



Teacher's Guide

COSMO IN THE CLASSROOM

The COSMO app contains a variety of creative and practical activities, all of which have been designed to allow teachers, therapists, and parents to develop stimulating learning opportunities for learners with special educational needs and disabilities (SEN/D), as well as in Early Years settings (EYFS). All of the activities are designed to engage learners in specific curriculum-related subject areas, as well as developing social and communication skills, cognitive skills, creative skills, and motor skills. COSMO offers unique opportunities to identify, record and celebrate the small but important achievements made by learners with special educational needs.

FOCUSING ON SKILLS

If you are working from a skills-based curriculum, please see Table 1 for guidance on which COSMO activities focus on the specific skill areas you want to develop with your learners.

Depending on the needs of your learners, Table 1 will help you choose activities that focus on cognitive skills, social and communication skills, motor skills, or creative skills.

PROMOTING LEARNING IN CURRICULUM-RELATED AREAS

All COSMO activities are designed to be easily incorporated into the National Curriculum. Table 2 (see below) will help you choose activities which focus on the development of particular skills in curriculum subjects including Music, PSHCE, Physical Education, English, Maths, and Drama. COSMO activities have also been designed to be used in Music Therapy, Occupational Therapy, and Speech & Language Therapy Sessions.

SELECTING ACTIVITIES FOR YOUR LearnerS

COSMO is a very versatile tool, and we think you'll enjoy using it in a variety of ways and contexts. Nevertheless, we would like to offer you a wide variety of options to get you started and help you structure your lesson plans.

Table 2 offers guidance on which COSMO activities are most suitable for particular curriculum subject areas, the environments that each COSMO activity are most suited for (i.e. individual play, one to one, whole class), which activities are most suitable for your learners' needs and learning styles, and how to link each activity with existing SEN/D assessment frameworks. These include the National Curriculum's P-Scales, Early Learning Goals, the SCERTS Model, and Sounds of Intent.

COSMO ACTIVITY DESCRIPTIONS

Pages 5-15 of this Teacher's Guide has detailed information on each of the activities you will find in the Cosmo app. These 1-page descriptions give you information on what these activities entail, how to play them, and they also contain some lesson plan tips for teachers. They also include guidance on the types of learners each activity is aimed at, the specific skill areas that can be developed, the curriculum subjects that can be incorporated, as well as general assessment level guidance.

COSMO LESSON PLANS

We also provide COSMO lesson plans. Each of these lesson plans uses one of the COSMO activities to focus on specific P-Scale objectives from a variety of National Curriculum subject areas, as well as Early Learning Goals. These lesson plans provide step-by-step descriptions, specific learning outcomes, key vocabulary, resource lists, and EYFS-specific information.

Table 1 - Focusing on Skills

This table will help you to choose the ideal activities for your learners, depending on the skill areas you want to focus on developing

		Cognitive Skills	Social & Communication Skills	Motor Skills	Creative Skills
	Exploration	Cause and effect	Turn taking Waiting skills Expressing preferences	Gross and Visuomotor control Spatial awareness	Musical self-expression Improvisation
	Music Maker	Auditory perception Expressing preferences Auditory & visual discrimination	Joint attention Collaboration	Visuomotor control Spatial awareness	Musical self-expression Improvisation
	My Orchestra	Auditory perception Visual perception Expressing preferences Auditory discrimination	Joint attention Collaboration	Visuomotor control Spatial awareness	Musical self-expression Improvisation
	My Voice	Cause and effect Auditory discrimination		Visuomotor control Spatial awareness	Vocalisation Musical self expression
	Storytelling	Sequencing	Turn taking Waiting skills	Visuomotor control Spatial awareness	
	Copy Me	Visual memory, Sequencing, Concentration, Reaction to visual stimuli, Selective attention, Problem solving	Turn taking Waiting skills	Visuomotor control Reaction time	
	Turn-taking	Auditory perception Visual perception Reaction to visual stimuli Concentration	Collaboration Joint attention Waiting skills	Visuomotor control	
	Colour matching	Visual perception & discrimination Problem solving Reaction to visual stimuli	Speech, Collaboration, Colour vocabulary, Turn taking, Joint attention, Eye Contact	Visuomotor control	
	Exercise	Visual perception & discrimination, Auditory perception, Cause and effect, Reaction to visual stimuli, Reaction speed	Teamwork and collaboration Competitiveness	Visuomotor control Spatial awareness	
	Cosmonaut	Cause and effect Visual perception Concentration		Visuomotor control Fine motor skills	
	Showdown	Auditory and visual discrimination, Reaction speed, Reaction to visual stimuli	Joint attention, Collaboration, Turn taking, Reciprocal interaction, Competitiveness	Gross motor skills Spatial awareness	
	Fireworks	Cause and effect Intentionality Reaction speed	Intentional communication	Gross and Visuomotor control Spatial awareness	
	All The Same	Sequencing Problem Solving Reaction Speed	Joint Attention Collaboration	Gross and Visuomotor control	

