

Osmo FAQ

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.

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 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.

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.

*FAQ from Osmo's website