7 Things about Osmo

1 - What is it?

The Osmo is an award winning game system for the iPad. Using a mirror on the iPad's front facing camera, the apps can see what is in front of the iPad. For each game, there are objects that interact with the iPad; whether it be with tiles to spell words, or do simple math equations. By drawing images on a whiteboard, the Osmo can bring the individual's drawings into the game. There are also special coding pieces to teach children basic coding sequences, to get them familiarized with STEM Projects.

2 - How does it work?

Using a mirror on the front facing camera, it looks at pieces in front of the iPad. Depending on the app, the game will look for certain tiles or drawings. Using the camera, it can identify the different objects in front and brings them onto the iPad for the game to use.

3 - Who's doing it?

Elementary schools are using the Osmo to teach projects revolving around coding, simple math, spelling and drawing. It can also be a great home activity for younger children to use as a fun educational tool.

4 - Why is it significant?

It can be an amazing addition into curriculum that will help teach children with fun, educational experiences. Since there are many enjoyable games, kids will want to play the variety and they will be reinforcing their learning skills at the same time, inside and outside the classroom environment.

5 - What are the downsides?

The Osmo can start to become expensive with all the add-ons for the different games, and can become a distraction for students if they don't use it in a responsible manner.

6 - Where is it going?

This product will be in the classrooms and also in homes for younger kids. The Osmo is focusing on expanding its reach into the home, and seeing how education and fun can be utilized to further the concepts and skills that children use.

7 - What are the implications for higher education?

In higher education, teachers can help utilize the Osmo's full potential by sharing it with their students, and showing them how it can be incorporated into a

standard classroom setting. It can be used in a higher education setting by showing future teachers the different concepts and projects that can be used for educational tools for the students.