Mozaik Education

- Mozaik Education started out as a textbook publisher in 1990. We are currently one of the largest digital content providers in Hungary.
- The company was founded by teachers and software engineers, which created a unique fusion of expertise in education and software engineering.
- 200 employees, 100+ ongoing digital education projects.
- Continual development of interactive content: 3D scenes, videos and digital lessons, even at our partners’ requests.
- Professional printing press equipped with state-of-the-art machinery.
- International content development: content available in more than 30 languages.
Our worldwide partners
The mozaLearn integrated educational system

mozaLearn is a digital education system specifically designed to facilitate teachers’ work, according to their needs. It covers the entire education system (K–12, all subjects) and provides appropriate support for both pupils and parents.

Its 3+1 key components:

- the mozaBook interactive educational presentation software suite,
- the mozaWeb online platform for learning at home,
- the mozaLog student information and school administration system,
- the media library an interactive content library.
Digital Solutions for

• interactive whiteboards
• digital learning at home
• school administration
mozaBook educational presentation software

mozaBook is a presentation software optimized for interactive whiteboards and displays. The digital publications make the printed material of the textbooks more interesting and easier to comprehend with various interactive materials, 3D scenes, educational videos, exercises and thematic tools.

Impressive exercise books with just a few clicks

Exercise books can be illustrated with several background pictures that are grouped by theme. The background images and page lining are fixed, so they do not impede editing and presentation.

You can write or draw in the exercise books or create spectacular animated presentations. Text, drawings, pictures, videos and 3D scenes can all be used in the presentations.

Gallery

The built-in image gallery contains freely resizeable images created by our graphic artists for illustrating exercise books, grouped by subject and topic.
**Media library - Window to the world**

The mozaBook media library provides an inexhaustible source of educational resources. Browse among thousands of our interactive extras, search images, video or sound files on your computer or on the Internet.

**Test editor**

Impressive, individualised worksheets are simple to construct with the mozaBook’s test editor. These worksheets can be incorporated into the books and exercise books and played in class.

You can choose from several types of exercises (simple choice, matching, crosswords, labelling, gap filling, etc.). Pictures, drawings, videos and sounds can also be inserted from the media library, from the Internet (e.g. YouTube videos) or from your computer.

**Visual drawing tools**

Drawing is simple and playful with the user interface of the visual drawing tool on the interactive board for even the youngest pupils. The different tool packs contain individual drawing tools, selected according to the chosen presentation mode.
The interactive textbooks accessible through the Internet are aimed at self-directed learning as well as at practicing skills associated with acquiring knowledge.

Animations, exercises and supplementary materials help students immerse themselves in the given fields. mozaWeb is accessible with any Internet browser, without installing any additional software.

Media library
The media library contains the interactive content of textbooks in an organised, searchable format. Digital lessons, videos, sound files, pictures, 3D scenes, exercises and explanations can be viewed in alphabetical order in the currently open textbook, in all textbooks of the given subject or in the entire media library.

Games for practice and skill development
mozaWeb’s continuously expanding range of logical, practice and skill development games, in addition to being entertaining, helps students practice and deepen the knowledge they acquired. Students can even play with friends or classmates using the online games.

Tools
More than 100 tools, grouped by subject, are accessible to teachers and students. Their number and functions are continuously growing. Students are provided with great opportunities for playful learning, practicing, or immersing themselves in the given subject.
Our interactive applications provide a unique and playful way for students to acquire knowledge and understand the learning material better.

- Over 100 thematic applications are available at the moment, the number of which is constantly increasing.
- Accessible for both students and teachers, even online.

Skill development

These applications are designed for elementary school students and are aimed primarily at the development of skills.

The collection of the more than 100 currently available tools is continuously expanding with new functions being added regularly. The applications are available for teachers in our mozaBook software, but students can also access them on our website, www.mozaweb.com.

Animations

Certain tools contain animated exercises which make learning even more enjoyable.
Over 1200 3D scenes supplement the text, images and diagrams in our textbooks. These can be accessed through our interactive textbooks, which, when shown in class on an interactive whiteboard, help students to understand the learning material better, make lessons more impressive and improve the quality of illustration in class.