Table 2 - Selecting Activities for your Learners

This table will help you to choose the ideal activities for your learners, depending on subject area and environment. It also offers guidance if you are using existing assessment frameworks such as P-Scales, SCERTS, and Sounds of Intent

	Curriculum Subject/ Therapy Areas	Environment	Assessment Levels
	Music PSHCE P.E.	Individual Play Whole Class (taking turns)	P-Scales: 1-2 ELGs: 01-04, 06-08, 16-17 SCERTS: Social Partner SOI: Level 1-2
	Music Music Therapy	Individual Play Whole Class (taking turns)	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner + SOI: Level 1-6
	Music Occupational Therapy Music Therapy	Individual Play Groups of 2-6 people	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner + SOI: Level 1-6
	Music PSHCE Speech & Language Therapy Music Therapy	Individual Play Whole Class (taking turns)	P-Scales: 1-8 ELGs: 06-08, 16-17 SCERTS: Social Partner + SOI: Level 1-6
	English Drama Music Speech & Language Therapy Music Therapy	Individual Play Whole Class	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner + SOI: Level 1-6
	Maths English Occupational Therapy Speech & Language Therapy	Individual Play Whole Class (taking turns)	P-Scales: 4-8 ELGs: 04, 11-12 SCERTS: Social Partner + SOI: Level 3-6
	PSHCE Music Occupational Therapy P.E. Music Therapy	Individual Play Whole Class	P-Scales: 1-6 ELGs: 01-02, 04, 06-08 SCERTS: Social Partner + SOI: Level 3-6
	English PSHCE Speech & Language Therapy Occupational Therapy	Individual Play Whole Class	P-Scales: 4-6 ELGs: 02, 04, 06-08, 11-12 SCERTS: Social Partner + SOI: Level 3-6
	P.E. Occupational Therapy	Individual Play Whole Class	P-Scales: 4-6 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner + SOI: Level 3-6
	Occupational Therapy	Individual Play Whole Class (taking turns)	P-Scales: 4-6 ELGs: 04, 06, 08 SCERTS: Social Partner +
	P.E. Occupational Therapy Physiotherapy	Whole Class	P-Scales: 4-6 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner + SOI: Level 1-6
	P.E. PSHCE	Individual Play Whole Class (taking turns)	P-Scales: 1 - 4 ELGs: 04, 06 SCERTS: Social Partner
	PSHCE MATHS ENGLISH	Individual Play Whole Class	P-Scales: 3 - 8 ELGs: 01 -03, 04, 06, 08, 09, 11-12 SCERTS: Social Partner+

Table 2 - Selecting Activities for your Learners

This table will help you to choose the ideal activities for your learners, depending on subject area and environment. It also offers guidance if you are using existing assessment frameworks such as P-Scales, SCERTS, and Sounds of Intent

	Curriculum Subject/ Therapy Areas	Environment	Assessment Levels
	Exploration Music PSHCE P.E.	Individual Play Whole Class (taking turns)	P-Scales: 1-2 ELGs: 01-04, 06-08, 16-17 SCERTS: Social Partner SOI: Level 1-2
	Music Maker Music Music Therapy	Individual Play Whole Class (taking turns)	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner + SOI: Level 1-6
	My Orchestra Music Occupational Therapy Music Therapy	Individual Play Groups of 2-6 people	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner + SOI: Level 1-6
	My Voice Music PSHCE Speech & Language Therapy Music Therapy	Individual Play Whole Class (taking turns)	P-Scales: 1-8 ELGs: 06-08, 16-17 SCERTS: Social Partner + SOI: Level 1-6
			
			
			
			
			
			
			
			
			

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Exploration

EXPLORATION	
Who's it For	PMLD, SLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Cause and effect/ Turn taking/ Expressing preferences/ Gross and Visuomotor control/ Spatial awareness/ Musical self-expression
Curriculum Subjects	Music
Assessment Levels	P-Scales: 1-3 ELGs: 01-04, 06-08, 16-17 SCERTS: Social Partner Sounds of Intent: 1-6

WHAT IS IT?

Touch the luminous Cosmoid, and your favourite music plays back in this 'Cause & Effect' activity. Enhance the experience with the 'Effects' option, where the force of the touch on the device changes the texture of the sound.

HOW TO PLAY

- Select a learner profile from the list.
- You can choose the colour of the Cosmoid.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Enhance the experience by enabling the effects.
- Press PLAY and start exploring.
- One Cosmoid will automatically light up when you enter the game.

LESSON TIPS

- A. Use Exploration for Intensive Interaction sessions with your learner(s).
- B. Introduce visual symbols or hand signals so you can encourage learners to start and stop playing when instructed.
- C. During circle time, encourage learners to choose a song, take a turn, and then pass the Cosmoid onto the learner next to them.

