



Erasmus+

J&M SYNERGIE

FLEXIBLE-SEATING CLASSROOM

INSTITUT DE L'ASSOMPTION

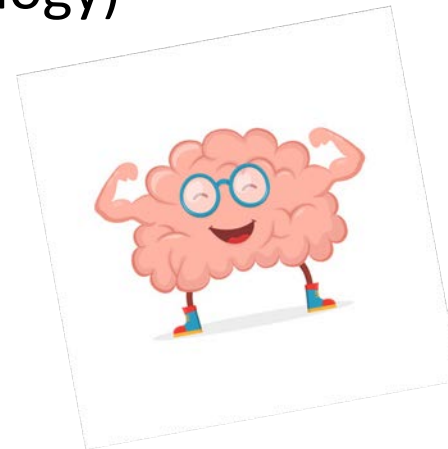
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NEUROSCIENCE IN OUR SCHOOL

- **Pilot establishment** since 2014 in neuroscience
- Training on the **ATOLE** (ATtention à l'écOLE) method
- Training on **brain function, classroom management and multiple intelligences**
- Training on the **OCTOFUN** (multiple intelligences, mental management and positive psychology)



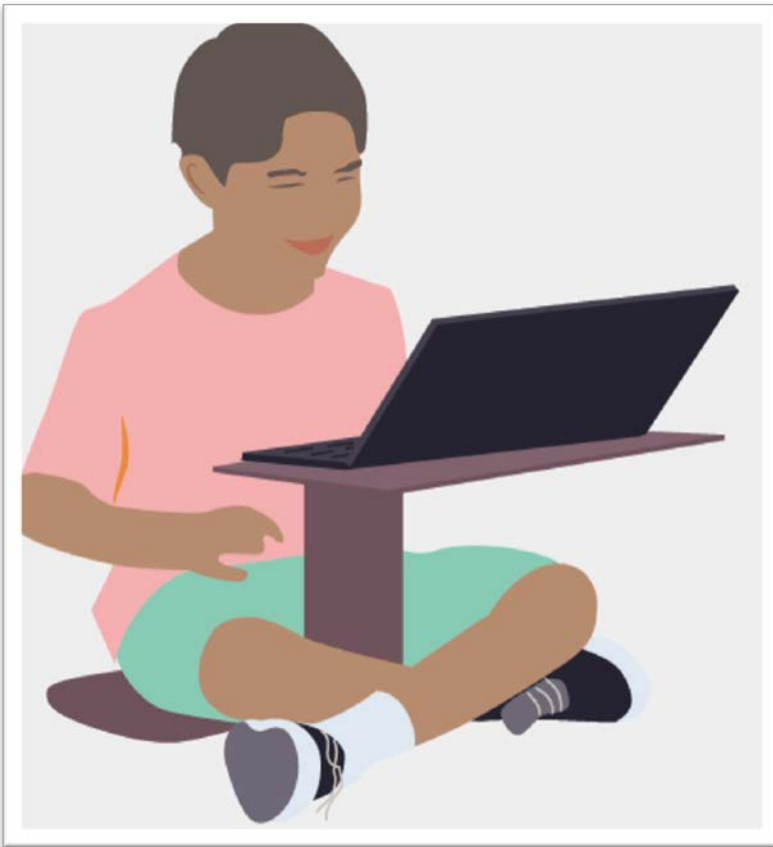


WHY HAVE WE CHOSEN THE FLEXIBLE SEATING?

- Enforce new ways of teaching
- Foster the desire to learn
- Ensure the development of our students and teachers
- Allow flexibility and interactivity between students



THE FLEXIBLE- SEATING CLASSROOM PRINCIPLE



THE GOAL

- Promote learning
- Develop autonomy
- Adapting to the needs of students

HOW?

