



Getting Started with i3Motion: A Quick Guide

WHAT IS i3MOTION?

i3Motion is a versatile educational tool developed to bring movement and interactivity into the learning environment. It consists of smart, modular cubes that serve multiple purposes, allowing teachers to create engaging, active learning experiences. Here's an overview of how i3Motion can enhance classroom activities:

1. Flexible Design

The i3Motion cubes are lightweight, durable, and easy to move, enabling both individual and group activities. Each cube has six faces, which can be customized with various labels, such as numbers, letters, or symbols, to suit different subjects and exercises.

2. Learning environment

It is even possible to equip your classroom to a flexible environment if you use i3Motion as furniture to sit on. More flexibility to change your learning environment!

3. Integrating Movement and Learning

Research shows that physical activity boosts cognitive function and helps students focus better. i3Motion encourages students to actively participate, whether they're rolling, stacking, or arranging cubes, making it easier for them to absorb new information.

4. Supports a Range of Subjects

i3Motion is adaptable to almost any subject area. In math, cubes can help students practice arithmetic or geometry through spatial exercises. For language arts, they can be used for spelling games, and in science, they can represent molecules or other 3D concepts.

5. Digital Integration

With the i3Motion app, teachers can connect the cubes to interactive whiteboards or tablets. This allows for digital tracking of movements and integrates virtual components with physical activities, offering interactive quizzes, exercises, and feedback in real-time.

6. Develops Key Skills

Using i3Motion in class promotes essential skills like problem-solving, teamwork, and communication. Students engage their critical thinking skills as they work together on tasks or challenges, reinforcing both subject knowledge and social abilities.

In essence, i3Motion isn't just a set of cubes; it's an educational approach designed to encourage movement, teamwork, and hands-on exploration, making learning more dynamic and memorable. Let me know if you'd like more details on specific activities or practical examples for different age groups!



1. ANALOG USE OF i3MOTION (OFFLINE)

In the analog setting, i3Motion cubes can be used in a simple, physical way without digital devices or apps. Here are some ideas for analog activities:

Activity Ideas for Analog Use

1. Movement-Based Quiz:

Arrange the i3Motion cubes with various answer options on different sides. Pose questions, and have students stand or move to the side that represents their answer. This encourages physical engagement and teamwork.

2. Math or Language Challenges:

Write numbers, letters, or words on sticky notes and place them on the sides of the cubes. Students roll the cubes to land on specific answers or spell words, making learning active and fun.

3. Balance and Coordination Exercises:

Set up a physical obstacle course using the cubes where students balance or stack them to meet learning challenges. This can reinforce motor skills and concepts such as pattern recognition or sequencing.

**More than 100 activities are
'ready to use' in our binder!**



Building constructions:

The building cards from i3Motion are designed to help educators use i3Motion cubes for active, hands-on learning activities. Here's a basic guide on how to work with them:

1. Select a Building Card

Each building card features a specific design or structure that students can try to recreate using the i3Motion cubes. The designs vary in complexity, so choose cards that match the skill level of your students.

2. Introduce the Activity

Explain the goal to your students. You can make it a group activity or an individual challenge, depending on your class size and learning objectives.

3. Engage in Problem-Solving

Encourage students to figure out the best way to balance and arrange the cubes to match the card. This helps with spatial awareness, problem-solving, and fine motor skills. You can set a timer for an added challenge!

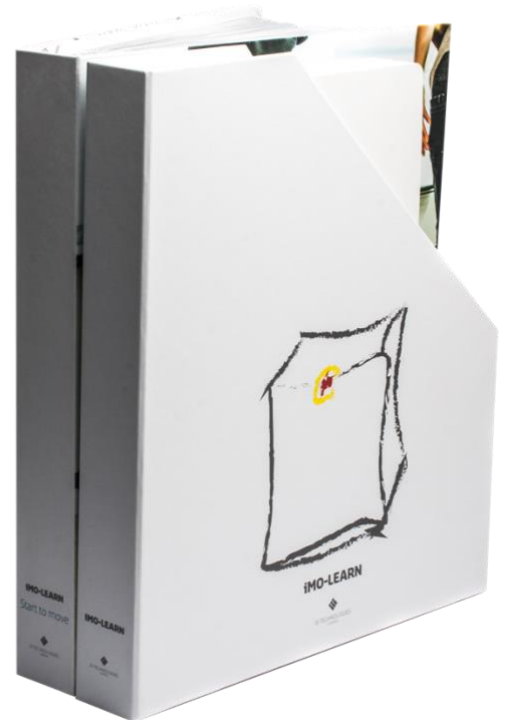
4. Discuss the Results

Once students complete a design, have them compare their creations to the card. They can discuss what strategies worked best or try variations.

