

« **CREATING\***



**DIGITAL**

Key stages 1-5

K-12

**LEARNING**

**RESOURCES ;)**





**Super fun, Tralalere courses are easy to use, varied and stimulate discussion with young people. The accompanying guides that are included are useful for preparation and detailed enough to bring the session to life.**



**Esther  
Kupfer**

MIDDLE SCHOOL TEACHER  
KEY STAGE 3 TEACHER



# Tralalere

COMMITTED EXPERTS IN THE EDUCATION  
OF THE DIGITAL GENERATION

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USING OUR EXPERTISE IN THE DIGITAL HABITS  
OF YOUNG PEOPLE TO FULFILL OUR MISSION

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# Committed experts in the education

## OF THE DIGITAL GENERATION

### Over the last 20 years,

*TRALALERE, a social impact company, has brought together a team of more than 40 people with a passion for education, with skills ranging from educational engineering to game design, as well as digital and audiovisual production.*

### Our mission:

to support educators in the transmission of skills, from the school curriculum to life skills, and awareness of major issues of the contemporary world. We draw on our intimate knowledge of young people's digital habits to create educational experiences that truly engage them in learning.

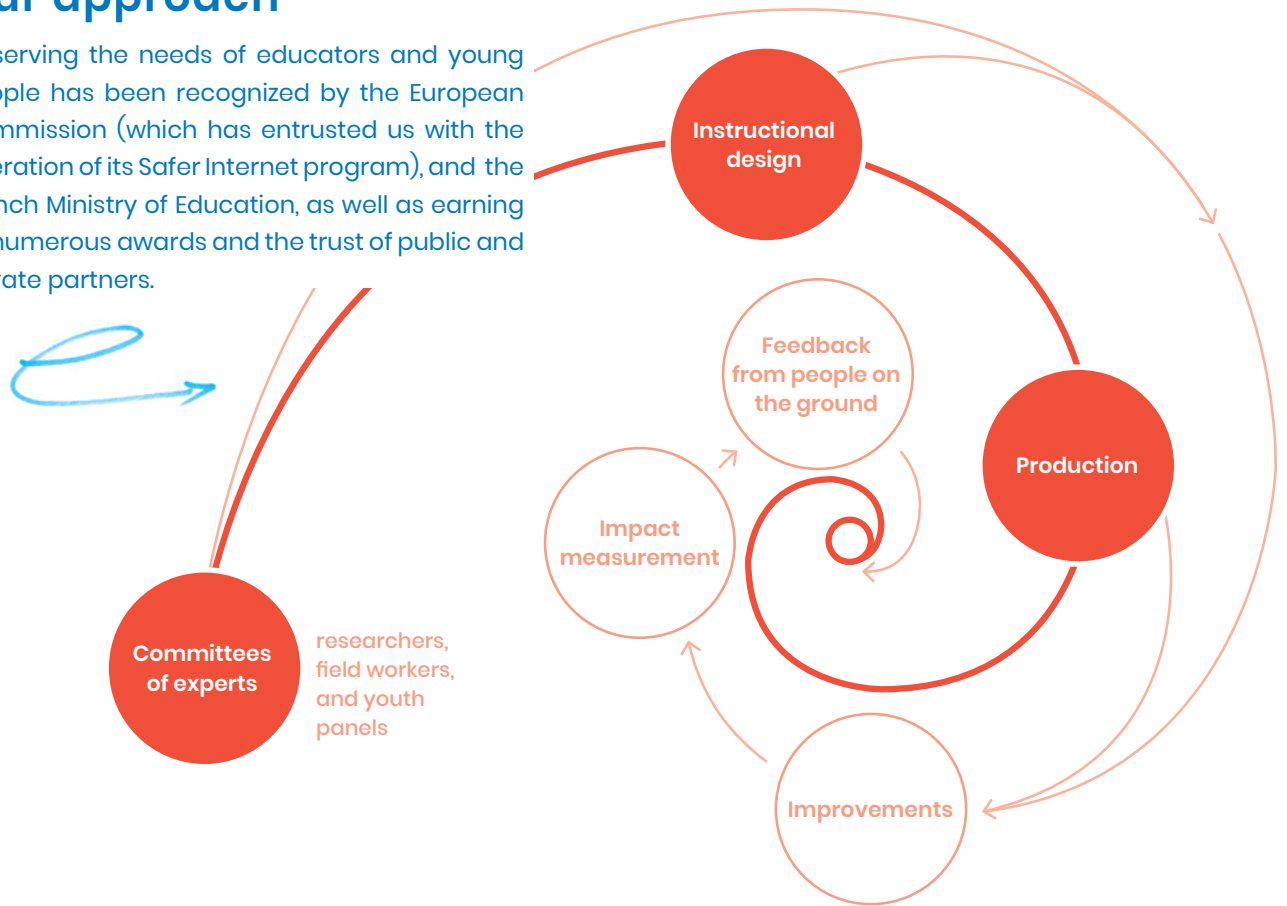
We also support educational staff with turnkey educational resources and suggestions for supplementary activities.

