

Instructions for Parent-child Activities

During this game, parents need to guide and encourage their child to get a sense of the percussion instruments and try to gradually remember rhythm combination using these four instruments. Thereby enhancing their child's sense of rhythm.

1 Timely encouragement and recognition of the child's good performance or progress is highly recommended.

2 Encourage your child to understand the concepts of rhythm of using percussion instruments and remembering where the entry point is for each change. The rhythm-type changes usually relate to the progress of the melody. The player must listen to his or her own playing whilst simultaneously listening to the background music.

3 Guide the child. After the game, try to let your child simulate different rhythm combinations he or she just played.

Tips

Percussion instruments can not only train the sense of rhythm and a child's self-control ability, but also train the child to get "distracted" properly. During a performance, it is always preferred that the child pays attention to the changes in melodies and match the rhythm and melodies accordingly.

Tangible Brain Games for Kids Fun Activities for the Entire Family

★ Yes or No ★



Cognitive
Flexibility



Inhibitory
Control

Game Description

"Yes or No" is a multiplayer encyclopedic quiz designed for children to better develop their understanding of the world.

Children are inherently curious about the world. "What is it?", "Why is that?", "Is this true?" are just some of children's favorite questions. The answers to these will allow them to develop their understanding of the world and how it works.

"Yes or No" is a question-and-answer encyclopedic quiz game. A broad range of topics such as geography, space, mathematics, animals, human body, botany, sciences, and arts are all covered in the game. The difficulty level of the questions can be configured to be age-specific with the hardest levels even being challenging for adults.

Playing "Yes or No" is not just enjoyable; it will also broaden you and your child's knowledge of all things that make up the world. It's a fun way to become a walking encyclopedia!

This game is simple and easy to learn how to play. One just has to listen carefully to the question being asked by Beyond Tablet, and respond as fast as possible by pressing on the "Yes" or "No" button icons on your side of the game map.



Inhibitory Control

A crucial part of inhibitory control is the ability to eliminate any outside interference of irrelevant information, and be able to focus one's attention on the objects and information related to the current cognitive activity. "Yes or No" requires one to carefully listen to the question, think of the possible answer and at the same time eliminate the influence of other players, and finally react as quickly as possible. This exercise strongly reinforces one's self-control.

Accessory: One game map

Ages 4+

1-4 Players

How to Play

1. Start a game

Place the game map on the beyond tablet. When you hear the intro music and voice commands, you can start playing.



2. Select a game mode

The game is divided into "question-and-answer" mode and "competition" mode. Choosing a different game mode will lead to a different gaming experience.

Potential Educational Benefits



Cognitive Flexibility

Learning is an ongoing process that continues even in adulthood. Only with a solid foundation of knowledge can a person proceed to solve various cognitive problems. "Yes or No" covers eight different topics whose content ranges from simple to complex. To succeed, players must rapidly and correctly answer the random questions given to them. The large variety of categories and questions will require players to use flexible thinking.



Competition mode



Question-and-Answer mode

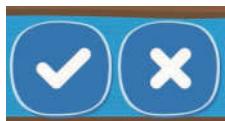
3. Start the wheel and choose a question category

Following Beyond Tablet's audio instructions, press the Start button to turn the wheel. A random question will then be given to the player(s). Click once more to have the wheel rotate again and hear another question. During a round, a player only has three chances to turn the wheel.



4. Answer a question

After a question has been given by Beyond Tablet, a player simply answers a question by pressing on either the "Yes" or "No" buttons (these will be lit up when an answer is required).



5. Score Bar

If a player answers correctly, they will gain an additional star in their score bar (a new star will light up).



Special tips:

If the "Competition" mode has been selected, the winner of the first round will then compete with the rest of the players (that winner's ID icon will also light up).



If the player wins once more against all other players, his or her 'special ability' card will be activated, and the player can choose to use the card anytime during game play to improve his or her chance of success.



Button Description

Function Buttons

Start Wheel Button

Press the Start button to turn the wheel. Once the wheel has turned, a player can choose one of the randomly selected questions or press once more to have the wheel turn again. A player only has three wheel turn attempts per round.



Start/Pause Button

Press on the Start/Pause button located in the middle of the game map to pause the game and press once more to resume game play.



Exit Button

Press on the Exit button located in the middle of the game map to exit the game. The player(s) will need to re-select a game mode to start a new round of questions.



Help Button

Press the Help button located in the middle of the game map to hear the game instructions.



Game Props Buttons

Trump Card: only you can answer the question

Ghost Card: skip this question

Angel Card: display the correct answer



Trump Card



Ghost Card



Angel Card

Game Buttons

Game Mode Buttons



Competition mode



Question-and-Answer mode

Game Answering Buttons



Yes



No

To parents

The happy growth of their child is the most desirable wish for all parents. A parent-child game lets children feel both love and warmth as well as allows them to experience happiness and achievement. It is also an effective way of helping the children build a sense of security and develop self-confidence. What sort of parent-child game should one play with their children and how exactly should it be played with them are often frustrating questions for parents. By choosing the right game for the entire family to play together, and with the help of effective and scientific guidance, a child's abilities in various areas can be more effectively developed, which makes parent-child interactions even more valuable.

Key points

1. Parents are both companions and observers. They should not look to actively aid their child.

Parents participate in the game both as a companion and an observer, and thus it is important that, during the game, parents do not give too many tips to their child. The main point of the game is to let the child think and reason by themselves in order to gain knowledge and experience success. Parents may give tips during this process, such as: "listen to the question carefully", "do not be in a hurry to answer", etc. Most importantly, be careful not to show dissatisfaction if the child chooses the wrong answer.

