CLEVERTOUCH[®] TECHNOLOGIES

by Boxlight®



IMPACT Max

Make ordinary lessons extraordinary

Experience award-winning interactive panels from Clevertouch

Designed by teachers for teachers, our IMPACT Max interactive displays feature crystal clear picture and immersive sound. Coupled with our ClevertouchLive online control platform and the brand new LYNX Whiteboard, IMPACT v is the complete classroom solution.

How IMPACT Max works for your school





Subscription free lesson planning software



Apps for Blended Learning







High Precision Technology

Making integration and installation easier Send messages, alerts and media to all of your Clevertouch screens remotely.

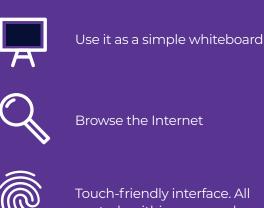
clevertouch.com | info@clevertouch.com

LYNX Whiteboard

Create immersive lessons to increase student engagement.

With hundreds of tools to increase student engagement in a blended learning environment.

With handwriting recognition, math formula recognition, dice, timers, spinners, maths tools, science tools, and more, there are always new reasons to get students up and actively learning.



Touch-friendly interface. All controls within easy reach

Partnered with PhET, creating interactive STEM activities



ClevertouchLive

IT management made easy - leaving teachers free to simply teach.

- · Connect all the screens in your school or district to one online account
- Assign user accounts to teachers and admins
- Virtual backpack for teachers who move between classrooms - take your apps and files with you
- · Create home screens for your school, year group or subject, with your own details, images and apps
- Send alerts to all screens in seconds

Now with Cleverstore 3.0 - hundreds of educational apps at your fingertips

The most awarded interactive panel for education



PhET

Innovation, design, high-quality & functionality



Interactive **Display Technology** of the Year



Installation Best of Show Award at ISE



Best of Show

Tech & Learning





Best of Show Installation

Collaboration Innovation of the Year