Toggle

Toggle	
Who's it For	PMLD, SLD
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Cause and effect / Intentional communication / Gross and Visuomotor control / Spatial awareness / Reaction time
Curriculum Subjects	P.E. / PSHCE
Assessment Levels	P-Scales: 1 - 2 ELGs: 04, 06 SCERTS: Social Partner Sounds of Intent: 1-6

WHAT IS IT?

Toggle is a melodic activity that aims to develop attention and listening skills, alongside awareness of cause and effect. Simply press the Cosmoid to change the light and start/pause the music.

HOW TO PLAY

1. Select a learner profile from the list.
2. Choose the colour of the Cosmoid.
3. Press **PLAY** and start/pause the music by pressing your Cosmoid.

LESSON TIPS

- A. Incorporate this activity into Intensive Interaction and Attention Autism sessions with your learners.
- B. Introduce visual symbols or hand signals so you can encourage learners to start and stop pressing when instructed.
- C. During circle time, encourage learners to take a turn and then pass the Cosmoid onto the learner next to them.

Fireworks

FIREWORKS	
Who's it For	PMLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Cause and effect / Intentional communication / Gross and Visuomotor control / Spatial awareness / Reaction time
Curriculum Subjects	P.E. / PSHCE
Assessment Levels	P-Scales: 1 - 4 ELGs: 04, 06 SCERTS: Social Partner

WHAT IS IT?

Fireworks is a fun and interactive 'Cause & Effect' activity that uses one Cosmoid. When a learner presses the Cosmoid, they are rewarded with exciting fireworks on the screen. It's an excellent activity for developing intentional communication skills.

HOW TO PLAY

- Select a learner profile from the list.
- Choose the colour of the Cosmoid and press PLAY.
- Every time a learner presses the lit Cosmoid they will see and hear a variety of exciting fireworks.

LESSON TIPS

- A. Incorporate this activity into Intensive Interaction and Attention Autism sessions with your learners.
- B. Introduce visual symbols or hand signals so you can encourage learners to start and stop pressing when instructed.
- C. During circle time, encourage learners to take a turn and then pass the Cosmoid onto the learner next to them.

Improvisation

MUSIC MAKER	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Auditory perception/ Expressing preferences/ Auditory & visual discrimination/ Joint attention/ Collaboration/ Visuomotor control/ Spatial awareness/ Musical self-expression/ Improvisation
Curriculum Subjects	Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner Sounds of Intent: 1-6

WHAT IS IT?

Get creative on the Cosmoids. Improvisation is designed to help develop auditory and visual discrimination, motor control and spatial awareness. To begin, select a backing track and instrument and then touch the Cosmoids to play along to your favourite song. Enhance the activity by adding sounds from GarageBand and music from Spotify/ iTunes.

HOW TO PLAY

- Choose the number of Cosmoids you want to use from 1 to 6.
- Select a learner profile from the list.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Choose a musical instrument from the options, or press MIDI and follow the instructions to use your Cosmoids with GarageBand or other music-making software.
- Select the notes you want your Cosmoids to have.
- Press PLAY and start improvising.

LESSON TIPS

- A. Encourage learners to take turns performing for the rest of the class, promoting active listening and good waiting skills from the rest of the group.

- B. Teach learners the concept of high and low pitch by ordering the Cosmoids from low to high pitch and inviting them to do the same.
- C. Try a call and response activity by playing a short pattern on the Cosmoids and encouraging learners to copy you.

My Orchestra

MY ORCHESTRA	
Who's it For	PMLD, SLD, EYFS
Environment	Individual Play Groups of 2-6 learners
Skill Areas	Auditory perception/ Visual perception/ Expressing preferences/ Auditory discrimination/ Joint attention/ Collaboration/ Visuomotor control/ Spatial awareness
Curriculum Subjects	Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-04, 6-8, 16-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Be the conductor! Simply touch the Cosmoids to add drums, piano, trumpet, and other instruments to create your own songs. Suitable for solo and group activities. Collaborate, experiment and express yourself!

HOW TO PLAY

- Choose the number of Cosmoids you want to use from 2 to 6.
- Select a learner profile from the list.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Press PLAY and start conducting.

LESSON TIPS

- A. Encourage learners to take turns performing for the rest of the class, promoting active listening and good waiting skills from the rest of the group.
- B. Give a Cosmoid to each learner and conduct them to start and stop using appropriate signals.
- C. Develop this activity by getting the learners to take turns conducting the rest of the class using appropriate signals.

My Voice

MY VOICE	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Cause and effect/ Auditory discrimination/ Verbal communication/ Visuomotor control/ Vocalisation/ Musical self-expression
Curriculum Subjects	Music/ PSHCE/ Drama
Assessment Levels	P-Scales: 1-8 ELGs: 06-08, 16-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

My Voice is a fun-filled activity that aims to strengthen speaking skills, creativity and awareness of cause and effect. Simply record a voice (or any other sound), then touch the Cosmoids to hear the recording transform using sound effects. It's an excellent activity to encourage learners to use their voices and imaginations!