- Propose a different layout
- Use varied furniture
- Possibility to choose their seating
- Good knowledge of the needs of students



FLEXIBLE SEATING EXAMPLES



THE HIGH SEATING



THE BALL



THE ZTOOL



THE DYNAMIC BIKE



THE ROCKING STOOL



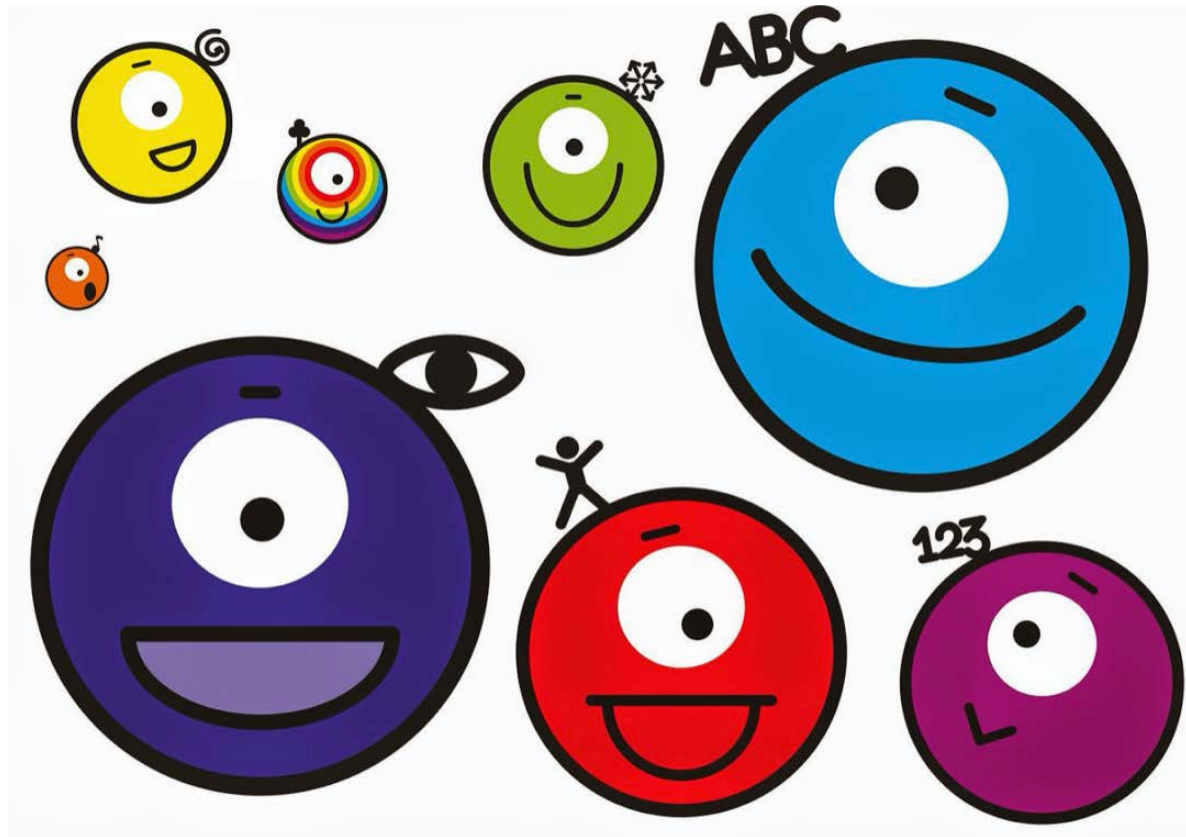
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FLEXIBLE SEATING **BENEFITS**

- Development of learning skills
- Better attention
- Improved relationship between students and teachers
- Openness children mind
- Motivation
- Reducing stress





THE MULTIPLE INTELLIGENCES IN OUR FLEXIBLE-SEATING CLASSROOM



PEDAGOGY OF OCTOFUN

8 energy balls inspired by the theory of MULTIPLE INTELLIGENCES. (Howard Gardner)



KINESTHESIC



MUSICAL



INTRAPERSONAL



NATURALIST



INTERPERSONAL



LOGICAL-
MATHEMATICAL



LINGUISTIC



SPATIAL



THE FOUR IMPORTANT PRINCIPLES

1. Everbody has this 8 intelligences.
2. They are developing throughout our lives.
3. They act together.
4. Different ways to use the octofun.