5. Explore Cross-Curricular Connections

Use the activity to incorporate subjects like math (geometry and spatial reasoning) or art (design and symmetry).

Find 40 building constructions ready to use in our binder!





2. Digital Use of i3Motion (Connected with i3LEARNHUB)

In the digital setting, the i3Motion cubes can be connected to the i3TOUCH or another interactive screen using the i3LEARNHUB app, offering more interactive and dynamic learning opportunities. Within i3LEARNHUB, there are two primary digital tools for i3Motion activities: **Quick Quiz** and **Activity Builder**. **But let's connect them first!**

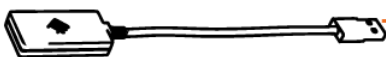
i3MOTION FAMILY MEMBERS



i3Motion **MDM2**
dynamic motion sensor



i3Motion **CUBE**
active learning



i3Motion **MRX2**
receiver antenna

1. DOWNLOAD AND INSTALL THE SOFTWARE

1. Insert

the i3Motion MRX2 into your computer, using any USB-A 2.0 input.



2. Download

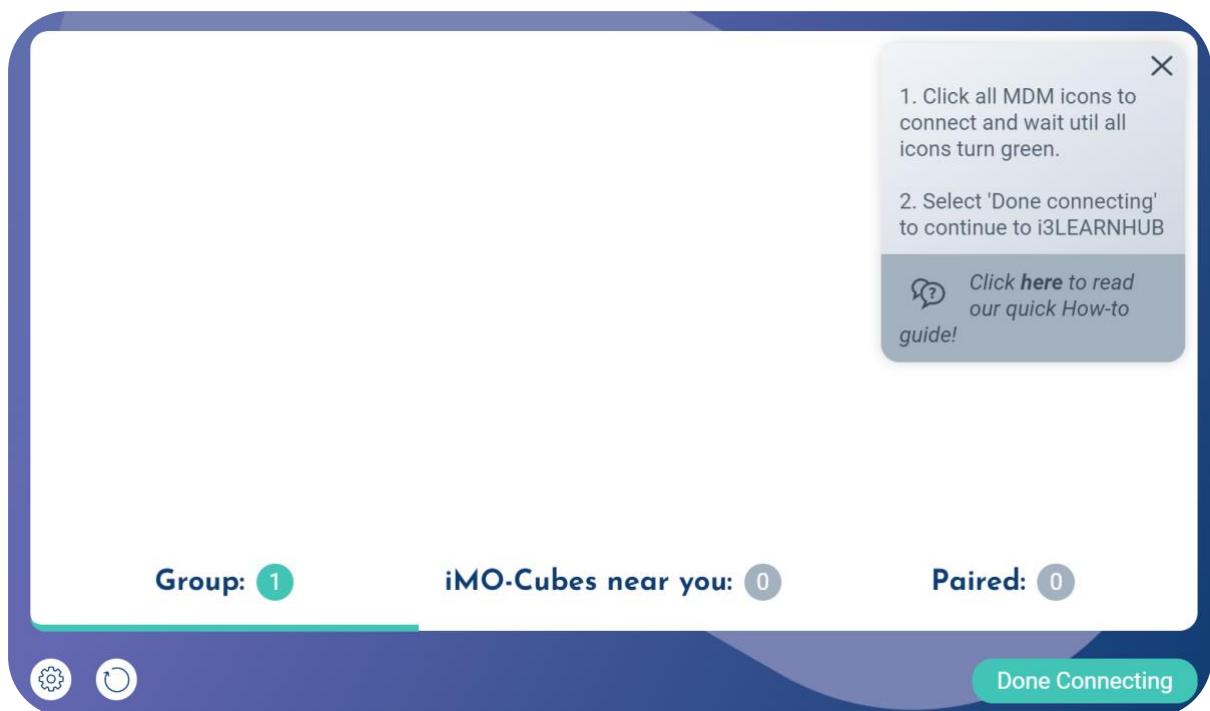
the i3Motion software from the QR code or visit the following website:

<https://docs.i3-technologies.com/iMO-LEARN/iMOLEARN.1788903425.html>



3. Run the installer.

Please note: you may need administrator rights. This is what you should see when you run the installer. **You only have to do this procedure once**, since this is the downloading of your software.