HOW TO PLAY

- Choose the number of Cosmoids you want to use from 2 to 6.
- Select the microphone sensitivity (use low for noisy environments).
- Select the recording's duration.
- Press PLAY to start the activity.
- Press RECORD to record sounds using the iPad's built-in microphone. It will start recording when you make a sound.
- Press any of the Cosmoids and listen to your recording being transformed.

LESSON TIPS

- A. If you're working with non-verbal learners, invite them to record sounds that don't require them to use their voices, and then encourage them to experiment on the Cosmoids.
- B. Invite learners to take turns recording themselves saying their names. They can then experiment on the Cosmoids.

C. Encourage learners to copy sounds you make and record them.

Sampler

Sampler	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sequencing/ Turn-taking/ Waiting/ Visuomotor control
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Be a virtual DJ in this fun-filled activity that aims to strengthen speaking skills and creativity. Simply import sounds from iTunes or record a voice (or any other noise) and use touch the IDs to create new compositions.

HOW TO PLAY

- Select a player profile from the list.
- Select if you want to record or import audio files to playback later.
- Select the microphone sensitivity.
- Select the number of Cosmoids you want to use from 2–6.
- If you have selected to record the audio, define the recording duration.
- The import functionality works with songs from the iTunes library. Press PLAY, record or import audio and mix the sounds by pressing the respective Cosmoids.
- Press the Cosmoids to listen to your recorded samples.

LESSON TIPS

- A. The size of the track should be reasonably small. Importing larger files may cause some delays.
- B. If you're working with non-verbal learners, invite them to record sounds that don't require them to use their voices, and then encourage them to experiment on the Cosmoids.
- C. Invite learners to take turns recording themselves saying their names. They can then experiment on the Cosmoids.
- D. Encourage learners to copy sounds you make and record them.

Memory Game - Copy Me

COPY ME	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Visual memory/ Sequencing/ Reaction to visual stimuli/ Problem solving/ Turn-taking/ Visuomotor control/ Reaction time
Curriculum Subjects	Maths/ English
Assessment Levels	P-Scales: 4-8 ELGs: 04, 11-12 SCERTS: Social Partner+

WHAT IS IT?

Copy Me is a challenging activity that aims to strengthen memory, pattern recognition and visuomotor skills. Observe the light sequence on the Cosmoids, repeat it and get an exciting audio-visual reward. Start from the easy level and then move to more advanced levels. Can you remember more complex sequences?

HOW TO PLAY

- Choose the number of Cosmoids you want to use from 1 to 6.
- Select a difficulty level.
- Press PLAY and start memorising.

LESSON TIPS

- A. Copy Me is a great activity for learners who are learning about sequencing, colours, and counting.
- B. Try creating a scoreboard to see who can remember the longest sequences.
- C. Assign colours to each learner so they have to remember where their colour appears in the sequence.

Turn Taking

TURN-TAKING	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Groups of 2-6 learners
Skill Areas	Cause and effect/ Turn taking/ Expressing preferences/ Gross and Visuomotor control/ Spatial awareness/ Musical self-expression
Curriculum Subjects	PSHCE
Assessment Levels	P-Scales: 1-8 ELGs: 01-02, 04, 06-08 SCERTS: Social Partner+

WHAT IS IT?

Turn-Taking lets users work together to play their favourite songs and is excellent for developing turn-taking, waiting, and collaboration skills. Choose a theme and give a Cosmoid to each of your learners. Each Cosmoid triggers part of the song and lights up to show whose turn it is. The longer you press, the longer the music plays for.

HOW TO PLAY

- Choose the number of Cosmooids you want to use, from 1 to 6.
- Choose a music track from the list or add your favourite song from iTunes/Spotify Premium by pressing +ADD NEW TRACK
- Select the duration time for each turn.
- Press PLAY and begin taking turns.

LESSON TIPS

- A. Load a popular song and invite learners to press their Cosmoid when it lights up. Explore what happens when they hold it down for longer.
- B. Introduce conducting by instructing learners to hold down their Cosmooids for different lengths of time, using appropriate signals.
- C. Spread the Cosmooids around a space and see how quickly learners can press all the ones that light up.

Colour Matching

COLOUR MATCHING	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Groups of 2-6 learners
Skill Areas	Visual perception & discrimination/ Problem solving/ Reaction to visual stimuli/ Collaboration/ Colour vocabulary/ Joint attention/ Visuomotor control
Curriculum Subjects	English/ Maths/ PSHCE
Assessment Levels	P-Scales: 4-6 ELGs: 02, 04, 06-08, 11-12 SCERTS: Social Partner+

WHAT IS IT?

Colour Matching is a great activity for helping learners develop their colour vocabulary and shared attention skills. The aim is to find the Cosmoids that light up with the same colour as your partner and then press them simultaneously to make a match.