« I HAVE IN ME MULTIPLE SPARKS OF POTENTIAL.
A BREATH SUFFICIENT TO IGNITE AND TURN THEM
INTO SUCCESSES. »



OUR FLEXIBLE-SEATING CLASSROOM ORGANIZATION

- Independent local accessible by all teachers.
- Class organization based on octofun.
- Educational materials provision
- Different games provision to work the program through the octofun.
- Games based on octofun organization and labeling: promotes student autonomy.





MÉLOFUN

MUSICAL INTELLIGENCE

Ability to:

- Be sensitive to music, sounds...
- Sing
- Play instrument
- Be sensitive to the language accents





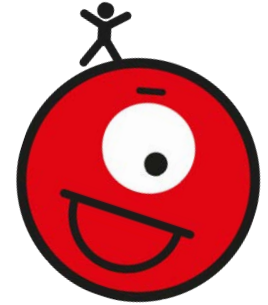
THE MELOFUN CORNER IN OUR FLEXIBLE-SEATING CLASSROOM

- Corner combining up to 6 students
- Availability of 6 audio headsets
- Boxes of CDs to discover different music genres
- Audio books about famous composers and instruments



OUR STUDENTS AT THE MÉLOFUN CORNER





BODYFUN

KINESTHESIC INTELLIGENCE

Ability to:

- Use the body to express
- Move, touch...

Fluency in:

- Sports
- Manual activities
- Fine motor skills

BODYFUN ACTIVITIES EXAMPLES IN OUR FLEXIBLE CLASSROOM



CONSTRUCTION ACTIVITIES



PLASTICINE



MIKADO



FUNEGO



INTRAPERSONAL INTELLIGENCE

Ability to:

- Have a good self- awareness
- Know his qualities
- Set personal goals
- Have a good self-esteem



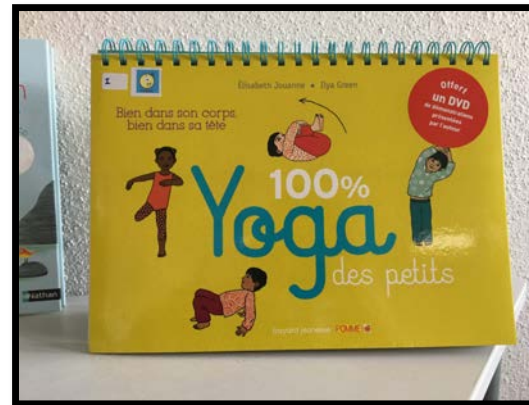
THE FUNEGO CORNER IN OUR FLEXIBLE CLASSROOM



RELAXING TIME UNDER
THE TIPI



GAME ABOUT
THE EMOTIONS



YOGA



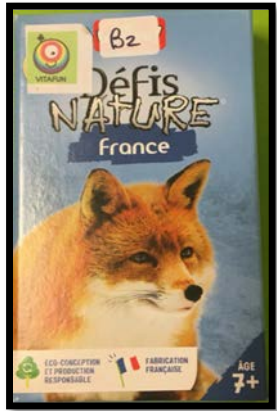


NATURALIST INTELLIGENCE

Ability to:

- Be sensitive to nature
- Observe, identify, classify
- Understand the nature
- Adopt an eco citizen behavior

VITAFUN ACTIVITIES EXAMPLES



NATURE CHALLENGE



GAME ABOUT ASTRONOMY



DISCOVERING COUNTRIES

GAMES DESIGNED TO:

- Develop knowledge about the world
- Develop an eco citizen behaviour



MULTIFUN

INTERPERSONAL INTELLIGENCE

Ability to:

- Understand the others
- Interact with others
- Cooperate
- Integrate into a group
- Bring people together





MULTIFUN IN OUR FLEXIBLE CLASSROOM



Elements that favor

THE MULTIFUN:

