

Osmo Games to Play at the Patterson Library

1. Creative Set:



- **Masterpiece:** (Ages 6-12) Take a picture of anything and Masterpiece will transform it into simple outlines so you can draw it to perfection. Kids can combine their love of technology and drawing, while learning useful skills. When your drawing is done, you can share an awesome time-lapsed video of your work!
- **Newtown:** (Ages 6-12) Physics meets creative problem solving. Guide falling on-screen balls into targeted zones. 60 levels of fun. As you progress, Newton will challenge you with harder levels.
- **Monster:** (Ages 4-9) Bring your drawings to life with the creative board and dry-erase markers! With Osmo Monster, your drawings become part of magical animated activities.

2. Little Genius Kit: (Ages 3-5)



4 hands-on games for pre-reading, storytelling & fine motor-skill development

- **ABCs kit:** Build letters with squishy, colorful Sticks & Rings. Learn over 300 words through this playful adventure with Mo the Monster. Gain confidence in letter recognition, vocabulary, construction, and phonics.
- **Squiggle Magic:** Create anything you want using Sticks & Rings and then watch them come alive! Develop cognitive, creative, social and emotional skills with our game pieces designed for little hands. Foster creativity and pre-drawing skills, through this fun-filled exploration.
- **Costume Party:** Experiment with clothes and colors to make party outfits. Then watch characters react! Foster spatial reasoning, creativity and fine motor skills, plus have a blast dressing characters for a party. Discover age-appropriate expressions related to color and emotions.
- **Stories:** Mix and match costumes to find silly solutions to obstacles and navigate adventures. Benefit from hands-on play and gain confidence with encouraging guidance from Mo the Monster. Use creativity, critical thinking, and problem solving skills to find solutions and get instant feedback.

3. Hot Wheels Mindracers: (Ages 7+)

Launch real Hot Wheels cars at the starting line, send them speeding down the ramp- and ZOOM!- you're racing through amazing digital worlds. MindRacers comes with 6 Hot wheels cars that have their own unique personalities and super automotive powers.



4. **Tangram:** (Ages 6-12)

Arrange tangible puzzle pieces into matching on-screen shapes. Play with a friend or challenge yourself to more advanced levels as your handy-work lights up with each victory. Over 500 different puzzles of various shapes and forms.



5. **Words:** (Ages 6-12)

Over 150 puzzle images and endless new albums, or create your own game with your own pictures and words. Look at the on-screen clue to guess the secret word, and zoom letter tiles into the play space to spell your answer. Each letter you get right appears on screen, until eventually the entire word is revealed. Words is fast-paced, challenging, and F-U-N.



6. **Numbers:** (Ages 6-12) Kids arrange physical tiles, including dots and digits, to make numbers and complete levels. Real-time feedback lets kids learn through experimentation in a stress-free environment. With a counting, addition, concatenation and multiplication mode, there is a challenge for everybody.



7. **Pizza Co. :** (Ages 6-12) Run your own pizza shop! Quickly cook pizza & calculate change using toppings & money tiles. Train in addition, subtraction & nonverbal communication skills as Osmo Pizza Co. automatically adjusts to your child's ability.



8. **Coding Awbie:** (Ages 5-12) Coding Awbie teaches logic skills and problem solving, and it helps kids succeed in an increasingly digital world. You control Awbie, a playful character who loves delicious strawberries. With each coding command, you guide Awbie on a wondrous tree-shaking, strawberry-munching adventure!