- The 3D scenes can be enlarged and rotated.
- The unified interface is easy to use.
- Most animations can be explored with the help of narrations and contain built-in quizzes.

History comes alive
We can walk through buildings of the past, take a peek into the daily lives of people, explore real and mythical historical events in ways that were unimaginable until now.

The secrets of Nature
We can travel through space, learn about our Solar System, the natural wonders of Earth and the laws and secrets of Nature.

• Biology 3D scene – The ear and the mechanism of hearing
• History 3D scene – Acropolis (Athens, 5th century BC)
• Geography 3D scene – Mars Exploration Program
Students using tablets in school or at home can access the content of their textbooks directly on their portable smart devices.

With our tablet applications, students can use their enhanced textbooks, including the built-in extra content, on Windows, Android and iOS tablets. Once downloaded, the textbooks are fully functional both online and offline.

VR requirements:
- smartphone with a gyroscope
- VR glasses for smartphones
- mozaWeb account
- mozaik 3D application, available free of charge from app stores

Students can virtually explore the 3D scenes on their mobile phones. If they place their phones inside appropriate VR glasses, they can find themselves in ancient Athens, in the Globe Theatre or on the surface of the Moon.

Interactive tables of contents and the built-in search function help users navigate in digital publications. Students can draw and highlight texts in books and exercise books. The system notifies students about new homework assignments, which they can solve and send back to their teachers.
Online digital textbook editing system

Any publisher can upload the PDF versions of their own printed textbooks to mozaBook Editor, and convert them immediately into interactive digital textbooks. The system gives individual access for every publisher so that each and every publisher has exclusive access to their own publications.

Creation of digital textbooks

First, publishers upload the electronic files of the printed textbooks used by teachers and pupils to the mozaBook Editor online digital textbook editing platform. Then they can insert extra content from the media library, a collection of interactive educational content including over one thousand 3D scenes, several hundred video and audio files, images, assessment exercises and other supplementary materials created by Mozaik Education.

mozaBook Editor

Online digital textbook editing system

Features
- Import PDF files (textbooks)
- Editing page highlights and enlargements
- Insertion of interactive content into the publication
- Creation of interactive table of contents
- Creation of digital textbook packages for mozaBook, mozaWeb, iOS, Android
- Assignment of tasks for editors
- Editing statistics
- Administration of digital textbook packages
- Management of digital textbook packages
- Status report of digital textbook packages

mozaLearn Localisation

Online translation and localisation tool for the mozaLearn system

Features
- Upon further localisation requests, the translation of the mozaBook and mozaWeb software interface and linguistic elements, as well as any corrections can be performed within the mozaLearn localisation platform.
- mozaBook: menu system and user interface
- mozaWeb: menu system and user interface
- mozaTools: databases and user interface
- 3D scenes: menu system and the content of 3D scenes

Media library

Interactive educational content for all K-12 school subjects

Content types
- Interactive 3D scenes (more than 1,200)
- Educational videos (more than 1,000)
- Educational tools and games (over 110)
- Collection of educational images
- Music and audio files

Mozaik Education and its partners continually develop new educational content, which is why the Media library is actively expanding. All currently available content can be viewed on our website, www.mozaweb.com.

In addition to using the content of the Media library, publishers can also insert their own digital content, or use educational materials from the Internet too. The mozaBook Editor can create various digital textbook packages from existing books, depending on the publisher’s needs: books for classroom use on an Interactive board, for online home learning, or for Windows, iOS and Android tablets.
The 3D scenes are available in 30+ languages, which also offers an excellent opportunity to acquire and practise foreign languages.

Our interactive 3D scenes can be rotated, enlarged, and viewed from pre-set angles. Navigate through the complex scenes easily with the help of the predetermined views.

Most of our 3D scenes include narrations and built-in animations. They also contain labels and entertaining animated quizzes.