As a social impact company, TRALALERE is involved in the dissemination and monitoring of the impact of its programs.

TRALALERE works hand-in-hand with teachers, subject-expert committees, and players in the field of education, to create experiences that promote active learning in young people. Our resources encourage curiosity, critical thinking and openness to the world through a variety of pedagogical methods which we have tested across a diverse range of audiences.

## Our approach

to serving the needs of educators and young people has been recognized by the European Commission (which has entrusted us with the operation of its Safer Internet program), and the French Ministry of Education, as well as earning us numerous awards and the trust of public and private partners.



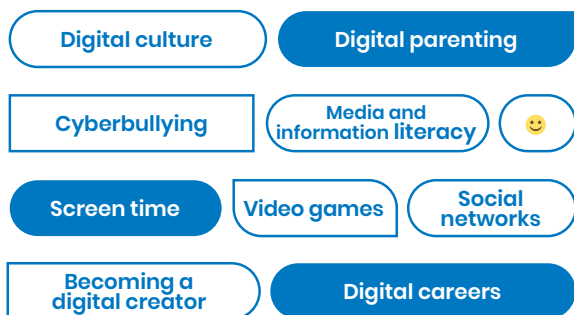
# USING OUR EXPERTISE IN the digital habits of young people,

**Our technology aims to serve educators... and not the other way around!**

TO:

## Raise awareness about the use of digital media

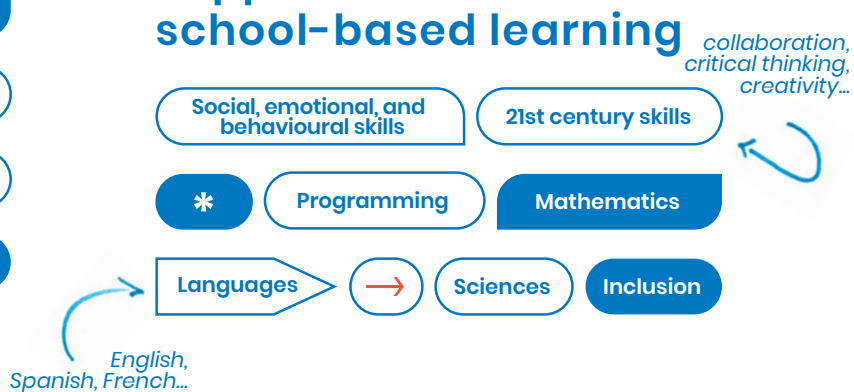
TRALALERE is the French coordinator of the European Commission's Safer Internet program, and operates its Internet Without Fear awareness program. Within this framework, TRALALERE offers hundreds of resources to young people, along with their families and educators, to help them gain a better mastery of their digital lives.



## Raise awareness about major social issues of the 21st century



## Supplement and enhance school-based learning



## TRALALERE ALSO OFFERS YOU :

Dynamic workshop materials and dedicated online educational spaces for your teachers and educational mediators to use, in school or extracurricular settings, remotely or in person.

Turnkey projects in line with national education programs, to be implemented in schools throughout the year.

Online resources to equip places welcoming young people and to expand your community's online service offering.