HOW TO PLAY

- Choose the number of Cosmoids you want to use, from 2 to 6.
- Select a difficulty level.
- Press PLAY and start colour matching.

LESSON TIPS

- A. Colour Matching can be played solo, in pairs, or a group.
- B. Try attaching the Cosmoids to a wall and using large sponge balls to hit them.
- C. It's an excellent activity for teaching your learners about colours and the concepts of *same* and *different*.

All the Same

ALL THE SAME	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Groups of 2-6 learners (or more!)
Skill Areas	Sequencing / Problem Solving / Joint Attention / Collaboration / Gross and Visuomotor control / Reaction Speed
Curriculum Subjects	PSHCE / MATHS / ENGLISH
Assessment Levels	P-Scales: 3 - 8 ELGs: 01 -03, 04, 06, 08, 09, 11-12 SCERTS: Social Partner+

WHAT IS IT?

All The Same is an exciting sequencing and problem-solving activity. Each time you press a Cosmoid, it changes colour, and you have to work as a team to make all of the Cosmooids the same colour. Start on the easy level and work your way up to the hard level.

HOW TO PLAY

- Choose the number of Cosmooids you want to use from 2-6.
- Select a difficulty level.
- Hand a Cosmoid to each player.
- Press PLAY and make the Cosmooids all the same colour!

LESSON TIPS

- A. All The Same is an excellent activity for learners who are learning about sequencing, colours, and counting.
- B. If you're playing with 2 or more learners, try creating a scoreboard to see who can complete the activity the quickest.
- C. It's an excellent activity for teaching your learners about colours and the concepts of *same* and *different*.

All Different

All Different	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sequencing/ Turn-taking/ Waiting/ Visuomotor control
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

All Different is a sequencing and problem-solving activity that you can play independently or as a part of a team. Your task is to make sure no two Cosmoids are the same colour! It may seem like an easy task, but things get more complicated as you add more Cosmoids. You may also try to improve the time you finish each round, as a clock ticking indicates how long it takes you to move on to the next one.

HOW TO PLAY

- Choose the number of Cosmoids you want to use (3-6).
- If playing with more than one player, hand one or more Cosmoids to each one.
- Enable the 'Random' option to make the activity more unpredictable.
- Enable the 'Timer' option to make 'All Different' more challenging.
- Press PLAY and touch the Cosmoids as many times as needed to make them all different colours!

LESSON TIPS

- A. It's an excellent activity for teaching your learners about sequencing, colours, counting and the concepts of *same* and *different*.
- B. Try creating a scoreboard to see who can complete the activity the quickest.

Storytelling

STORYTELLING	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sensory integration/ Sequencing/ Turn-taking/ Waiting/ Visuomotor control/ Spatial awareness
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Perform sensory stories by reading a story out loud and touching the Cosmoids that lights up to hear the matching sound. Designed to help strengthen communication, joint attention and turn-taking skills.

HOW TO PLAY

- Choose the number of Cosmoids you want to use (1-6).
- Choose a story from the list. Explore the accompanying lesson plan, then get your PDF storybook and objects of reference ready.
- Press PLAY and start your sensory story session.

LESSON TIPS

- A. The lesson plans we provide give you suggestions on how to add sensory objects of reference to your sensory story.
- B. Invite learners with different abilities to participate together to foster inclusive play. Let the learners choose to read aloud and narrate the stories or mimic the sounds of the story (thunder, wind etc.). Encourage learners to use objects that make sounds resembling those from the story.

Video Storytelling

Video Storytelling	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sensory integration/ Sequencing/ Turn-taking/ Waiting/ Visuomotor control/ Spatial awareness
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Play back video stories by touching the Cosmoids. Select one of our hand-picked stories or add a video using the YouTube search button. Select a time interval. This activity helps develop motor, turn-taking and attention skills. Best played in groups of two or more.

HOW TO PLAY

- Choose one of our preselected stories, or use the search bar to use a story from YouTube.
- If you selected your own video, you can now select the time interval for pausing the story.
- Select the number of Cosmoids you want to use from 2-6.
- Hand a Cosmoid to each player.
- Press PLAY.

LESSON TIPS

- A. Connect your iPad to a big screen/projector/interactive whiteboard so that all your learners can watch the story.
- B. Increase engagement by using the YouTube search bar to select stories, animations, or music clips that your learners are familiar with.
- C. Use the YouTube search bar to introduce new content, related to the class's curriculum and the individual preferences of the learners.
- D. Adjust the pause interval to help train waiting skills.

While it's Lit

While its Lit	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Attention/ Waiting/ Visuomotor control
Curriculum Subjects	P.E.
Assessment Levels	P-Scales: 3-8 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner+

WHAT IS IT?

This game is similar to "Whack-a-Mole". It's excellent for working on your reaction speed, gross motor and attention skills. Press the green Cosmoid before it turns red to get the point. If you play on the hard level, each wrong press reduces a point! Can you beat the highest score?