2. CONNECT THE MDM2 MODULES

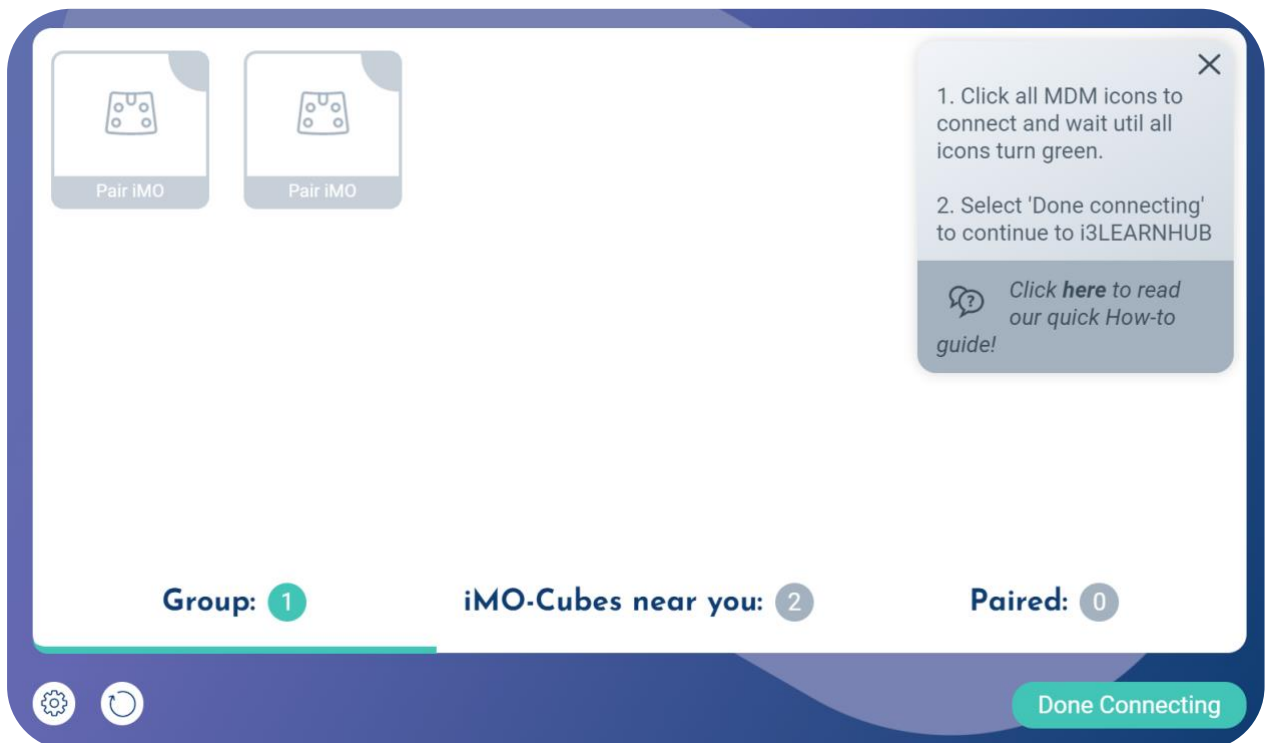
1. POWER ON

i3Motion MDM2 Modules by slipping the orange button all up



2. Observe

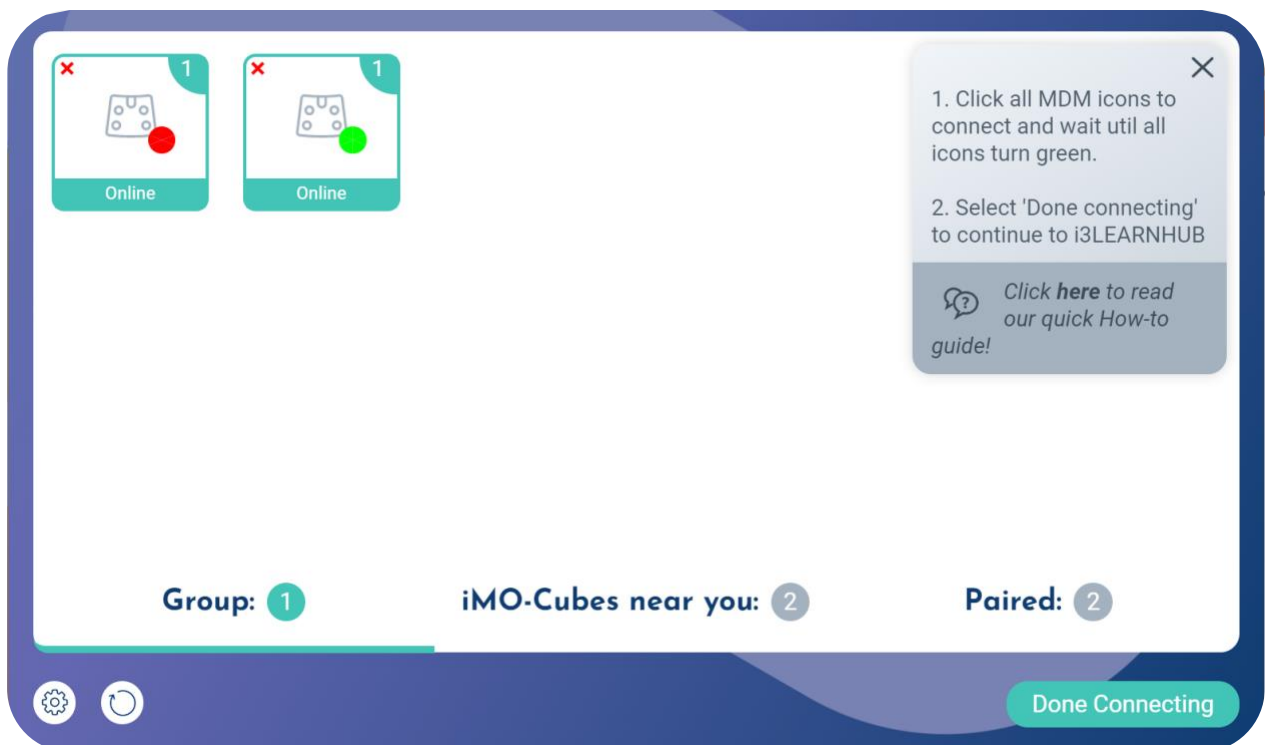
that all status indicators on the MDM2 modules are lashing when connected.





3. ACTIVATE THE I3MOTION MDM2'S

1. **Click**
the icons to connect and wait until they turn into a color.
This is the identity of the MDM2.
2. **Select**
'Done Connecting' to continue to the software to create and/or play your games.





4. Insert the i3Motion MDM2 into the cube.

Insert the MDM2 into the slot in the top of the i3Motion cube with the i3-logo facing the yellow sticker (with the 0 symbol). Refer to the picture below





3. Let's do some exercises!

A. Quick Quiz in i3LEARNHUB

The Quick Quiz feature in i3LEARNHUB allows you to quickly set up short, multiple-choice quizzes that students respond to using i3Motion cubes.

1. **Select or Create a Quick Quiz**
In i3LEARNHUB, choose an existing Quick Quiz or create your own set of questions.
2. **Use the Cubes for Answer Selection**
Each student or group rolls or turns their cube to select an answer (e.g., side A, B, C, or D). The cube's sensors will register the movement and send the response to the screen.
3. **Immediate Feedback**
The i3LEARNHUB displays results instantly, allowing students to see correct or incorrect answers and encouraging quick reflection.

