



## What is Flow?

Flow brings embodied learning to any existing Interactive Whiteboard or projection surface. Using motion-capture technology - similar to the Xbox Kinect™ - students' bodies are the interface in Flow. Students use their hands in real 3D space to manipulate images, sounds, text, and graphics. This kinesthetic engagement opens new pathways to learning.

For example, in the Color Mixer Scenario, groups of three students control the amount of red, green, and blue light that is mixed in a virtual spotlight. By raising and lowering their arms, they can **see** a dynamic mix of colors, **hear** the impact of their actions, and **feel** the relationship between gesture and how a variable changes.

## Why Flow?

With Flow, students are up out of their seats - playfully engaged - and physically moving as they learn. Flow can be installed with a standard classroom projector OR any brand of interactive whiteboard OR as a stand alone unit. We have a track record of research demonstrating that embodied learning has a positive impact on student achievement. This research was conducted in real world classrooms across the country with support from the National Science Foundation, MacArthur Foundation, and the Gates Foundation. Our innovative professional development programs ensure that your teachers are properly trained to effectively implement embodied learning with Flow.

*"A 21st-century  
leap beyond  
lectures and  
blue books."*

*- Arizona Republic*

## Purchasing Flow

Flow is designed as a low-cost system that adds value to your existing technology investment. Included with your purchase is:

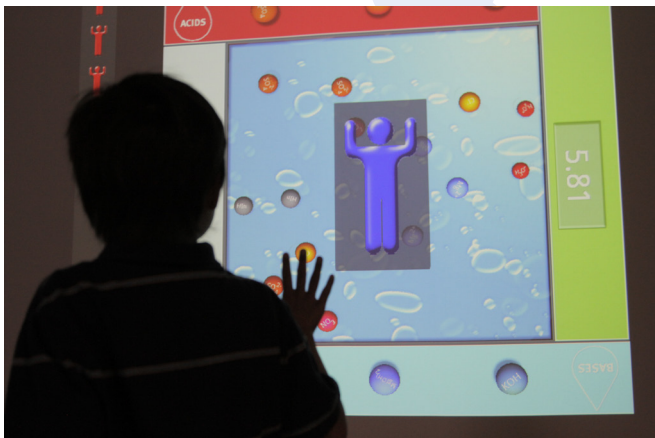
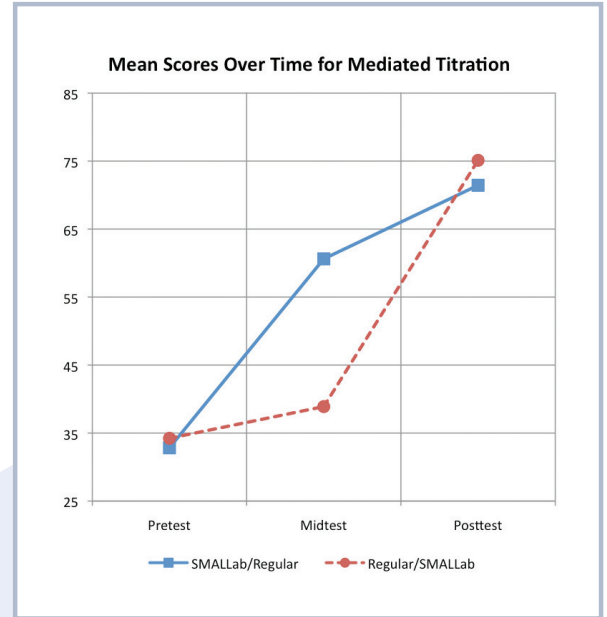
1. Hardware - One motion-capture camera that can be fitted to any projection surface or any brand of interactive whiteboard. You can also purchase a complete stand alone package including a video projector and ceiling mounts.
2. Software - 1-year, renewable subscription for unlimited Scenario downloads.
3. Professional Development - PD is critical to successful integration of Flow in your classrooms. You can choose a 1-day onsite professional development workshop OR participate in our 8-week Professional Development By Design program.
4. SMALLab Learning Developer License - your faculty, students, and staff can create new learning scenarios using our development kit
5. Ongoing Remote Support - dedicated account manager support; participate in regular online convenings; remote technical support

### Evidence-based

SMALLab Learning is grounded in years of empirical research conducted in K-12 schools and museums across the country. Multiple studies, published in peer-reviewed journals, demonstrate that embodied learning yields statistically significant gains when compared against other methods of instruction. Please see a review of this research on our website at: [smallablearning.com](http://smallablearning.com).

### Library of Scenarios

We offer a diverse library of embodied learning scenarios for Flow. These cover a broad range of topics across all grade levels including physics, chemistry, biology, earth science, English language arts, and the performing arts. We maintain an open-source software development kit that allows students, teachers, and 3rd party developers to create new scenarios. Thus, the content library is always growing.

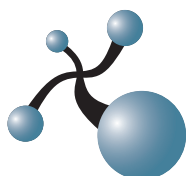


### More Information

SMALLab Learning is a leader in embodied learning. We offer products and services for schools, museums, and the home. For details and pricing, please contact: [sales@smallablearning.com](mailto:sales@smallablearning.com) | (888) 278-4620 | [smallablearning.com](http://smallablearning.com)

*“part of a growing movement in schools to incorporate digital games and simulations into classrooms as a tool for raising achievement”*

- Education Week



SMALLab Learning