HOW TO PLAY

- Select a player profile from the list.
- Select a background music track (optional).
- Select the duration of the game from predefined values.
- Select the number of Cosmoids you want to use from 2-6.
- Select a difficulty level.
- Press PLAY and hit as many green Cosmoids as possible in the given time!

LESSON TIPS

- A. Start with the easy level and progressively move to the difficult level.
- B. Put the Cosmoids on a table and play with more than one learner, asking them to press the green Cosmoids in turns. Can they all stay concentrated?
- C. Place the Cosmoids a few meters apart from each other and play as a group. Can your learners come up with strategies to get points without running around?
- D. Place the Cosmoids on the wall using the velcro pads/magnets and give your learners soft foam balls to throw at the Cosmoids to make the game more challenging and exciting.

Exercise

EXERCISE	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Groups of 2-6 learners
Skill Areas	Cause and effect/ Visual perception & discrimination/ Collaboration/ Reaction time/ Spatial awareness
Curriculum Subjects	P.E.
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner+

WHAT IS IT?

Exercise is a fast-paced activity involving attention, coordination and spatial awareness. First, spread the Cosmoids around, then race to hit them and collect points before time runs out!

HOW TO PLAY

- Choose the number of Cosmoids you want to use (2-6).
- Select a learner profile from the list.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Press PLAY and start exercising.

LESSON TIPS

- A. This activity can be played by one learner with all the Cosmoids on a desk to help them develop their range of movement, or it can be played in a large P.E. hall in a larger group.
- B. Try assigning a colour to each learner so they have to wait until their colour appears before they can press it.
- C. See who can press the most Cosmoids in the allotted time and make a scoreboard to see if learners are getting faster over time.
- D. Try using large sponge balls to hit the Cosmoids.

Showdown

SHOWDOWN	
Who's it For	SLD, MLD, EYFS
Environment	Groups of 2-6 learners
Skill Areas	Cause and effect/ Turn taking/ Expressing preferences/ Gross and Visuomotor control/ Spatial awareness
Curriculum Subjects	P.E.
Assessment Levels	P-Scales: 3-8 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner+

WHAT IS IT?

Showdown is a fast-paced competitive activity that can be played by 2-6 players. Select the colour for each team and press the respective Cosmoids to collect points. See who can find the most of their colour before the time runs out!

HOW TO PLAY

- Choose the duration of the game.
- Choose a music track from the list or add your favourite song from iTunes/ Spotify Premium by pressing +ADD NEW TRACK.
- Designate a green player/team and an orange player/team.
- Press PLAY and start the showdown.

LESSON TIPS

- A. Invite learners to play in pairs with the Cosmoids spread out on a desk.
- B. Try spreading the Cosmoids around the space to encourage more movement.
- C. Split your class into a green team and an orange team and encourage them to work together to find their coloured Cosmoids.

Team Sprint

Team Sprint	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Turn-taking/ Waiting/ Fine & Gross motor skills/ Visuomotor control
Curriculum Subjects	P.E
Assessment Levels	P-Scales: 3-8 ELGs: 01-03, 04, 06-08 SCERTS: Social Partner+

WHAT IS IT?

Two teams (of different colours) compete on which one will find and press its Cosmoids quicker. First, each team is presented with a number that indicates how many times the player has to hit the Cosmoids of the respective colour. When that number reaches 0, the team's colour changes and - again - the player has to find the correct Cosmoid and press it. You can place the Cosmoids around the room to get the players to move around for more fun! Train your attention, speed and coordination of movement.

HOW TO PLAY

- Select a background music track (optional).
- Select the number of points you must reach to win.
- Select a difficulty level.
- Press PLAY and try to win by pressing your team's colour more quickly than the other team.

LESSON TIPS

- A. Start with the easy level and progressively move to the difficult level.
- B. This activity can only be played with 4 Cosmoids. It cannot be played with less or more and it cannot be played using only the screen.

Flappy Cosmonaut

FLAPPY COSMONAUT	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Whole Class (taking turns)
Skill Areas	Cause and effect/Visual perception/ Concentration/ Fine & Gross motor skills
Curriculum Subjects	P.E.
Assessment Levels	P-Scales: 4-8 ELGs: 04, 06, 08 SCERTS: Social Partner+

WHAT IS IT?

Flappy Cosmonaut is a fun individual activity that lets learners develop their fine motor skills by making the Cosmonaut fly across the screen. The harder they press, the higher the Cosmonaut flies. Avoid obstacles and see if you can get a high score!

HOW TO PLAY

- This game uses one Cosmoid.
- Select a learner profile from the list.
- Select a difficulty level.
- Press PLAY and start flying.

LESSON TIPS

- A. Learners can play this activity by pressing down on the Cosmoid to make the Cosmonaut fly or by picking it up (like a burger) and squeezing it to make them fly higher.
- B. There are 3 difficulty levels to choose from so it's an excellent activity to track the learner's progression.

