

Patent: An Educational Device for the Development of Motor Creativity

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Description

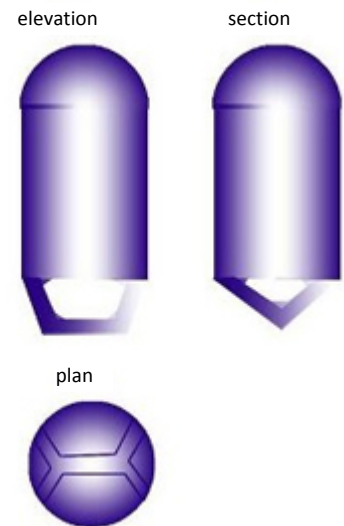
This is a device designed solely to enhance **the development of motor creativity of the user and increase the user's motor skills, to be precise, the user's perception, physical, social, basic and specific skills**. It consists of a central cylinder, with a handle on one end so that the user can take hold of it, and the other end is formed into a half sphere, approximately the size of a tennis ball, which makes it possible to bounce it. It is approximately 20-25 centimetres in size, although it could be made in a larger size.

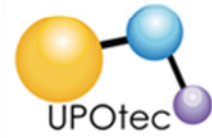
Need or problem it solves

- The aim is to **increase motor skills** (perception, physical, social, basic and specific) and intrinsically **develop motor creativity**.
- With this invention it is possible to **work and develop nearly every part of motor creativity**, in addition to being used in nearly all the motor skills using moving objects, since with this device it is possible to carry out throws, striking movements, pushes, pulls, catches, bounces, slides, leaps etc. This makes it possible to use it as a more effective substitute in the teaching and learning of the majority of said skills, with a greater diversity of execution of movements and increased wealth of learning, without being limited to the learning of stereotypical techniques.
- The educational device is **equally usable with every level of child, young person and adult**, since it can be used with every type of user and its easy handling means that it can be thrown, rolled, slid, bounced, used individually, by pairs or by groups.
- The patent is of **practical application in every sphere of education, specifically in physical education classes**, in learning and specialisation sessions for a sport outside an educational institution and in recreational physical activities carried out by children as a leisure activity.

Innovative features/competitive advantages

- **Multifunctional** The device is made from generic material used for a large number of physical activities and for the development of an important set of perception, physical, social, basic and specific skills.
- **Adaptable** to the characteristics and development at any time of children, thanks to its texture, size and weight.
- **Safe**. The materials from which it is planned to be made make it possible to ensure that it embodies no risk of any type.
- **Easy, minimal maintenance**. Its easy transportation, ease of storage and zero maintenance (e.g. it cannot puncture or deflate) ensures it is a truly effective device. Moreover, the device's degree of movement ensures no limitation upon dismantling and transporting equipment.
- **Low cost** on account of its production features. The device ensures learning of many sports without having to have recourse to specialised equipment. Moreover, it can be used in all ball games with





additional development of motor creativity as a result of the device's physical characteristics.

- **Appearance.** It has a design which not only motivates but which also prompts the user to think up ways of using it.
- It avoids having to have a large number of other pieces of equipment, such as balls, Frisbees, rings, indiacas and many others, which in most cases deteriorate more quickly.

Types of businesses interested

- Educational centres
- Public Sector Bodies related to education and sport