Year 2 to 7

Grades 1-6

English

Spanish

# BEFLUENT

## LANGUAGES

Tralalere is working with research laboratories to enrich BeFluent with artificial voice intelligence – coming soon.

*BEFLUENT is an edutainment application for learning English or Spanish from Year 2 to Year 7.*

Designed for all teachers, it does not require in-depth language knowledge. Based on listening and oral communication, it also helps to develop writing skills. In class, in groups or for individuals, BeFluent offers turnkey courses (settings, situations, and dialogues between authentic speakers), granularized activities, and complete teaching sequences, to coincide with the terms of the school year.



Year 2 to 13

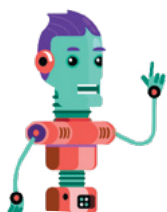
Grades 1-12

Digital culture

# CITIZEN CODE

## PROGRAMMING

Tralalere has developed Citizen Code as part of Internet Without Fear, its awareness program operated on behalf of the European Commission.



### *A 360° exploration of the technology behind young people's digital habits:*

careers, IT culture (cloud, big data, AI...), and an introduction to databases and programming. Designed for all teachers, it requires no pre-existing technical knowledge.

### *The courses and activities encourage engagement through a range of pedagogical methods, and by being anchored in the student's reality :*

programming their own video game, pixel art, challenges using video game codes, audiovisual supports, hands-on manipulation of digital objects, and content that is relevant to young people's daily lives.

Each resource is accompanied by information sheets for teachers, providing advice on how to use the resources, ideas for supplementary activities, background information, etc.





Year 2 to 10

Grades 1-11

Special educational needs

DYS

Inclusivity

# INCLUSIVE

Varied and adaptable teaching methods (games, audiovisuals, workshops, courses) to engage and cater for all students in the class, regardless of ability. Inclusive resources have been developed with committees of experts, research laboratories and others active in the field of education.

Dyslexia, dyspraxia, autism spectrum disorder, disability, allophonia...

*Inclusive helps teachers to find their way around special educational needs and to raise awareness among their peers, without the need for neuropsych training.*



A compass guides you through the richest platform of educational resources, support, and awareness, with:

- Educational resources for an all-inclusive classroom, adapted to students with special needs, and relevant to all: French; Maths; Awareness; Social, emotional, and behavioural skills (e.g., empathy, understanding social and school environments).
- The Tralalere LMS platform: to launch your sessions in a few clicks, assign lessons to your students individually, and track their progress.
- Advice from highly qualified subject-matter experts on all relevant topics.



Year 2 to 4

Grades 1-3

Maths

Adaptive

# MATHIA



*The artificial intelligence of MathIA, a virtual teaching assistant for differentiated instruction in mathematics.*

In addition to the adaptive learning system, the voice AI allows students to perform many hundreds of oral and written activities.

This application can be used for :

- Steering individual or group activities, both written and oral
- Monitoring students' progress
- Offering around 1,000 different exercises, covering arithmetic, magnitude and measurement, and geometry
- Making personalized recommendations according to the types of errors detected



Year 5 to 13

Grades 4-12

Digital awareness

PACK

# FIGHT AGAINST BULLYING

Nearly one in 10 children are bullied every year at school, often as early as primary school.

*Anticipating and raising awareness among children has proven to be an effective way to prevent bullying and cyber-violence.*

Our pack offers turnkey resources for teachers and youth workers :

- educational courses for Years 4 to 10
- educational activities for Years 2 to 7
- a serious game, Stop the Violence, for middle and high school students, with three captivating investigations
- a self-training course for educational teams
- a workshop kit for parents

**Tralalere has developed these resources as part of its national Internet Without Fear program, operated on behalf of the European Commission.**