Tap Dash

TapDash	
Who's it For	SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Waiting/ Joint attention / Fine and Gross motor skills / Visuomotor control
Curriculum Subjects	Physical Education
Assessment Levels	P-Scales: 4-8 ELGs: 04, 06, 08 SCERTS: Social Partner+

WHAT IS IT?

A video game to help train attention, motor skills and (if played with 2+ players) collaboration. Press the Cosmoid that has the same colour as the block that drops on the screen! The game gets progressively more difficult as blocks fall faster and faster. Try to break the highest score of your level and be the best player!

HOW TO PLAY

- Select a player profile from the list.
- Select a difficulty level.
- Select the number of Cosmoids you want to use (1-6).
- Choose if you want to have audio and music turned on or off.
- Choose the background colour mode of the game.
- Press PLAY and try to match as many colours as possible!

LESSON TIPS

- A. Select the background colour (white/black) that suits you best.
- B. Place the Cosmoids further apart to make the game more challenging.
- C. You can play with more than one player and give each of them 1-3 Cosmoids.

Flying Comets

Flying Comets	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sequencing/ Turn-taking/ Waiting/ Visuomotor control
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Use four Cosmoids to move up, down, left, right in this challenging video game. Help the astronaut avoid comets and enter the hall of fame! Every now and then, a coin may come your way. Make sure to collect it to gain more points. Give the Cosmoids to different players to support collaboration and joint attention!

HOW TO PLAY

- Select a player profile from the list.
- Select a difficulty level.
- Select the number of Cosmoids you want to use from 1-6.
- Choose if you want to have music and sound on.
- Press PLAY to avoid as many comets while you collect coins at the same time.

LESSON TIPS

- A. Start with the easy level and progressively move to the difficult level.
- B. On the screen, there is an indication as to which colour corresponds to which movement. Blue = up, green = down, yellow = left, orange = right.
- C. You can play the activity on the screen by sliding the astronaut in any of the four directions.

N-Back

N-Back	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Sequencing/ Collaboration/ Visuomotor control/ Reaction time/ Problem-solving/ Joint attention/ Concentration/ Spatial awareness
Curriculum Subjects	English/ Numeracy
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

N-Back is a challenging activity that aims to train memory, speed, visuomotor skills and executive function. Players are presented with a sequence of lights/positions on the Cosmoids and need to decide if the current stimulus is the same as the one presented N (1, 2 or 3) steps ago. The higher the number, the more complex the task.

HOW TO PLAY

- Choose the number of Cosmoids you want to use (1-6).
- Select whether you want to work on position, colour or sound.
- Select the N value. The higher the number, the more complex the task.
- Press PLAY.

LESSON TIPS

- A. Start with the easy level ($N-1$) and progressively move to the difficult level ($N-3$).
- B. If you want to make the activity even more challenging, select 'Colour off' on the homepage of the activity. Now try to follow the sequence without seeing the different colours. Maybe try to follow the sequence using imaginary lines to create geometric shapes?
- C. Experiment with placing Cosmoids far apart from each other. Is it more difficult or easier to follow the sequence?

Coloured Shapes

Coloured Shapes	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play Whole Class
Skill Areas	Visuomotor control/ Communication/ Shape and colour recognition/ Concentration/ Visual discrimination/
Curriculum Subjects	English/ Numeracy
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT

Coloured Shapes is a simple activity that helps to develop speaking and listening skills, alongside colour and shape recognition. Simply identify the colour of the selected shape and press the Cosmoid with the same colour.

HOW TO PLAY

- Choose whether you want to play solo or in pair.
- Choose the number of Cosmoids you want to use from 1-6.
- Select the difficulty level (1-50).
- Press PLAY.

LESSON TIPS

- D. This game uses two colours, orange and blue. Each of the two players chooses one colour.
- E. The game starts on an easy level and steadily progresses towards more complex patterns.
- F. If you want to engage more learners in this activity, invite them to work in pairs. This will encourage them to problem-solve together.

CosmoTube

CosmoTube	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play, Whole Class
Skill Areas	Visuomotor control/ Auditory and visual discrimination/ Gross motor skills/ Reaction to visual stimuli/ Collaboration
Curriculum Subjects	English/ Drama/ Music
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

CosmoTube is an accessible media player that lets you browse through YouTube content and create personalised playlists. Using the Cosmoids, you can easily navigate through videos by pressing play, pause and selecting the next piece.

HOW TO PLAY

- Choose the number of Cosmoids you want to use (1-3).
- Choose if you want to have sound on or off.
- 1 Cosmoid: press to move onto the next video; Wait 2 seconds, and the video will start playing.
- 2 Cosmoids: Press Cosmoid A to move onto the following videos; Press Cosmoid B to select a video.
- 3 Cosmoids: Press Cosmoid A to move onto the next video; Press Cosmoid B to go back; Press Cosmoid C to select a video.

