COSMO IN THE CLASSROOM

The COSMO app contains a variety of creative and practical activities, all of which have been designed to allow teachers, therapists, and parents to develop stimulating learning opportunities for learners with special educational needs and disabilities (SEN/D), as well as in Early Years settings (EYFS). All of the activities are designed to engage learners in specific curriculum-related subject areas, as well as developing social and communication skills, cognitive skills, creative skills, and motor skills. COSMO offers unique opportunities to identify, record and celebrate the small but important achievements made by learners with special educational needs.

FOCUSING ON SKILLS

If you are working from a skills-based curriculum, please see Table 1 for guidance on which COSMO activities focus on the specific skill areas you want to develop with your students.

Depending on the needs of your students, Table 1 will help you choose activities that focus on cognitive skills, social and communication skills, motor skills, or creative skills.

PROMOTING LEARNING IN CURRICULUM-RELATED AREAS

All COSMO activities are designed to be easily incorporated into the National Curriculum. Table 2 (see below) will help you choose activities which focus on the development of particular skills in curriculum subjects including Music, PSHCE, Physical Education, English, Maths, and Drama. COSMO activities have also been designed to be used in Music Therapy, Occupational Therapy, and Speech & Language Therapy Sessions.
SELECTING ACTIVITIES FOR YOUR STUDENTS

COSMO is a very versatile tool, and we think you’ll enjoy using it in a variety of ways and contexts. Nevertheless, we would like to offer you a wide variety of options to get you started and help you structure your lesson plans.

Table 2 offers guidance on which COSMO activities are most suitable for particular curriculum subject areas, the environments that each COSMO activity are most suited for (i.e. individual play, one to one, whole class), which activities are most suitable for your students’ needs and learning styles, and how to link each activity with existing SEN/D assessment frameworks. These include the National Curriculum’s P-Scales, Early Learning Goals, the SCERTS Model, and Sounds of Intent.

COSMO ACTIVITY DESCRIPTIONS

Pages 5-15 of this Teacher’s Guide has detailed information on each of the activities you will find in the Cosmo app. These 1-page descriptions give you information on what these activities entail, how to play them, and they also contain some lesson plan tips for teachers. They also include guidance on the types of learners each activity is aimed at, the specific skill areas that can be developed, the curriculum subjects that can be incorporated, as well as general assessment level guidance.

COSMO LESSON PLANS

We also provide COSMO lesson plans. Each of these lesson plans uses one of the COSMO activities to focus on specific P-Scale objectives from a variety of National Curriculum subject areas, as well as Early Learning Goals. These lesson plans provide step-by-step descriptions, specific learning outcomes, key vocabulary, resource lists, and EYFS-specific information.
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<td>Sequencing Problem Solving Reaction Speed</td>
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<td>Curriculum Subject/ Therapy Areas</td>
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</table>
| **Exploration**                  | Individual Play | P-Scales: 1-2  
ELGs: 01-04, 06-08, 16-17  
SCERTS: Social Partner  
SOI: Level 1-2 |
| **Improvisation**                | Individual Play | P-Scales: 1-8  
ELGs: 01-04, 06-08, 16-17  
SCERTS: Social Partner +  
SOI: Level 1-6 |
| **Orchestration**                | Individual Play | P-Scales: 1-8  
ELGs: 01-04, 06-08, 16-17  
SCERTS: Social Partner +  
SOI: Level 1-6 |
| **My Voice**                     | Individual Play | P-Scales: 1-8  
ELGs: 01-04, 06-08, 16-17  
SCERTS: Social Partner +  
SOI: Level 1-6 |
| **Story Telling**                | Individual Play | P-Scales: 1-8  
ELGs: 01-03, 09, 13-17  
SCERTS: Social Partner +  
SOI: Level 1-6 |
| **Memory**                       | Individual Play | P-Scales: 4-8  
ELGs: 06, 11-12  
SCERTS: Social Partner +  
SOI: Level 3-6 |
| **Turn taking**                  | Individual Play | P-Scales: 1-6  
ELGs: 01-02, 04, 06-08  
SCERTS: Social Partner +  
SOI: Level 3-6 |
| **Colour matching**              | Individual Play | P-Scales: 4-6  
ELGs: 02, 04, 06-08, 11-12  
SCERTS: Social Partner +  
SOI: Level 3-6 |
| **Exercise**                     | Individual Play | P-Scales: 4-6  
ELGs: 01-03, 04, 06-08  
SCERTS: Social Partner +  
SOI: Level 3-6 |
| **Flappy Cosmonaut**             | Individual Play | P-Scales: 4-6  
ELGs: 04, 06, 08  
SCERTS: Social Partner +  
SOI: Level 3-6 |
| **Showdown**                     | Whole Class    | P-Scales: 1-4  
ELGs: 01-03, 04, 06-08  
SCERTS: Social Partner +  
SOI: Level 1-6 |
| **Fireworks**                    | Individual Play | P-Scales: 3-8  
ELGs: 01-03, 04, 06, 08, 09, 11-12  
SCERTS: Social Partner |
| **All The Same**                 | Individual Play | P-Scales: 3-8  
ELGs: 01-03, 04, 06, 08, 09, 11-12  
SCERTS: Social Partner |
EXPLORATION