- Layout that pushes for cooperation
- Different games





LINGUISTIC INTELLIGENCE

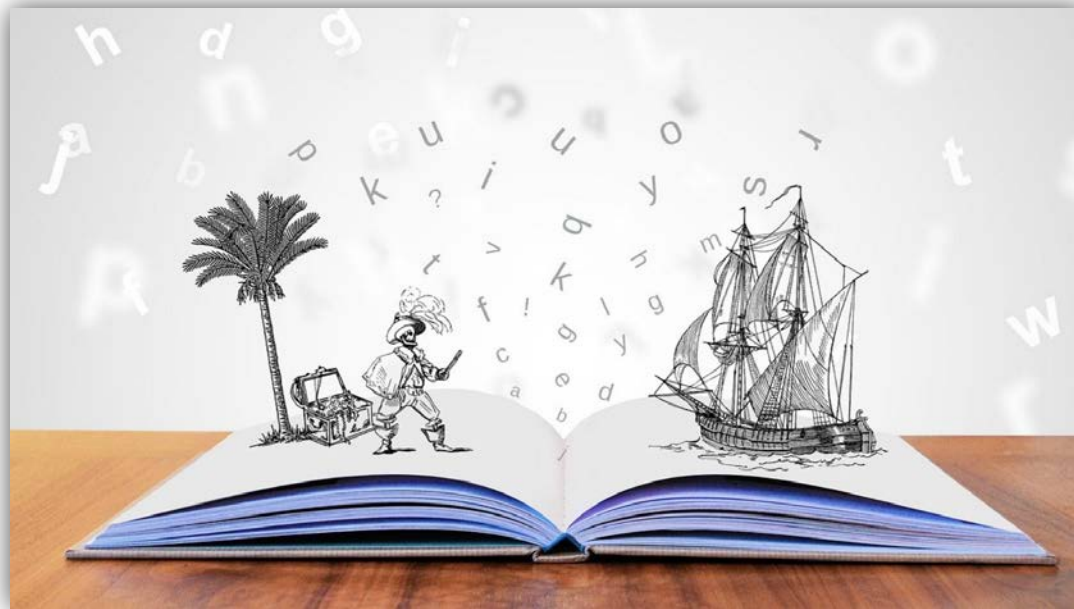
Ability to:

- Use the words in all its forms
- Talk, read, write....

Ease to:

- Write stories
- Write and understand puns
- Learn poems...

ALPHAFUN



ALPHAFUN ACTIVITIES EXAMPLES



CREATE WORDS WITH DICE



SCRABBLE



STORYCUBES





3D FUN

SPATIAL INTELLIGENCE

Ability to:

- Create mental pictures
- Recognize geometric shapes
- Have fun with colours
 - Paint
 - Orientate...



DEVELOP 3D FUN IN FLEXIBLE CLASSROOM



PAINTING



BRASILIAN BRACELETS CREATION



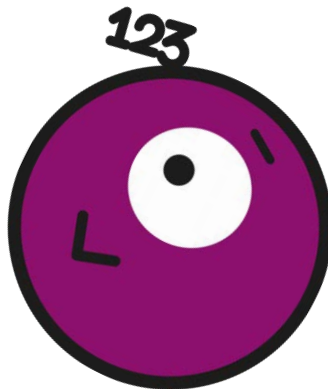
THE LYNX GAME

MATHIFUN

LOGICAL-MATHEMATICAL INTELLIGENCE

Ability to:

- Reason logically
- Calculate
- Solve problems
- Organize
- Analyze ...



LOGICAL AND MATHEMATICAL ACTIVITIES



PROGRAMMING



GAME ABOUT MULTIPLICATIONS



TRIOMINO
A DIFFERENT DOMINOES VERSION



THE FLEXIBLE CLASSROOM SEEN BY OUR STUDENTS

[HTTPS://WWW.YOUTUBE.COM/WATCH?V=DXZTXXWX2IY](https://www.youtube.com/watch?v=DXZTXXWX2IY) 

CLICK HERE
TO SEE THE VIDEO

