



Activity Kit

Osmo Tangrams & Words Kit

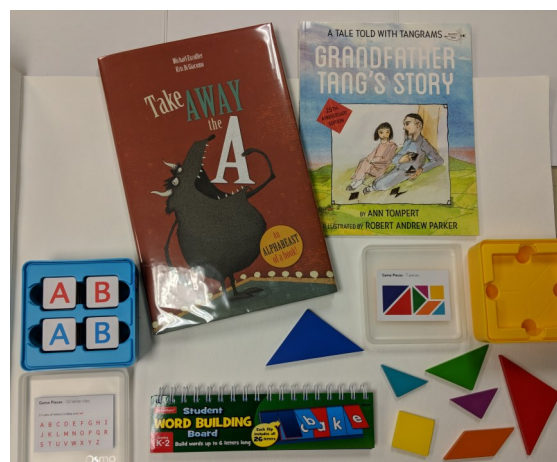
Materials

- 52 Osmo Words tiles in plastic storage box (26 blue letter tiles, and 26 red letter tiles)
- 7 Osmo Tangram tiles in plastic storage box (7 brightly colored wooden tangram pieces)
- 1 Lakeshore Student Word Building Board
- 1 Osmo iPad Base with red reflector in cloth pouch
- 1 Osmo iPhone Base with red reflector in cloth pouch

Binder

Books

- *Grandfather Tang's Story* by Ann Tompert
- *Take Away the A* by Michaël Escoffier



*** iPad or iPhone and free app downloads are not included in this kit, but are required for play.**
(Compatible devices are listed on page 3.)

Recommended for grades K and up



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Appropriate accommodations for individuals with disabilities will be provided upon request. Please discuss any special needs with the librarian at least 5 business days prior to program. Telephone service for the hearing impaired is available at TTY 410-838-3371. This document is available in alternative format upon request.



What to know about this kit . . .

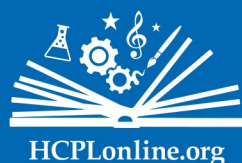
The puzzle game Tangram has been around for almost a thousand years. It consists of seven flat shapes, called *tans*, which are put together to form shapes. The objective of the puzzle is to form a specific shape (given only an outline or silhouette) using all seven pieces, which may not overlap. Tangram is not only fun, but it's good for the brain too. Playing Tangram is a great way to exercise spatial and visual problem-solving skills.

Osmo reinvents this classic by including using a fully interactive video experience, with visual and audio feedback, multiple levels of difficulty, achievements and more. Kids arrange tangible puzzle pieces into matching on-screen shapes. The game features over 500 different puzzles of different shapes and forms—animals, numbers, humans and more.

The book *Grandfather Tang's Story*, by Ann Tompert, is a story told through tangrams about the Fox Fairies from Chinese Folklore.

Osmo Words provides on-screen clues to mystery words. Students use letter tiles to spell their answers. While playing this game, kids develop the foundational skills surrounding letter recognition and decoding. As they gain proficiency and confidence, players are required to spell progressively challenging words. The game also builds vocabulary by connecting images to words, and supports the creation of customizable albums of words and images.

The book *Take Away the A*, by Michaël Escoffier, begins with a simple idea—take away a single letter from a word, and the word transforms into an entirely different word. Playing with letters and words boosts the skills necessary for reading, including letter recognition, letter sounds, and word formation. The *Lakeshore Student Word Building Board* further assists the development of letter-sound correspondence, vowel sounds, decoding, and spelling.



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