



Software Modules Catalogue

February 2016

- 1. Sensory exploration:** Touch any Cosmo unit to light it up in its vibrant colours and your favourite music plays back via your computer, tablet or speakers. Enhance the experience with the explorative option, where the force of the touch on the device modulates the texture of the sound. It gets mesmerising!
- 2. Cause and Effect:** You cannot go wrong with this simple musical interaction. Select your favourite nursery rhyme, or a classical tune. Touch any Cosmo unit to light it up and play the selected tune, one note at a time. Played solo or in groups, the interaction supports sensory exploration, the coupling of cause and effect and the sense of self accomplishment.
- 3. Musical Improvisation:** Unleash your musical creativity. Add your favourite backing track and simply touch Cosmo units. They are loaded with a note from a variety of instruments. The musical scale is automatically adjusted so it sounds great no matter how you play.
- 4. Colour Matching:** Learn to work in sync, collaborate and practice your colour vocabulary skills. Find the units that light up with the same colour and press them together with the teacher or other participants. If you do it correctly you get a musical reward. If not, don't worry, you can just play it again.
- 5. Memory training module:** Train your speed, attention, memory and visuomotor skills. Observe the light sequence on the Cosmo units, repeat it and get an exciting audiovisual reward. Start from the easy level (2 steps) and then move to more advanced levels. Can you remember faster and more complex sequences?
- 6. Musical Orchestration module:** Be the conductor! Use 3-6 Cosmo units and simply touch them to add drums, piano, trumpets etc. We dynamically add music samples to keep you exploring. Play solo or in groups and create your own musical orchestra. Collaborate, socialise and express.
- 7. Angel Dub.** Record your student's voice with the touch of a button. Touch Cosmo units and listen to the voice transform into amusing or intriguing sound effect. Hours, hours and hours of fun!
- 8. Jam session:** It combines the educational value of the Taking module and the fun of the Musical Improvisation. Each participant holds multiple Cosmo units that light up in turns. Press your Cosmo units only when they are lit up. Wait for your turn to improvise along a backing track

and participate in this group musical game.

9. **Turn Taking:** Play music in turns and train your waiting, turn taking, attention and collaboration skills. Best played in groups of two or more. Load a tune and give 1 or more units to all participants. Each unit has a part of the selected tune and lights up in turns, to show whose turn it is. Press it when it's your turn and be part of the music circle.
10. **Storytelling:** Listen to a story instead of playing music. Each unit now has a part of pre-selected story and lights up in turns, to show whose turn it is. Press it when it's your turn and let the story unfold. Train your logical, verbal, turn taking and attention skills. Best played in groups of two or more.
11. **Simon Game:** The original 80's game, on the sensory Cosmo buttons. Use well crafted defaults, or customise it with the student's favourite sounds and colours. You can always go crazy with dozens of animal sounds and sound effects.
12. **Logical reasoning module** Observe carefully, figure out the pattern and train your attention and logical reasoning skills. The computer screen shows a colour sequence. Cosmo units light up to repeat the sequence but parts of the pattern are missing. Can you figure out which ones? The game starts out easy but it can get very hard, always staying at student's comfort zone.
13. **Fitness Game:** Release playfulness and get them moving!
A multi-sensory and active way to train attention, orientation, speed, coordination of movement and teamwork. Place Cosmo units anywhere around the room. Students
- run to hit them in time, either solo or in groups. Assign colours, change the notes for each unit and add backing tracks! Who is faster? Who can collect the most points?.
14. **Tap to Match:** Get them energetic with this game that combines exercise, counting, colour matching and cooperation. Place Cosmo units on a table, or spread them around the room. Every time you touch a unit it changes colour. Purpose of the game is to get all units in the same colour. But be quick, or the units will change colour and undo the colour matching. With adjustable complexity and speed this game gets them thrilled.