

Encouraging inclusive play among children of varying abilities nurtures empathy, challenges stereotypes, and cultivates essential social-emotional skills. This approach champions equality, enhances learning, and fosters a culture of respect, ensuring equal opportunities for all in their development.

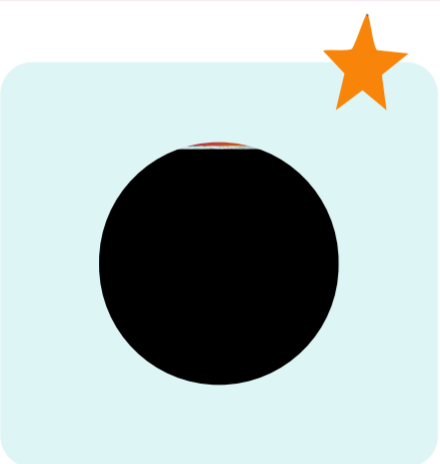
Cosmo's interactive games and activities present opportunities to integrate quick and straightforward activities into your classroom to foster inclusivity.



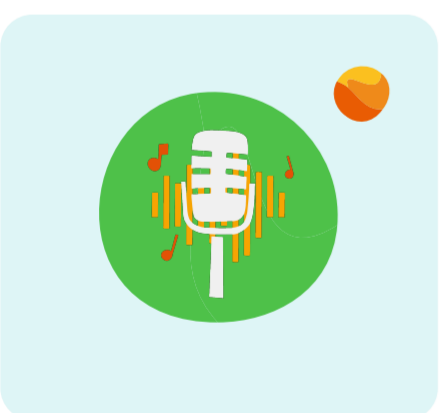
Facilitate mixed-ability play by hosting flexible activities that can be adapted to your students' individual needs. Adjust settings such as game duration, difficulty levels and the responsiveness of your Cosmoids.



Host accessible sports activities featuring *Exercise*, *Showdown*, *Compete** and other sports games. Strategically position some Cosmoids on the desk to allow students with limited ability to access them, while placing others on the floor/wall to add an extra challenge for more capable students



Differentiate your tasks to offer meaningful learning opportunities for students with varying abilities. For instance, play *Team Sprint** to encourage students confident in numbers to call them out to peers who prefer physical exercise and want to run to press the Cosmoids.



Promote alternative communication methods to actively involve students with communication difficulties in learning. Use *Sampler** to pre-record quiz answers, allowing students to press the Cosmoids for playback. You can also use *Sampler* to host an icebreaker activity where students can record their names, nicknames or hobbies to share with peers.



Leverage Cosmoids as accessibility switches to enhance accessibility for students with limited mobility. Use *Cosmo Switch* to play online games, navigate the Internet, media players, or AAC apps. Explore the *CosmoTube** activity, which enables students to create accessible customised video playlists.



Encourage diversity by incorporating storytelling about diversity and inclusion through Video Storytelling. Use *Improvisation* to play music from various cultures and invite students to share their favourite songs using *Toggle* and *Exploration*.