

WEBSITE: http://gnflex.co.kr







EDUCATION PLAY

About PLAYSQ



PLAY

Fun play learning program



LEARN

Subdivided contents for age



ANALYSIS

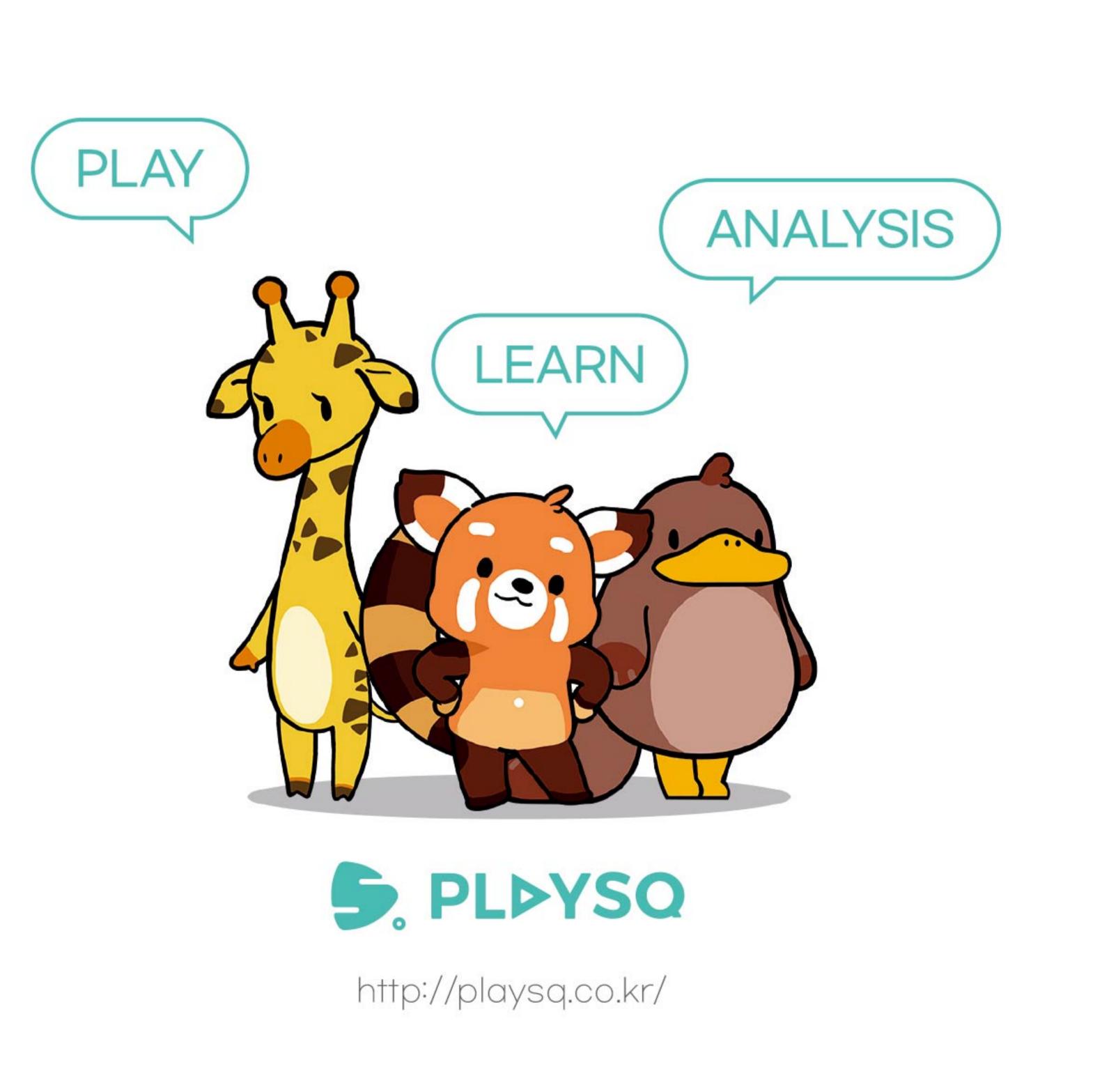
Provision of monthly behavioral learning data personalized to each child



