CLEANING THE FOREST
- Parameters: Players: 1 · Round time: 1 min · Accessories: does not require additional accessories (enhanced with sensory kit)
- Preparation: Select PACKAGE ECOLOGY, game No. 9. Place a basket with gymnastics bags/sensory balls near the starting line.
- Instruction for children: "Oh no! Someone left trash in our spring forest! We need to rescue the animals! Take a sensory bag/ball and throw or touch the litter on the floor to clean up the forest before time runs out!"
- Game Course: Trash items appear in the forest scene. The player moves dynamically across the board, using sensory bags or balls (aiming and tossing them gently onto the trash items or stepping on them while holding sensory items) to clean the forest.
- Rotation: Single-player game with fast 1-minute rotation. While waiting, the rest of the class acts as "Forest Detectives" and points out where hidden trash appears.
- Modifications:
- Easier: Walking up close and touching the litter with a sensory ball.
- Harder: Gentle underhand toss of a gymnastics bag onto the litter target from a designated boundary line.
- Extension Questions:
- "How does trash in the forest harm animals?"
- "What should we do with our trash when we go on a walk or picnic?"

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GAME BLOCK 3

- Identification: PACKAGE ECOLOGY › No. 7 — WASTE SORTING
- Parameters: Players: 1 · Round time: 1 min · Accessories: option to use an interactive pen (enhanced with sensory kit)
- Preparation: Select PACKAGE ECOLOGY, game No. 7. Give the active player an interactive pen, FunStick, or sensory bag.
- Instruction for children: "Now that we gathered the trash, let's sort it! Look at the 4 waste bins. When an item appears in the circle, touch the correct bin using your FunStick or interactive pen to sort it properly!"
- Game Course: Four colored recycling containers are displayed. An item appears in the circle, and the child uses an interactive pen, FunStick, or places a sensory bag on the correct container (paper, plastic/metal, glass, bio) before time runs out.
- Rotation: 1 child per round. Waiting children hold up colored cards (blue, yellow, green, brown) to signal which bin the player should choose, encouraging teamwork.
- Modifications:
- Easier: Teacher or peers call out the bin color.
- Harder: Player explains why that item belongs in that specific bin before aiming at it.
- Extension Questions:
- "What happens to recycled plastic bottle waste?"
- "Why is sorting waste helpful for planet Earth?"

PART 3 — Summary and Cooldown (approx. 10 minutes)

(Note: Performed entirely away from the interactive floor)

1. Sensory Cooldown Exercise (4 min): * "Spring Massage & Rain": Children sit in a circle on the rug. They take sensory balls and softly roll them over their arms and legs to calm their muscles. Then they imitate a gentle rain shower by tapping their sensory balls softly on the floor, finishing with deep breathing exercises.
2. Discussion & Reflection (4 min): Ask 2–3 closing questions: "What was your favorite task today?" "How did using the sensory accessories help you clean and plant in the forest?" "What is one small thing you can do every day to protect nature?"
3. Closing & Reward (2 min): * Praise the children for being fantastic "Eco-Heroes" and "Friends of Nature". Award symbolic "Florek's Eco-Hero Badges" or stickers!

4. Summary Table of FunFloor Games Used

Identification	Players	Round Time	Accessories
PACKAGE EDU › No. 24 — SEASONS OF THE YEAR	1	1 min	does not require additional accessories (option to use sensory kit)
PACKAGE ECOLOGY › No. 9 — CLEANING THE FOREST	1	1 min	does not require additional accessories (option to use sensory kit)
PACKAGE ECOLOGY › No. 7 — WASTE	1	1 min	option to use an interactive pen (option to use

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Identification	Players	Round Time	Accessories
SORTING			sensory kit)

5. Materials and Room Preparation

- Device: FunFloor MOBILE PREMIUM 3IN1 interactive floor.
- Game Accessories: Sensory kit (sensory balls, gymnastics bags, FunSticks), interactive pen.
- Teacher Materials: Colored cards (blue, yellow, green, brown) for active group participation during rotation, "Florek Eco-Hero" stickers or badges.
- Environment: Clear, safe space around the floor projection; children without shoes or wearing non-slip socks.

6. Florek's Pedagogical Tips

- Sensory Integration Focus: Combining tactile stimulation (textures of sensory balls and bags) with visual-motor coordination on the projected surface significantly strengthens motor control and engagement for 2nd graders.
- High Engagement During Rotation: Keep waiting children engaged by having them perform gentle sensory exercises (e.g., rolling sensory balls between hands or feet) while spectating and supporting the active player!

Have a fantastic, sensory-rich eco-lesson! Let me know if you need any further assistance!

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