The screenshot shows the i3LEARNHUB interface. At the top, it says "Solve the exercises". Below this, there are six colored boxes with numbers: a green bar (38), a yellow hexagon (31), a purple triangle (27), a red square (41), a blue 'X' (6), and a yellow circle (55). In the bottom left, there are several small colored cubes and the math problem $36 : 6 + 21$. On the right, a "QUICK QUIZ" bar chart shows the number "E81018" and a bar chart with two bars of height 1 and four bars of height 0. The interface includes various navigation and interaction icons around the edges.

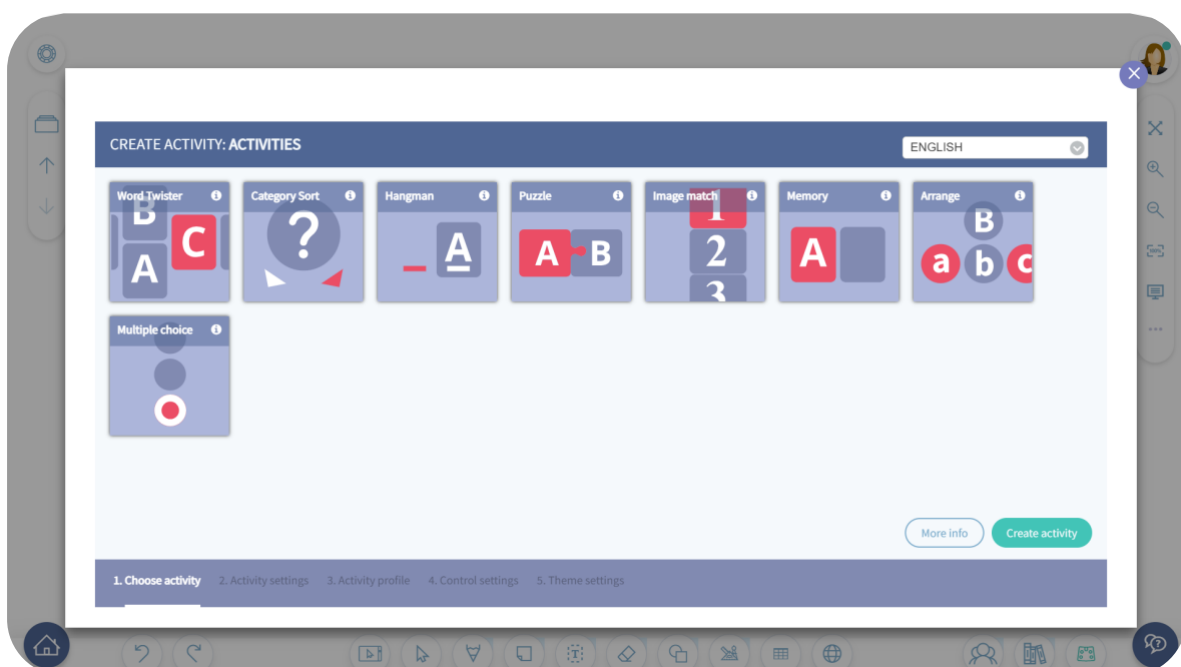


B. Activity Builder in i3LEARNHUB



The Activity Builder provides a more customizable and flexible approach to designing learning exercises with i3Motion cubes, allowing for a variety of question types and interactive activities.

1. **Build Custom Exercises:** Teachers can use the Activity Builder to create custom activities tailored to specific lesson objectives, incorporating different types of questions (e.g., word twister, puzzle, memory,..).
2. **Enhanced Interaction with Cubes:** Students can interact with the i3Motion cubes by rotating, rolling, shaking or stacking them to represent answers, patterns.
3. **Track and Analyze Results:** Unlike the Quick Quiz, the Activity Builder captures more detailed data, providing insights into student progress and areas that may need reinforcement.





4. Tips for Effective Use

- **Begin with Analog Exercises**
Start with basic, offline activities to familiarize students with the cubes and the idea of movement-based learning.
- **Gradually Introduce Digital Tools**
Once students are comfortable, introduce the digital features, starting with Quick Quiz for immediate feedback, and then using Activity Builder for more complex, custom exercises.
- **Incorporate Variety**
Alternate between analog and digital exercises to keep students engaged and motivated.

This dual approach of analog and digital use allows for flexibility and ensures that i3Motion can be adapted to different lesson goals and classroom setups.

Enjoy integrating movement into your lessons with this versatile tool!