All Mozaik 3Ds can be switched to stereoscopic mode for an amazing virtual reality experience. Walking around the city of Babylon, through a medieval town or landing on the Moon is just a click away.

Some of the 3D scenes contain a walk function, enabling you to explore the scene yourself by using the virtual joystick.

With the mozaik3D app (compatible with all VR headsets and available for iOS and Android), subscribers can explore all our 3D scenes.

With the help of the 3D scenes, you can bring the pages of the interactive books to life.

If you place your phone in a VR headset you can take a look around in the human body or examine the structure of a leaf.
**Matek app**
for solving equations on smart devices

The Matek educational application helps solve the most complex equations and understand how to find the correct result. Snap a picture of the equation or write it on the display and the app will gradually guide you through the solution.

Insert the exercise directly from a textbook or testbook using a smartphone camera or by writing it by hand on the display of the device.

Go through the solution step by step. If possible, solve problems individually or ask for hints when stuck. Have a look at the simplified solution of the whole exercise, or access more detailed explanations with one click.

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**Fizika app**
for experimentation on smart devices

The Fizika app offers an exciting user experience and the opportunity to play. Learn while having fun and understand how the surrounding world works. Use the application on a smartphone or an interactive board in school.

Observe a mechanical process, model it with a few clicks, then play on your device as many times as you wish.

This allows for examination of what happens and leads to and understanding of the underlying physical phenomena.

Modify the parameters and properties of objects during experiments; this enables you to observe what happens when you change the initial conditions.

The easiest way to grasp processes is to use well-made graphs. Create graphs for analysing virtual experiments with a click, and use them to interpret the physical phenomena along with the motion of objects.
LabCamera is a science exploration application which enables students to carry out experiments using their built-in cameras of smart devices or any external webcam. It’s a cost-effective way to enhance the STEM curriculum and promote scientific inquiry.

LabCamera real time video analysis

LabCamera develops skills for investigation, problem-solving, critical thinking and deductive reasoning. LabCamera has 7 modules to cover all Science subjects.

Time Lapse
The Time Lapse function helps you observe and better understand the slow processes in nature, such as the formation and migration of clouds, ice melting, the growth of plants, etc.

Kinematics
This module uses the picture of the webcam or pre-recorded videos for movement analysis and can track up to 3 objects at the same time.

Motion Cam
Motion Cam allows you to capture rare and intimate situations in nature; it works just like motion-sensor cameras.

Universal Logger
The module can log any measurement instrument’s data that has either a digital, radial-dial, or fluid-based display by ‘connecting’ it to your computer through its built-in camera.

Microscope
Built as a universal measuring tool, it enables students and teachers to measure sizes, distances, angles and areas as well as allowing the examination of microorganisms.

Pathfinder
The Pathfinder module tracks and detects the unseen paths and patterns of moving objects and beings. Toggle between path and motion density maps to find patterns in seemingly chaotic motion.

Graph Challenge
Understand graphs through a game-like app that follows movement and compares it to a designated curve.
Weekly practice tool

Weekly practice is a complex tool that generates exercises based on the time allocation of topics covered by the curriculum of any given country. It affords teachers and students the opportunity to work and practise with customized tests that allow for individual problem-solving, with the option to monitor results on a weekly basis.

Word problems

The tool is familiar with the rules of given field of natural science and can apply these when generating and solving exercises. This enables the software to generate any number of custom exercises and reveal solutions step by step.

Word problems features:

- includes topical categorization of the various exercise types pertaining to natural science
- able to generate exercises in any given topic and language (localization possible upon separate custom agreement)
- guides user through the solution of any generated exercise step by step
- allows teachers to custom-create tests for students

Processing the units of the syllabus temporarily is adapted to each country’s curriculum. Import local curricula for various areas and subjects to enable the software to generate an appropriately timed test, in accordance with the relevant week’s topic of discussion.

Benefits of the Weekly practice tool:

- ensures systematic practice
- generates personalized tests
- offers users help with the solution of exercises
- aids the monitoring of results
- tailors topics and timing to curriculum of specific country
All educational materials tie into a shared network, creating a conceptually unified system based on the individual content items. The Content graph can be adapted to any given country's curriculum, allowing the software to offer more relevant, subject-specific material.