SOLUTION

Provision of learning analysis of behavioral learning data

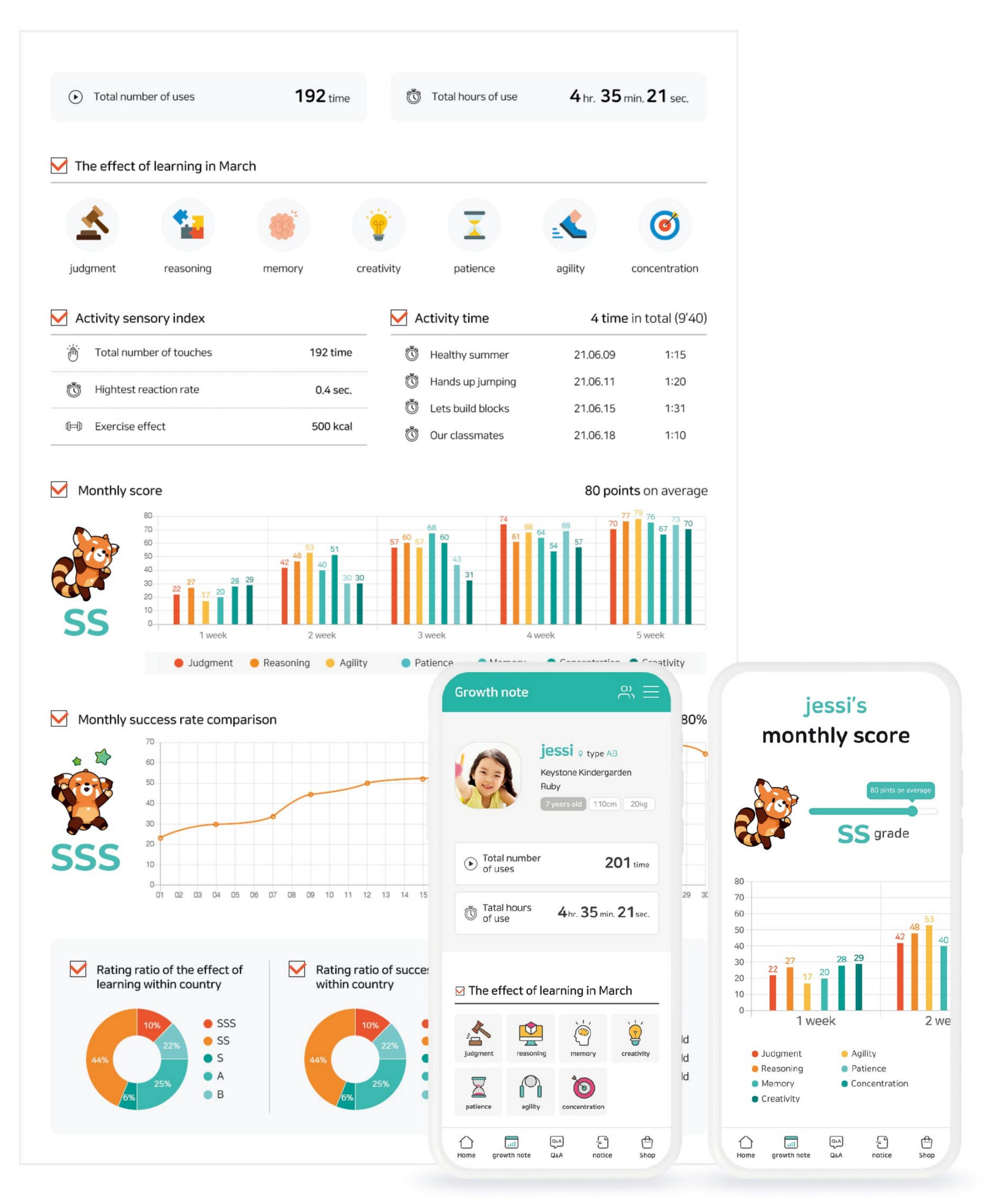
Play becomes learning!





