

Osmo Gaming System



Photo courtesy of Osmo

Osmo Gaming System expands game play beyond the screen by bridging the real world and digital world.

Osmo Gaming System includes **Masterpiece** and **Newton**. The Osmo base is required for: **Tangram, Numbers, Coding, Words, and the Creative Set.**



Masterpiece: With the use of Osmo, Masterpiece turns the iPad into a drawing tool. Children can take a picture of anything with the app. Masterpiece will turn it into an outline. Children can use this outline and the reflector for proportions and a guide. They are able to draw using paper, pencils, marker, etc. The digital copy can be sent to family and friends.



Newton: Children are able to draw or use real-life objects to prevent falling balls from reaching the bottom of the iPad screen. Place objects in front of the iPad. Osmo's reflector will transfer objects to the screen.

What's Included

- Reflector
- Base
- Instructions
- Masterpiece and Newton Games

Resources Required

- Compatible iPad:
 - iPad 2,3,4
 - iPad Mini/Mini Retina
 - iPad Air
 - iPad Pro 9.7 in
- WiFi 

Support- FAQ

<https://www.playosmo.com/en/faq/>

Lesson Plans /Curriculum

<https://www.playosmo.com/en/schools/>

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Photo courtesy of Osmo

Scan this QR code to learn more Osmo Gaming System and compatible apps.



Developmental Considerations

- Ages 4+
- Skills Required:
 - Digital Literacy
 - Symbolic Representaton
 - Dual Representation

Objectives of Activity:

- Creative Thinking
- Problem Solving
- Fine Motor
- Social Interaction
- Cause & Effect