- interactive digital textbooks with relevant content
- spectacular digital lessons to engage students
- interactive 3D scenes with VR component
- age-adjusted, subject-related educational tools
- informative educational videos
- interactive 3D smartbooks to supplement in-class learning

The **Content graph** allows users to jump from one content item to the next, supporting movement between related topics as well. Depending on the individual's interests, forming personalized learning paths is also possible.

The connectivity structure of the graph is adaptable to the requirements of given country.
Digital lessons

cooperative, project-based materials

The missing link between printed textbooks and digital education. Up-to-date material that helps make the transition to digital classes.

Processing learning objects founded on students' active participation, experience-based knowledge acquisition, and cooperative skills. After presenting novel problems, students are encouraged to search for solutions in groups.

The materials build on the teacher’s role as facilitator and improve student cooperation along with social and digital competence. Therefore, skill sets that prove essential for future generations in the world of artificial intelligence are brought to the forefront.

Features

- Learning objects built on cooperative work and project-based learning.
- Interdisciplinary content connecting various subjects’ body of knowledge (e.g. Science, Mathematics, History)
- Easy-to-follow line of thought makes the learning experience enjoyable.

Digital lessons can be used either as individual or cumulative lessons in class or study groups (i.e. out-of-class activities). Interactive content items such as 3D scenes, educational videos, as well as tests for practice and revision included in the lessons help process the subject matter more efficiently.

The spectacular content can be used on interactive displays, tablets, and smartphones, improving both teacher and student digital competence.

Teachers can access lesson plans that help process the curriculum in the most efficient way possible. These also provide ideas as to the allocation of time, realization of pedagogical aims, and execution of lessons.
The series consists of 20 books based on the 3D scenes available on mozaWeb. The publications combine the spectacular images from animations with well-formulated and easily understandable texts, are available in several languages, and cover various school subjects.

By scanning the QR codes found on the pages, students are just a click away from accessing the 3D scenes, which provide an interactive approach to exploring the topics. Students can even walk around in this virtual world using a VR headset and experience first-hand what they are reading about in the books.

The publications are unique as they combine the benefits of both printed books and of virtual reality so that readers may acquire state-of-the-art knowledge.

Dealing with various topics, these publications can be used in the classroom or at home for deepening knowledge in a unique and playful manner.

The series is recommended for:
- schools that want to add modern, high-quality books to their libraries or to offer them as gifts to students;
- teachers who want to motivate their pupils and need ideas regarding the use of digital tools in class;
- children who like to read and are also interested in digital animations;
- parents who not only want their children to spend their time usefully, but also to enjoy the spectacular resources and to learn while having fun.

The 3D scenes can be opened with the mozaBook application, which is available free of charge.
mozaLog digital school register

The mozaLog digital school register, developed by our company, is an educational information system that enables school staff to use a single interface for both administrative and organizational tasks. By using mozaLog, the laborious and cumbersome management of traditional paper-based class registers becomes redundant. mozaLog also helps to considerably reduce teachers’ daily administrative workload.

Broadband servers ensure the operation of the digital school register 24 hours a day, thus mozaLog can be used by many thousands of people at a time over the Internet.

Flexible and versatile

mozaLog has all the functions of traditional, paper-based school registers, e.g. it allows for entering marks, progress and absence data and managing student groups.

• Besides absences, late arrival, exemptions and lack of equipment can also be recorded, and lists of students missing tests can be obtained.

• Different types of marks with different weights (e.g. final marks) can be entered.

Simple administration

The program handles changes in the standard class time and the school year calendar and manages school events (ceremonies, school trips, form teacher classes).
 Academic statistics
Progress books make it possible to follow the academic activities of teachers and classes, thus teachers become more motivated to fill in the progress book regularly.

- Student data does not have to be typed in individually, it can be imported from spreadsheets.
- With mozaLog, school managers can create comprehensive analyses and illustrate these with diagrams.