LESSON TIPS

- A. This media player is an easy and quick way to access YouTube for learners of all abilities.
- B. Depending on the learner's ability, you can choose the number of Cosmoids and limit or expand the number of actions you perform.

- C. Use this activity to foster inclusive environment by assigning one Cosmoid to each learner and inviting them to collaborate to choose a video they want to watch.
- D. Use this activity during break time to enable learners to select videos of their own choice and boost their independence.

Bubbles

Bubbles	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play, Whole Class (taking turns)
Skill Areas	Visuomotor control/ Cause and Effect reasoning/ Intentional communication/ Reaction to visual stimuli
Curriculum Subjects	English/ Numeracy/ Drama
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Bubbles game is a fun, individual activity that aims to strengthen cause and effect reasoning, numeracy and intentional communication skills. In this game, learners are invited to use a Cosmoid to pop and count bubbles accompanied by music and a variety of colours.

HOW TO PLAY

- Choose whether you want to pop bubbles or balloons.
- Choose the colour for the Cosmoid you will use.
- Select the number of balls you will see on the screen.
- Choose whether you want to have sound on or off.
- Select 'Many colours' if you want the bubbles/balloons to be of different colours.

LESSON TIPS

- E. Start with 3 balls and progress by adding more items to pop.
- F. Ask the learner to count the balls as they pop them.
- G. Invite the learner to make silly popping noises when pressing the Cosmoid. This will add more fun and sensory feedback.
- H. Invite the learner to say the colours of the bubbles/balloons they're popping.
- I. If you want the whole class to work together, stream the iPad screen onto a bigger screen and take turns to pop the bubbles/balloons. Invite the rest of the class to count or make silly noises together.

Compete

Compete	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play, Whole Class
Skill Areas	Visuomotor control/ Communication/ Gross motor skills/ Visual perception & discrimination/ Collaboration/ Reaction time/ Spatial awareness
Curriculum Subjects	English/ Drama/ P.E.
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Compete is a fast and fun, competitive game where the purpose is to press as many Cosmoids of the respective colour as possible before the time runs out. Each time your team gets a point, it causes a change of the location of the correct Cosmoid for your opponent.

HOW TO PLAY

- Choose the number of players (2, 4 or 6).
- Select the number of Cosmoids to play and the colour for each team.
- Select music track and the duration of the game.
- Press play and see how can hit the highest number of Cosmoids before the time runs out!

LESSON TIPS

- A. This activity is perfect for playing in pairs. Use this opportunity to foster inclusive play, cooperation and communication.
- B. Experiment with the duration of the game. Start with 1 minute to make sure everyone understands the rules.
- C. Encourage children to explore their body movement by mimicking different animal moves to reach the Cosmoids e.g. walking like a crab, turtle, duck etc.
- D. Add your own music by pressing +Add new track from iTunes or Spotify Premium.

Collaboration

Collaboration	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play, Whole Class
Skill Areas	Visuomotor control/ Communication/ Gross motor skills/ Visual perception & discrimination/ Collaboration/ Reaction time/ Spatial awareness
Curriculum Subjects	English/ Drama/ P.E.
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Collaboration is a fast-paced and collaborative game where the purpose is to press two of the same colour Cosmoids to get a point. The team members have to work together to press the Cosmoids to receive the points.

HOW TO PLAY

- Select the number of Cosmoids to use and the colour for each team.
- Select music track and the duration of the game.
- Press play and see how can hit the highest number of Cosmoids before the time runs out!

LESSON TIPS

- E. This activity is perfect for playing in pairs. Use this opportunity to foster inclusive play, cooperation and communication.
- F. Experiment with the duration of the game. Start with 1 minute to make sure everyone understands the rules and progress towards longer games to work on increasing the attention span.
- G. Add your own music by pressing +Add new track from iTunes or Spotify Premium.

Team Alertness

Team Alertness	
Who's it For	PMLD, SLD, MLD, EYFS
Environment	Individual Play, Whole Class
Skill Areas	Visuomotor control/ Intentional communication/ Visual perception & discrimination/ Reaction time
Curriculum Subjects	English/ Drama/ P.E.
Assessment Levels	P-Scales: 1-8 ELGs: 01-03, 09, 13-17 SCERTS: Social Partner+ Sounds of Intent: 1-6

WHAT IS IT?

Team Alertness is a fun, group activity where the players need to press their Cosmoids on time to keep the music playing.

HOW TO PLAY

- Select the number of Cosmoids to use (3-6).
- Select music track and the type of the sequence (serial, where the players press the Cosmoids one by one in the same order, or random, where the players press the Cosmoids in a random order).
- Adjust the notification time for each player (2-14 seconds).

LESSON TIPS

- A. Add your own music by pressing +Add new track from iTunes or Spotify Premium.
- B. Change the type of the sequence to 'Random' to make the activity more challenging.
- C. Increase the 'Notification time' for the players who need more time to react and press their Cosmoid.