Year 2 to 13

Grades 1-12

# (MIL) PACK

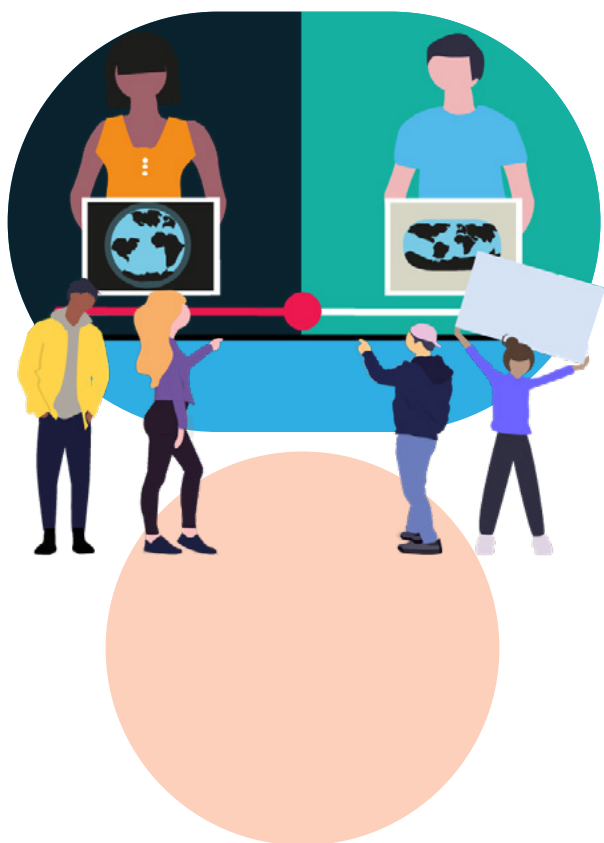
# MEDIA AND INFORMATION LITERACY

Tralalere has developed these resources as part of its national *Internet Without Fear* program, operated on behalf of the European Commission.

More than 4 billion pieces of content, shared every day on social networks, indiscriminately mix information with fake news, hate speech and shock content.

To develop **critical thinking**, the MIL pack provides educators with turnkey resources to teach young people how to question and put information into perspective:

- digital pathways for all stages (from primary to secondary school), including fun, interactive Infohunter workshops
- a self-training course to raise awareness among educational teams
- a parents' kit to for discussion within the family



Families

PACK

# DIGITAL PARENTING

*FamiNum.com is an online platform to help families set up a framework for screen use at home.*

Based on an understanding of each family's structure and digital practices, FamiNum recommends personalized and customizable tips, ready to print and display at home, to help parents set up good screen use practices for the whole family, with :

- The [www.faminum.com](http://www.faminum.com) platform, personalized advice, and a family 'digital charter' tool
- 5 videos
- FamiNum tool kits



Year 2 to 7

Grades 1-6

Education through research

# EDULABO

RESEARCH, GET OUT, OBSERVE,  
→ EXPERIMENT, SHARE

Available :  
September  
2023



*The design of EDULABO was guided by the principle of 'education through research'.*

Combining digital tools and a scientific approach rooted in the natural environment, EDULABO invites students to take on the role of a 21st century apprentice researcher, to tackle the great questions of their generation.



- Complete educational sequences in line with school programs
- Turnkey courses
- A rich media library of granular content
- Innovative digital tools



Year 4 to 9

Grades 3-8

Escape game

Science

History

# SAPIENS

## UNSTOPPABLE US



Available:  
June  
2023

— Why do human beings control the world?

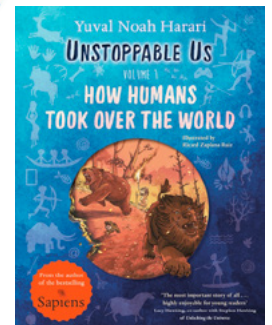
— How do they cooperate?

— What is our impact on the environment?

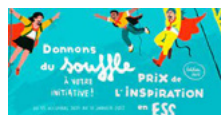
*These are just some of the questions that students aged 9 to 12 will explore through the two investigations offered in the escape game **Unstoppable Us**, an interactive experience for the whole class.*

As apprentice researchers, equipped with a logbook, students conduct the investigation collaboratively, learning about the scientific process in order to understand the history of mankind and to tackle global issues.

An experience co-produced with **Yuval Noah Harari** the author of *Sapiens*, to accompany his new children's book, *Sapiens, Unstoppable Us!*



AWARDS RECOGNIZING  
**our commitment  
for education**





# They trust us





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