

Example of setup\*  
\* Depending on site configuration



Age group  
+ 4 years



Dimension  
min 12m<sup>2</sup>



Amount of  
players  
up to 6



Active Learning\*  
Can be added.

## Activities



Movement



Teamwork



Thinking



Strategy



Sound/ Music



Learning

## Product data

Space requirement min 3 x 4 m,  
reserve 200 X 100 cm for  
wallmont

Additional feature Can be monted on the  
wall or can be placed on  
steel posts.

Power supply input: 110 - 240v AC  
output: 24v DC

Power consumption Estimated daily: 97W

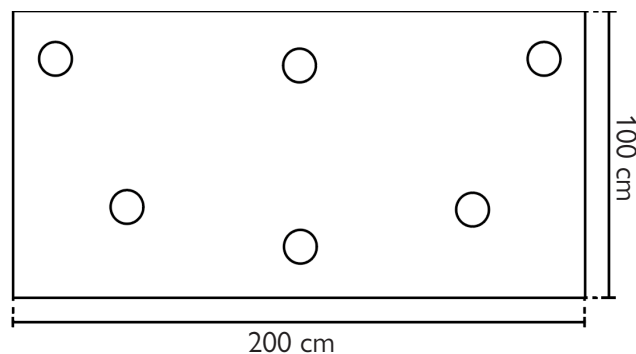
Durability Designed for permanent  
outdoor use and to be sturdy  
against impact and misuse.

Setup Front can be Customized

Materials High pressured laminat (HPL)

Weight 60 kg

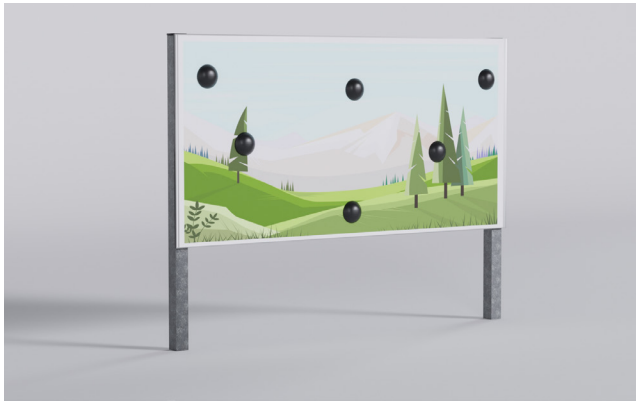
Color option \*\*



\* Average daily consumption of 2 hours play per day /22 h sleep mode

\*\* opportunity for custom color, please contact PlayAlive for options





Example of setup with steel posts and custom front \*  
\* Depending on site configuration


e-Wall is built on PlayAlives interactive platform and consists of six electronic sensor units with light, sound and touch functions. Besides intergrating physical activity with active learning, children are also able to create their own exercises.


e-Wall contains four movement activities. The activities are adaptive and will quickly adapt to the players ability and competences.

## Activities on e-Wall

### Mind

Electronic version of "simon says". Fun activity to stimulate the students working memory.

Strategy 

Memory 

Movement 

### Reaction

Players will see how fast they can perceive and react to various lights and sounds.

Strategy 

Memory 

Movement 

### eSquash

Beat your opponent in a game of Squash. The game is adjust the players level.

Strategy 

Memory 

Movement 

### Team Up

Two players must cooperate to achieve high score.


Strategy 


Memory 

Movement 

### \*Active Learning

An innovative app (FIL) that works to bring an active element to the school curriculum.

Strategy 

Memory 

Movement 