Who’s it For: PMLD, SLD, EYFS

Environment:
- Individual Play
- Whole Class (taking turns)

Skill Areas:
- Cause and effect
- Turn taking
- Expressing preferences
- Gross and Visuo-motor control
- Spatial awareness
- Musical self-expression

Curriculum Subjects: Music

Assessment Levels:
- P-Scales: 1-3
- ELGs: 01-04, 06-08, 16-17
- SCERTS: Social Partner
- Sounds of Intent: 1-6

WHAT IS IT?
Exploration is a ‘Cause & Effect’ activity that uses one cosmoid. When a student touches the cosmoid that is lit up, the song that has been selected will play until they stop touching the cosmoid. If you enable the effects you can change the texture of the sound by pressing harder.

HOW TO PLAY
- Select a student profile from the list.
- You can choose the colour of the cosmoid.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Enhance the experience by enabling the effects.
- Press PLAY and start exploring.
- One switch will automatically light up when you enter the game.

LESSON TIPS
A. Use Exploration for Intensive Interaction and Attention Autism sessions with your students.
B. Introduce visual symbols or hand signals so you can encourage students to start and stop playing when instructed.
C. During Circle Time, encourage students to choose a song, take a turn, and then pass the cosmoid onto the student next to them.
WHAT IS IT?
Improvisation lets students get creative and play music on the cosmoids. Each cosmoid represents a different note and students can play along to their favourite songs by simply pressing the cosmoids. Students can also choose between xylophone, guitar, and pan pipe sounds.

HOW TO PLAY
• Choose the number of switches you want to use from 1 to 6
• Select a student profile from the list
• Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK
• Choose a musical instrument from the options
• Press PLAY and start improvising

LESSON TIPS
A. Encourage students to take turns performing for the rest of the class, promoting active listening and good waiting skills from the rest of the group.
B. Teach students the concept of high and low pitch by ordering the cosmoids from low to high and getting them to do the same.
C. Try a call and response activity by playing a short pattern on the cosmoids and encouraging students to copy you.
WHAT IS IT?
Orchestration lets your students become conductors. Students can build their own songs by adding drums, guitars, pianos, and many other instruments. Students can play solo or as part of a group.

HOW TO PLAY
• Choose the number of switches you want to use from 2 to 6.
• Select a student profile from the list
• Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK
• Press PLAY and start conducting

LESSON TIPS
A. Encourage students to take turns performing for the rest of the class, promoting active listening and good waiting skills from the rest of the group.
B. Give a cosmoid to each student and conduct them to start and stop using appropriate signals.
C. Develop this activity by getting the students to take turns conducting the rest of the class using appropriate signals.
WHAT IS IT?
My Voice lets your students record their own voices, or any sound they like, with the touch of a button. They can then transform the sounds they have recorded by touching the cosmoids. It’s a great activity for encouraging students to use their voices and imaginations!