 Communication with Parents
Parents can follow their children’s academic performance, absences from classes or the evaluation of their behaviour.
If they require, parents can receive e-mail updates regarding new entries related to their children.
Teachers can send reminders about approaching school events, trips or even exams, so that students and parents may be well informed.

 Digital school register on your school’s website
Our mozaPortal service is a website service with a functional website structure, especially designed and tested to suit the school environment. Its menu is freely variable and thus it can be customised to the school’s individual needs.

- Our digital school register can be ordered together with the mozaPortal school website service.
- In this case mozaLog is incorporated into the school website and is accessible from the menu.
mozaBook allows teachers to start a virtual classroom and invite students to join it. Students can connect to the classwork using their tablets. For this, the teacher’s computer and the tablets must be connected to the same Wi-Fi network. It is not necessary to be connected to the Internet.

Teachers can always see who is connected and who isn’t, as well as get screenshots any time, to make sure everyone is on track.

Personalised exercises, individual and group work and targeted use of IT devices.

Teachers can ...

- send images and exercise books to students’ devices
- set individual or group exercises
- organise and monitor the work of the groups
- keep track of worksheet completion
- see answers that have been sent and automatically checked
- view statistics on the results

Students complete the exercises they have received either individually or in groups and send the answers to the teacher. The program automatically checks the answers and generates statistics on the results, so teachers can easily evaluate students’ performance.

Teachers can also share pages of a textbook directly to students’ devices. In addition, teachers can send assignments, worksheets, videos or images to students. Teachers can also keep track of worksheet completion and check students’ results on their computer.
Benefits:

- Teachers can easily create exercises with the Test editor for which they can also use extra interactive content of the Media library.
- The system records homework assignments that have been set and submitted, so they can be easily evaluated and managed.
- The program automatically checks the answers and creates statistics on the results, making it easy to evaluate and compare students' performance.

Students will be notified of the homework assignment, the topic and the deadline by email. They can open the homework assignment and solve the exercises online.

Teachers can set the exercises created with the Test editor as homework.
With mozaBook, teachers can manage homework assignments set for classes, groups or individual students.

Teachers can manage groups on the mozaWeb platform and see all information on the homework assignments that have been set and completed. These functions are also directly available on the Homework panel in mozaBook.

The assignments can be completed online with any Internet browser.
In the Classroom

Teachers can create dynamic presentations for any school subject on the interactive board and use amazing interactive tools, 3Ds, videos and other content. They can create exercises and assignments for students to complete in class or at home.

What is needed in the classroom?
To use mozaBook on an interactive board or projector, all one needs is a mozaBook CLASSROOM licence.

What do students need for their tablets?
Students need a mozaWeb Premium subscription in order to be able to connect to the classwork started by their teacher and receive images, interactive apps, texts and worksheets and solve the assignments set to them.

mozaBook CLASSROOM licence
This licence grants teachers access to the entire media library, plus they can create interactive exercise books (presentations) or share teaching materials through the cloud with fellow teachers or their students.

If students use PCs or tablets in class, teachers can use the classroom management feature to send exercises, videos, images, or other learning materials to students’ devices.

The mozaBook MULTILANG and mozaBook CLASSROOM licences have the same features and functions, however, mozaBook MULTILANG can be used in over 20 languages.

For more information, please visit www.mozaweb.com

Apps for Android and iOS are also available on the App Store and Google Play.
At Home

With mozaBook, teachers can plan and create lessons comfortably from home. Students can use the mozaWeb platform for learning at home. They can complete their homework assignments or take the initiative to learn more by themselves on any computer with Internet access and a browser.

How can teachers use mozaBook at home?

Teachers can enrich their digital books with interactive content, create presentations, use the educational tools in mozaBook to simulate experiments and create custom tools states and lab settings that complement the lesson topic. The mozaBook CLASSROOM licence can be used on 1 additional computer outside of the classroom. For teachers' convenience, all content created in mozaBook can be uploaded to the cloud, so that teachers can use any PC running mozaBook in order to access their content. There's no need to carry around the same laptop all day! mozaBook CLASSROOM offers all the same features on a PC that are available on the interactive board in class.

