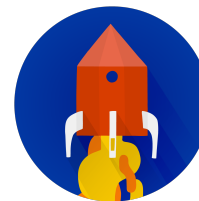


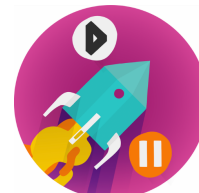
Exploration

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.



Toggle

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.



Fireworks

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



Improvisation

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 Premium/ iTunes.



My Orchestra

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



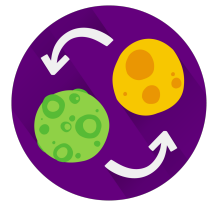
My Voice

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 a great activity for encouraging students to use their voices and imaginations!



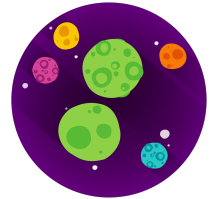
Turn Taking

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



Colour Matching

Colour Matching is a great activity for helping students 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 at the same time to make a match.



All the Same

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 cosmoids the same colour. Start on the Easy level and work your way up to the hard level.



All Different

All Different is a sequencing and problem-solving activity that you can play on your own or as a part of a team. Your task is to make sure no two buttons have the same colour! It may seem like an easy task with 2-3 devices but as you add more things get more complicated. You may also try to improve the time you finish each round, as there is a clock ticking that indicates how time it takes you to move on to the next one.



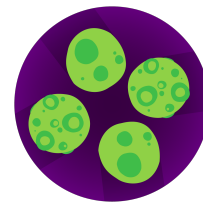
Copy Me

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 the more complex sequences?



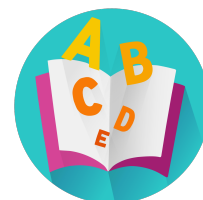
While it's lit

This game is similar to “Whack-a-Mole”. Great for working on your reaction speed, gross motor skills and attention. Press the green button before it turns red to get a point. If you play on the hard level, each wrong press reduces a point! Can you beat the high score?



Story Telling

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



Video Storytelling

Play back video stories by touching the Cosmo devices. Select one of our hand-picked stories, or add a video using the YouTube search button. and pick a time interval. Helps train students motor, turn-taking and attention skills. Best played in groups of two or more.



Exercise

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



Showdown

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 buttons to collect points.. See who can find the most of their colour before the time runs out!



Tap Dash

A video game to help train attention, motor skills and (if played with 2+ players) collaboration. Press the Cosmo button 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 high score of your level and be the best player!



Cosmonaut

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