HOW TO PLAY
• Choose the number of units you want to use from 2 to 6
• Select a student profile from the list
• Press PLAY to start the activity
• Press RECORD to record sounds using the iPad’s built-in microphone. It will start recording when you make a sound and will record for 3 seconds
• Press any of the units and listen to your recording, transforming it by pressing different units

LESSON TIPS
A. If you’re working with non-verbal students, get them to record sounds that don’t require them to use their voices, and then encourage them to experiment on the cosmoids.
B. Get students to take turns recording themselves saying their names. Then they can experiment on the cosmoids.
C. Encourage students to copy sounds you make and record them.

MY VOICE

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<td></td>
<td>Sounds of Intent: 1-6</td>
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</table>
WHAT IS IT?

Storytelling lets students perform sensory stories by touching the cosmoids. Each cosmoid triggers part of a pre-selected sensory story and only lights up when it’s your turn to add to the story. Press it when it’s your turn and let the story unfold. It’s a great activity for non-verbal students and for sensory learners.

HOW TO PLAY

• Choose the number of units you want to use from 1 to 6
• Choose a story from the list, have a look at the accompanying lesson plan, then get your PDF storybook and objects of reference ready
• Press PLAY and start your sensory story

LESSON TIPS

A. The lesson plans we provide give you suggestions on how to add sensory objects of reference to your sensory story.
B. If you’re working with non-verbal students, you can upload your own sounds/narration and your students can perform plays and stories by triggering their parts with the cosmoids.

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</table>
WHAT IS IT?

Memory lets students develop their problem solving and sequencing skills. Watch the light sequence on the cosmoids, and if you can repeat it correctly you get an exciting audio-visual reward. Start on the easy level and see how many sequences you can get right.

HOW TO PLAY

• Choose the number of switches you want to use from 1 to 6.
• Select a student profile from the list.
• Select a difficulty level.
• Press PLAY and start memorising.

LESSON TIPS

A. Memory is a great activity for students who are learning about sequencing, colours, and counting.
B. Try creating a scoreboard to see who can remember the longest sequences.
C. Assign colours to each student so they have to remember where their colour appears in the sequence.
WHAT IS IT?
Turn-Taking lets students 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.

HOW TO PLAY
• Choose the number of switches you want to use, from 1 to 6.
• Select a student profile from the list
• Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK
• Select the length of time that each turn will last
• Press PLAY and start turn taking

LESSON TIPS
A. Load a popular song and get students to press their cosmoid when it lights up. Explore what happens when they hold it down for longer.
B. Introduce conducting by instructing students to hold down their cosmoids for different lengths of timing, using appropriate signals.
C. Spread the cosmoids around a space and see how quickly students can press all the ones that light up.
WHAT IS IT?

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 together. Players get an audio-visual reward when they match the colours correctly.

HOW TO PLAY

• Choose the number of switches you want to use, from 2 to 6.
• Select a student profile from the list.
• Select a difficulty level.
• Press PLAY and start colour matching.

LESSON TIPS

A. Colour Matching can be played solo, in pairs, or in a group.
B. Try sticking the cosmoids to a wall and using large sponge balls to hit them.
C. It’s a great activity for teaching your students about colours, and also about the concepts of same and different.
**WHAT IS IT?**

Exercise is a fun, multi-sensory activity designed to get your students moving. It’s designed to help develop coordination of movement, teamwork, orientation and attention. Place the cosmoids around a space and start the game.

**HOW TO PLAY**

- Choose the number of switches you want to use, from 2 to 6.
- Select a student profile from the list.
- Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK.
- Press PLAY and start exercising.

**LESSON TIPS**

A. This can be played by one student with all the cosmoids on a desk to help them develop their range of movement, or it can be played in a large P.E. hall with a whole class of students.