How can students solve homework and learn independently at home?

Students or parents can purchase a mozaWeb Premium subscription. Students can log in to mozaweb.com from any desktop browser to access and work on homework assignments or view exercise books sent by teachers.

mozaWeb PREMIUM account

Students can also use their free time to explore the media library to review the topics taught in class or learn more about their favorite topics. Students can watch educational videos, practice using games, set up their own virtual labs or learn something new using Mozaik's 3D scenes.

If students use their tablet at home they can log in with the same mozaWeb account on Windows, iOS or Android tablets.

Any digital textbooks purchased can be accessed from all platforms.

For more information, please visit www.mozaweb.com
mozaMap
digital maps for interactive boards

The mozaMap software offers atlases to expand the range of tools available to geography and history teachers. The elements of the different maps are easy to change and tailor, making preparation for class simpler and faster.

Exercises
You can add industrial, mining, agricultural, and many other cartographic symbols from the integrated gallery to custom maps. Map elements can be inserted manually, but the software is also capable of generating exercises and automatically checking students’ solutions.

Custom maps and presentations
Custom maps based on the maps included in mozaMap are simple to create. Text, images, built-in pictograms and symbols can be added to maps. These new maps can be saved for later use.

Preset and saved views
Preset views are helpful when presenting certain historical events. The views, which have been created based on the learning material, only show the characteristics of a given era or historical event.
The mozAR mobile application makes the images in printed books come alive, expanding reality with the help of a mobile device. The content on the pages in the books comes alive when scanning it with the device’s camera.

3D scenes, animations, narrations, music or videos appear depending on the type of interactive content most suited to the given topic.

The pictures in our textbooks come alive

With 3D scenes, you can virtually explore historical buildings and learn about works of art in an unparalleled way. Take a glimpse into the structure of molecules, the secrets of the environment, or learn about how devices work and play preset videos accompanied by narrations related to the subject.

The models can be rotated freely, enlarged, viewed from different angles (sections for example).

The models are accompanied by explanatory labels, available in several languages.

Numerous animations include preset videos with narrations available in several languages.

• With the playful and spectacular solutions provided by the mozAR application, smartphones and tablets can prove very useful in teaching and learning.

• A Mozaik textbook, an Android or iOS mobile device with a camera, and the mozAR application is all that you need.
A variety of geometry exercises can be solved easily, precisely and quickly with the help of the Euklides geometric construction software. The software is designed to make it easy to keep track of construction steps and to observe the interdependence of objects and how they are built upon each other.

The elements of the figures are mobile, which allows for the analysis of geometric relations with different starting conditions.

**Clear construction**
Any of the constructed objects can be turned on and off, or marked with different colours and line styles. Guidelines which are not important with regard to the solution can be hidden with a click.

**Basic or complex**
The program is based on the six basic Euclidian construction steps. The exercises can be solved by a series of these actions. In addition to the basic steps, several commonly used complex actions are at hand (e.g., perpendicular bisector, constructing tangents from the basic objects).

**Animated traces**
The software can illustrate how the constant change of a single parameter affects the result. For example, we can display the line of intersection of two circles while we constantly change the length of the circle's radius. The same happens when displaying the curve of an ellipse.
In addition to displaying spatial figures and surfaces, the euler3D spatial geometric construction software enables editing these objects with a high degree of mathematical control. (Filtering out self-intersection, inspection of planes, dissecting concave polygons into triangles.)

The software is compatible with other mathematical programs (Maple, Mathematica). The completed figures can be exported in several formats - a few file types even allow for the reading of data.

Spatial coordinate system

The figures are defined by their vertices, edges and sides. In addition to using the numeric coordinate values, the user can use constants, previously imported into the project.

Personalization

To help in the overview of an object, different transparent layers can be assigned to the vertices, edges and sides of the object. These layers can be turned on and off. The program uses perspective and axonometric projection to display the objects. Two light sources are available for a realistic appearance.