CURRICULUM PERSONAL REPORT

Analysis solution of our children's performance data



Provision of analysis of learning data





Languages

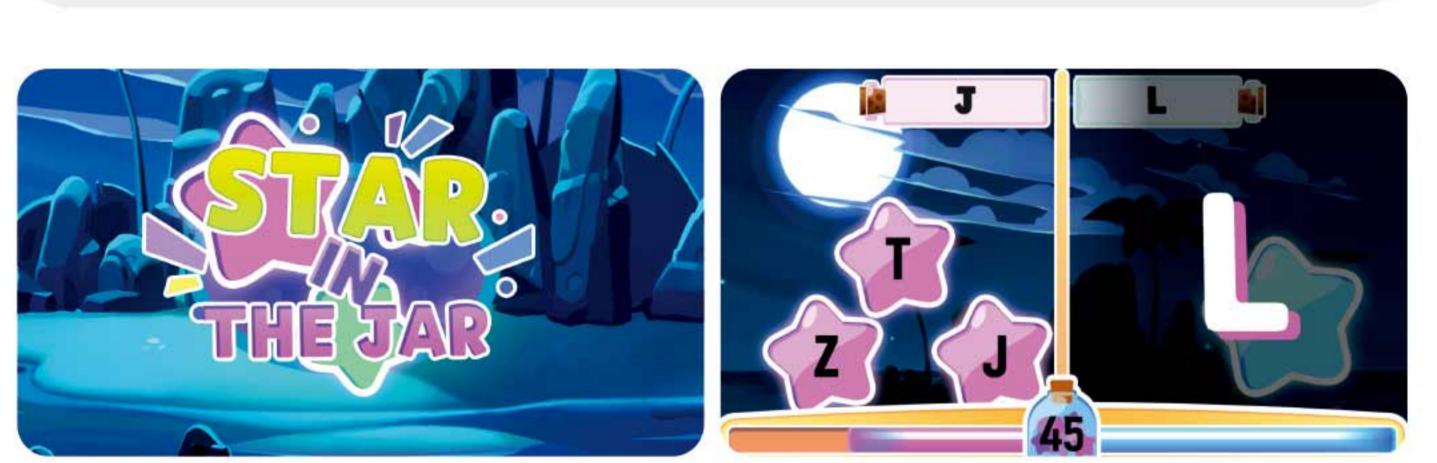
Stimulating the child's language ability through interesting contents

FLASH CARDS



It is a content that child remembers and matches the shape and names of everyday objects.

STARS IN THE JAR



It is a content that child completes a word by touching a consonant and a vowel letter after looking at a given word.

Coding

Improving the child's computational thinking and problem-solving skills

THE JUNGLE ADVENTURE



It is a coding content that a child accurately identifies the direction and escapes the maze.

