

ActionTrack – Education case study 4



- by Team Action Zone
- Multi-award-winning technology provider

Learning by
experiencing



"Learning meets Pokemon Go"

Case study 4: Supportive learning – Background

- Valteri is a national Centre for Learning and Consulting operating six school units located in different parts of Finland. The school units are targeted for students needing special support in learning. ActionTrack was chosen to:
 - Increase movement, gamification, joy and participation into learning environment.
 - Get a tool for planning and implementing the new curriculum.



Case Study 4 – How ActionTrack has been used

- Active learning tracks taking into account individual support needs.
- Gamified adventures to get to know the neighbourhood.
- Utilizing ActionTrack audio guidance and accessibility options of the mobile devices.
- Workshops for teachers about the new curriculum and improving working environment.
- International co-operation with other schools of special needs.



Case Study 4 – Observations and results so far

- The learning environment of the students needing special support has expanded to the school neighbourhood.
- It has been easy to take into account individual support needs when creating ActionTrack learning activities.
- Sharing of ActionTrack content between the school units has been easy.
- ActionTrack has been a great tool for planning and implementing the new curriculum.



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