Applications

The program allows for the representation of solids of rotation, such as cones or spheres. The animations make it possible to demonstrate complex spatial connections clearly.
With the help of the mozaLand online educational game, the knowledge acquired in the fields of mathematics, languages and sciences can be improved as a citizen of a virtual knowledge-based world.

It builds on the elements of the most popular strategy games.

User friendly

All the functions can be accessed through a simple user interface or by navigating on a map. Our priority was to create a user friendly interface allowing children to start playing the game as soon as possible. Even lower grade students find the program easy to use.

Not just a competition

In addition to traditional educational competitions, here, competition amongst regions, schools and classes is also important. Students are not only responsible for themselves, but they are also fighting for a broader community. They can shape the future of this little knowledge-based community.

Motivation

Wouldn’t it be great if learning was a game? To direct the energy released during play towards learning! The mozaLand online educational game combines the joy of playing with the fruitful effort of learning, thus enticing players to achieve more.
Printed solutions

- textbooks, workbooks
- geography and history atlases
- collection of exercises
- test booklets
These books develop problem-solving skills. With the help of the exercises included in these books, students become environmentally aware and open to the world and their mates.
Discovering Nature

The clear and logical structure of the learning material makes teaching natural science simple. The learning process is based on observation and experience. The books first introduce simple concepts, then more complex ones, broadening students’ knowledge at the right pace to maintain their interest.

- The books arouse students’ natural curiosity and satisfy their thirst for knowledge.
- They form habits leading to the protection of their health and the environment.
- They inspire students to learn and use different methods for acquiring information.

The drawings, text, charts, diagrams and images, as well as the interesting facts included in the books help students to acquire knowledge effectively and easily.

Physics

The textbooks contain a broad range of word problems, illustrations and activities. The learning material is organised in a clear thematic structure with built-in progression.

- The main goal of these books is to organise students’ scientific knowledge and establish essential physical concepts.
- Test booklets help assess students’ knowledge of the material, while the “Am I prepared?” workbook series offers extra help for practice at home.
- The textbooks support the development of a variety of skills by introducing and helping students practise the cognitive methods used in natural science.
Biology

These textbooks introduce students to the basics of the rapidly developing science of biology. These books, which are one of the most beautiful series of the Science for Teenagers books, shed light on the ecological problems in our environment, helping students develop a commitment for the protection of Nature.

- Coloured outstanding illustrations and images show the structure and functioning of cells, tissues and organs, as well as biological processes.
- Students learn about the structure of the human body and the daily personal hygiene.

The workbooks and test booklets form an integral part of the learning package. The exercises in the workbook and test booklets are built on the textbook, helping students with the subject material and teachers with student assessment.

Chemistry

Could chemistry become one of students’ favorite subjects? We think so. What we need is a clear and well-structured comprehensive curriculum and interesting examples that can make pupils see that chemistry is a very real part of everyday life, enabling them to discover and understand the exciting world that surrounds them.

- The modern approach to processing the material makes it possible for students to develop their critical thinking, communication and dexterity.
- All the experiments are illustrated with colour photographs, making these books especially valuable.
Geography

Geography textbooks are centered around the system of interactions between landscapes, Nature and people. Social geography textbooks help understand the typical processes and factors influencing world-economy. Innovative activities offer students opportunities to investigate, build skills, improve their geographic knowledge and conceptual understanding.

- The textbooks broaden students’ geographical thinking and teach students to protect the environment and world’s cultural heritage.
- Instead of simply providing details of topics, the material is arranged around real-life issues.

Different levels of individual learning are accounted for in the textbooks through a variety of graphs, thematic maps, statistical analyses, and additional reading. Enabling interested students to immerse themselves in the material.

Geography Atlases

Our atlases from elementary to high school account for age-related learning peculiarities, the information is in tune with today's social and economic changes as well as the approach of all of our geography books. In addition to the usual topics several problem oriented thematic maps are included as well. These enable the atlas to function as a useful tool.