B. Try assigning a colour to each student so they have to wait until their colour appears before they can press it.

C. See who can press the most cosmoids in the allotted time and make a scoreboard to see if students are getting faster over time.

D. Try using large sponge balls to hit the cosmoids.

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**EXERCISE**

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<tr>
<td></td>
<td>SCERTS: Social Partner+</td>
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</table>
WHAT IS IT?

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

HOW TO PLAY

• This game uses one switch
• Select a student profile from the list
• Select a difficulty level
• Press PLAY and start flying

LESSON TIPS

A. Students can play this activity by either pressing down on the cosmoid to make the cosmonaut fly, or by picking it up and squeezing it to make him fly higher.
B. There are 3 difficulty levels to choose from so it’s a great activity to track progression with.
WHAT IS IT?

Showdown is a fast-paced competitive activity that can be played by 2-6 players. One team has to find the green buttons and the other team has to find the orange buttons. See who can find the most of their colour before the time runs out.

HOW TO PLAY

• Choose the duration of the game.
• Choose a music track from the list or add your favourite song from iTunes by pressing +ADD NEW TRACK
• Designate a green player/team and an orange player/team.
• Press PLAY and start the showdown

LESSON TIPS

A. Get students to play in pairs with the cosmoids spread out on a desk.
B. Try spreading the cosmoids around the space you are using to encourage more scanning and movement.
C. Split your class in to a green team and an orange team and encourage them to work together to find their coloured cosmoids.
WHAT IS IT?

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.

HOW TO PLAY

• Select a student profile from the list.
• Choose the colour of the cosmoid.
• Press PLAY and start setting off fireworks!
• Every time a student presses the lit cosmoid they will see and hear a variety of exciting fireworks.

LESSON TIPS

A. Incorporate this activity into Intensive Interaction and Attention Autism sessions with your students.
B. Introduce visual symbols or hand signals so you can encourage students to start and stop pressing when instructed.
C. During Circle Time, encourage students to take a turn and then pass the cosmoid onto the student next to them.

**FIREWORKS**

| Who’s it For | PMLD, EYFS |
| Environment | Individual Play / Whole Class (taking turns) |
| Skill Areas | Cause and effect / Intentional communication / Gross and Visuo-motor control / Spatial awareness / Speed of response |
| Curriculum Subjects | P.E. / PSHCE |
| Assessment Levels | P-Scales: 1 - 4 | ELGs: 04, 06 | SCERTS: Social Partner |
WHAT IS IT?

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.

HOW TO PLAY

• Select a player profile from the list (if playing solo).
• Choose the number of cosmoids you want to use from 2-6.
• Select a difficulty level.
• Hand a cosmoid to each player.
• Press PLAY and make the cosmoids all the same colour!

LESSON TIPS

A. All The Same is a great activity for students who are learning about sequencing, colours, and counting.
B. Try creating a scoreboard to see who can complete the activity the quickest.
WHAT IS IT?

Play back video stories by touching the Cosmo devices. Select one of our hand-picked stories, or choose a video from YouTube integration and pick a time interval. Give one or two devices to each of your students. Each device triggers the next part of the video and only lights up when it’s your turn to add to the story. Helps train students motor, turn-taking and attention skills. Best played in groups of two or more.

HOW TO PLAY

• Select a player profile from the list.
• Choose one of our preselected stories, or use the search bar to use a story from youtube
• If you selected your own video, you can now select the time interval for pausing the story (10, 20, 30, or 45 seconds)
• Select the number of cosmoids you want to use from 2-6.
• Hand a cosmoid to each player.
• Press PLAY and make the cosmoids all the same colour!

LESSON TIPS

A. Connect your iPad to a big screen/projector so that all your students can watch the story
B. Increase engagement but using the search bar to select stories, animations, or music clips that your students are familiar with from YouTube.

C. Use the youtube search bar to introduce new content, related to the class’s curriculum.

D. Adjust the pause interval to help train waiting skills