



## FAQs

### **What is Osmo?**

Osmo makes hands-on learning games in which players use objects in the real world to interact with the digital world shown on their iPad. Children playing Osmo have so much fun they don't realise they are learning.

### **What does Osmo do?**

Osmo makes hands-on learning games in which players use objects in the real world to interact with the digital world shown on their iPad or Fire tablets.

### **How does Osmo work?**

Osmo games are designed to work with an iPad. A child moves at their own speed through multiple levels. Osmo games ship with the game essentials, along with storage. No WiFi is necessary for game play.

### **What makes Osmo toys good for children?**

Children learn best through play. Combining tangible pieces with an interactive game fires up a child's imagination, inspires dreams and builds confidence and real-life skills.

### **How do children play with Osmo?**

Osmo merges tactile exploration with innovative technology, actively engaging children in the learning process. Osmo is great for at home or classroom learning in pairs or on their own.

### **How does Osmo compare with other toys?**

Osmo products stand in a class of their own providing meaningful game play which inspires learning. Osmo fuses digital game play and physical interaction to create fun and nutritious play experiences designed for all children.

### **What's unique about Osmo?**

At Osmo, we believe in the decades of research that illustrate children learn best from hands-on education. Osmo's games are geared toward embodied learning, meaning our games teach abstract concepts by connecting them to objects and actions in the physical world. Osmo games promote embodied learning through physical-digital interactions.

Our in-house team of child development researchers work with our designers to make sure every Osmo game reflects the principles of embodied learning. In Coding Awbie, for instance, players learn how to write lines of code by connecting and arranging physical coding blocks. Players of Pizza Co. must make quick calculations with topping and money tiles to deliver yummy pies and correct change to waiting customers. And in Tangram, players think through spatial relations to build increasingly complex shapes from smaller ones.

### **What skills do Osmo games promote?**

At Osmo, we take pride in creating learning games that are at once delightful and designed to grow young minds. We offer games for a wide range of academic subjects, including:

- Coding (Coding Awbie, Coding Jam, Coding Duo)
- Math (Numbers, Pizza Co.)
- Drawing (Monster, Super Studio, Masterpiece)
- Spelling (Words)
- Fundamentals of Physics (Newton)
- Spatial relational skills (Tangram)
- World geography (Detective Agency)

In addition to teaching traditional subject matter, Osmo games foster social-emotional skills like problem-solving, creativity and perseverance. Every Osmo game requires the player to use reasoning to arrive at the correct answer, or even to chart a new path entirely.

In Monster, for example, players draw pictures with the Creative Board to shape the story that Mo the Monster is telling on their screen. When kids play Monster together, they learn how to communicate and collaborate in order to progress in the narrative. In this way, Monster is a useful tool for growing interpersonal skills in early childhood.

### **What ages is Osmo designed for?**

Most Osmo games are designed for ages 5–12. Monster and Super Studio are appropriate for ages 4+.

For younger children, we recommend the brand-new Osmo Little Genius Starter Kit, which includes four games designed specifically for kids ages 3–5. These games teach pre-reading, storytelling and fine motor skill development.