- Drawings, aesthetic diagrams and photographs help the formation of true-to-life concepts and the development of further levels of knowledge.
- The images promote independent learning, while the diagrams help with the discovery of more complex relationships.
The material in the books is arranged in a clear and aesthetic manner. “Self explanatory” exercises are abundant throughout the textbook. The authors used the small steps principle when writing the books, so that the joy of independent work is not interrupted by constant preparation and explanation by the teacher.

- These books establish the foundations of mathematics in a playful and colourful way, allowing students to develop their individual creative thinking.
- This series covers the core requirements of most curriculums, but it can also be used to develop gifted students with clearly marked exercises.
- Students discover the basics of mathematical principles while solving simple problems taken from everyday life experiences.
- This series adheres to the principle of gradualism in education.
- Mathematical calculations are taught in small steps.
- The pages are arranged so that pupils can easily navigate between exercises, while cheerful illustrations give the books a friendly tone.

The Counting workbook can be used with any Maths textbook, or even on its own to practice new skills and deepen the learnt material.
A circle is defined as the collection of all the points on a plane that are seemingly by themselves. The solving of which, students learn new rules and acquire knowledge. The textbooks help students understand the learning material step by step through illustrative examples.

The main goal of these textbooks is to develop students’ counting, problem solving and combinatorial skills as well as their spatial perception. The textbooks contain an abundance of exercises, sufficient for in-class practice and homework.

The topics begin with examples taken from real-life situations, during the solving of which, students learn new rules and acquire knowledge seemingly by themselves.

The books, workbooks and collection of mathematical exercises are excellent for developing mathematical capabilities, e.g. combinatorial thinking.
Tutankhamun’s tomb

Although the tombs of the Pharaohs were thought to be safe and were even protected by magic, the tombs were often robbed by raiders. Tutankhamun’s tomb is almost the only one that has remained virtually untouched. It was not found in a pyramid, as late pharaohs were buried in tombs carved in rocks in the Valley of the Kings.

The door that led to the tomb was found in 1922. Tutankhamun was very young, only 8 years old when he became Pharaoh and he was about 18 when he was killed by an illness. Although his tomb was raided not long after the burial, most of the treasure was left in place.

The three beds in the antechamber were used during the burial ceremony, the shape of the beds resembled a lion, a cow and a leopard. A gilded throne was found under one of the beds. Opposite the beds parts of the Pharaoh’s dismantled cart were placed (otherwise it would not have fitted in the chamber).

There were several painted and gilded chests in the chamber, filled with jewellery and other objects. Next to the doorway leading to the burial chamber there were two life-size statues of the Pharaoh.

The chamber was occupied by four gilded wooden shrines which enclosed the king’s triple sarcophagus. The body, wrapped in fabric strips, was covered with over a hundred pieces of jewellery. The head and the shoulders were covered with a golden funerary mask.

The third room was the treasury. Its entrance was guarded by a statue of a jackal. There was a shrine protected by statuettes of deities, which contained the internal organs of the Pharaoh. The treasury also contained 18 boats.
Art History

Our series introduces students to the great works of art of the past 3000 years, and teaches them to understand and make others understand.

By describing and analysing works of art, the textbooks introduce students to the styles and movements in the history of art. In doing so, the books not only build and affirm students in their knowledge of history but also make the subject come alive with humorous pictures. The learning process is accompanied by comparative analyses, exercises, questions, revisions, colour reproductions, sculptures and drawings.

The informal tone, the playful exercises, the rich and impressive pictures allow teachers to introduce the great periods of art without the need for any supplementary material.

Drawing

In addition to art, creative work and the basics of art history, our workbooks place great emphasis on visual communication. They contain a variety of exercises from simple life studies to abstract visual thinking projects.

Students are introduced to various drawing techniques, ranging from clay modelling to mixed media. By solving the exercises students can complete an exciting journey from traditional drawing techniques to the wonders of the man-made environment.

Best European Schoolbook Awards

Our 5th grade textbook received the Bronze Medal in the Best European Textbook competition at the Frankfurt International Book Fair.