MAZE ADVENTURE IN A MINE

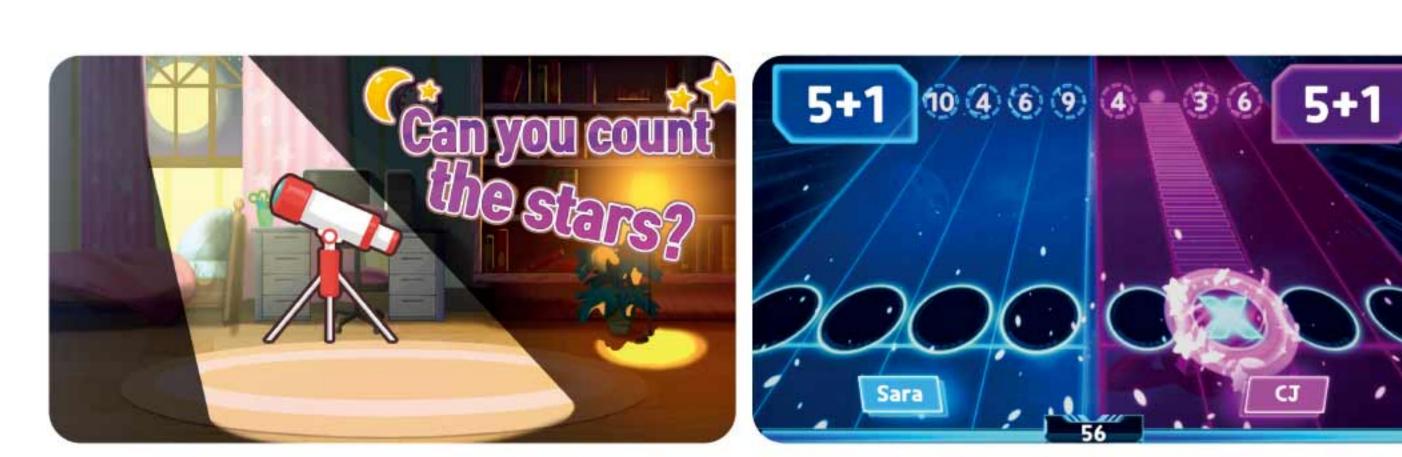


It is a content that a child moves the character to the right direction and arrives at the jewelry.

Mathematics

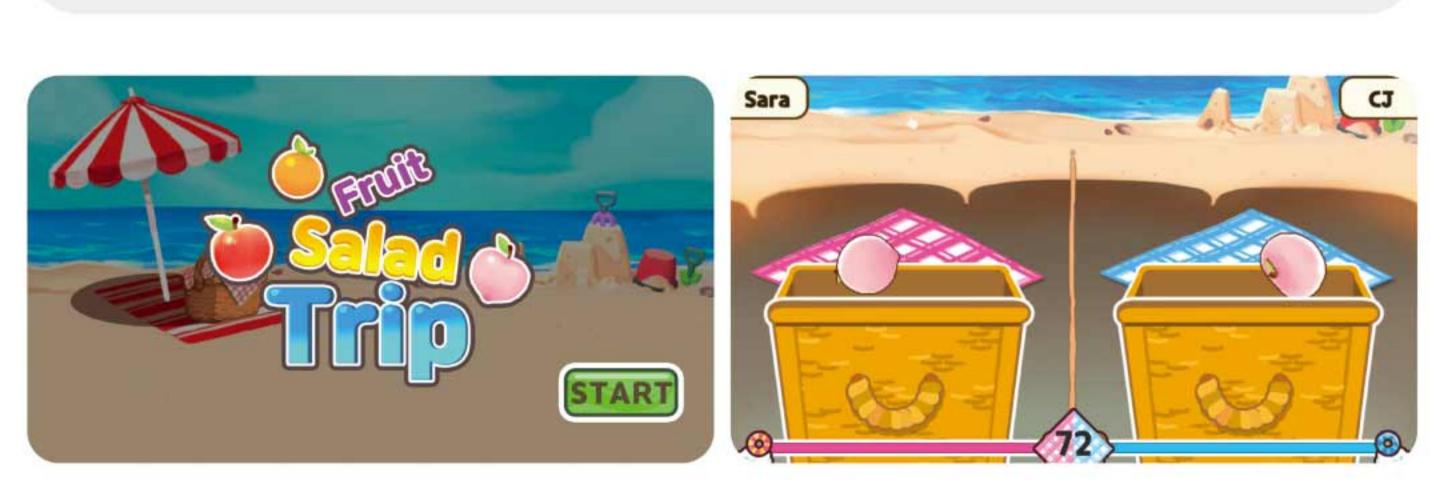
Maximizing child's concentration through interesting mathematical topics

CAN YOU COUNT THE STARS?



It is a content that a child can improve patience, agility, and concentration while learning the addition and subtraction consisting of simple numbers and doing mental arithmetic.

FRUIT SALAD TRIP



It is a content that a child counts the number of fruits while watching the fruits falling to the basket.

Social skills

A child can improve their social skills through cooperative play

A SECRET SANTA GIFT



It is a content that children collect the gifts falling from sky as many as possible within a set time.

TRICK OR CANDY CREEPY SCARY CANDY PARTY





It is a content that a children collect the candies which ghosts have by touching the ghosts.