2. Parents need to use the correct way to guide and

comment on the child's game play.

Parents ought to closely observe how their child answer the questions at hand. They should also discuss questions to which their child gave wrong answers or didn't fully understand. For example, the question "are polar bears and penguins both living in the Arctic?" can lead a parent to further discuss with their child about that specific topic and expand their child's understanding of the subject in addition to the information that the quiz may provide.

After the game, parents may choose to comment on their child's performance by praising them and helping them reinforce the knowledge they gained during the game. For example: "you answered correctly 3 in a row, is it because you listened to questions carefully?"; "If you weren't in such a hurry, would it be easier to answer correctly after listening the whole question?"; "Questions about space/cosmos are interesting, let's learn more about this and try to answer additional questions". Communication will enrich a child's gameplay experience, improve parent-child relationships and strengthen their bond, as well as allow the child to feel a sense of belonging, autonomy and competence.

3. During game play, parents should help their child build rule awareness.

During game play, parents help their child better understand the game rules. By following the rules, parents make the child understand that respecting rules and discipline are prerequisites for success. This is a good exercise to improve inhibitory control, gain the ability to make sense and adhere to rules.

4. Parents should correctly guide the child to understand and face success and failure.

"Yes or No" is a competitive multiplayer game. During game play, parents should observe their child closely and adjust the game difficulty accordingly. It is recommended to select a category which the child is familiar with and interested in. It will help the child experience success, obtain a sense of accomplishment and establish a positive self-image, while also understanding that failure is normal, find his or her own shortcomings. Learning to accept and confront failure is the true foundation of success.



Plants
How would a sunflower spend its night?



Geography
Is the sea level flat?



Life
Is a kilo of iron and a kilo of cotton of the same weight?



Space
Is the Earth a perfect sphere?

Before the game

Parents should in advance inquire or already know what their child is interested in lately. They should select the category based on their child's preference.

During the game

- 1) Respect the child' s opinions and choose their favorite game mode;
- 2) Pay attention to the answers given by the child, record questions the child answered incorrectly to discuss together after the game;
- 3) Give child guidance whenever they do not follow game rules.

After the game

- 1) Praise the child' s good performance, being as specific as possible; it will enhance the game experience for them;
- 2) Discuss the wrong answers with the child to enrich the child' s knowledge.

Instructions for Parent-child Activities

This is a case study of a typical game which parents can refer to and learn from the instructional languages and procedures used. Solving questions, knowing how to play together and how to teach your child will make for the best of family times!

Understand the purpose of the game

Expand the child's knowledge and inspire child's curiosity and desire to explore.

Typical Scenario

- Child: Why can' t I win? And why do you always win?
 Parent: Listen to the question carefully, don' t hurry. Let' s try again one more time.
 Child: It' s too hard, I don' t want to play.
 Parent: Well, you seem to like geography very much lately. Let' s try geography questions.
 Child: Why is the earth a sphere?
 Parent: Let' s look up on the internet, see whether the earth is a sphere or not.

★ Happy Tunes



Working
Memory



Musical
Intelligence



Inhibitory
Control

Game Description

“Happy Tunes” is a music game that enhances a player's working memory by identifying and remembering an ever longer sequence of music pitches.

Music is a form of audio art created by combinations of pitch and rhythm. The capacity to differentiate musical pitches as well as remembering pitch changes builds the foundation of musical ability. Playing a specialized musical game can be a good way to exercise and improve one's musical ability.

“Happy Tunes” is a game that helps train one's ability to listen and remember music elements. Challenges are presented using 4 randomly flashing LED lights that represent the placement of four distinct music pitches. A player must differentiate a sequence of four distinct pitches and their corresponding location (indicated by the flashing LED lights) and thereafter repeat the same sequence by pressing on corresponding locations. As the game progresses, the number of pitches within the sequence increases, making the game increasingly challenging.

“Happy Tunes” can be much more than a warming up exercise before learning a musical instrument. It can also be a fun and captivating game for the whole family to play together.

Potential Educational Benefits



Working
Memory

Each new sequence has an additional number of pitches for a player to replicate. This cognitive exercise will help a player train and improve his or her working memory.



Musical Intelligence

The game can develop a player's ability to identify pitches, thus enhancing his or her musical perception.



Inhibitory Control

During game play, a player must listen carefully to and remember the sequences being presented, and repeat these same sequences; any distractions could result in failure so focus and self-control are continuously being trained.

Accessory: One game map

Ages 4+

1-4 Players

2. Choose a gaming area

There are four gaming areas colored red, yellow, blue and green respectively. Up to four players can play the game at the same time. One can activate a gaming area by choosing his or her favorite color after hearing the intro music and instructions and pressing on any of the four circles within the gaming area.



3. Choose the game mode

Press one of the numbered buttons in the center of the game map after hearing the intro music and instructions to select a level. Then click on "Start".



4. Play!

It's easy to play. Listen carefully to the sequence of pitches, remember their location and repeat it! Put your ears, brain and hands to the test!

A sequence of LED Lights will flash and corresponding pitches will be played to the player(s). Pay attention to and remember the sequence and repeat it by pressing on the corresponding four circles on the game map.



How to Play

It's easy to play. Listen carefully to the sequence of pitches, remember their location and repeat it! Put your ears, brain and hands to the test!

1. Start a game

Place the game map on Beyond Tablet. The game can be played after you hear the intro music and instructions.



Button Description

Function Buttons

You can choose six modes from function buttons.

Start/Pause Button

Press once to pause. Click once more to continue.



Help Button

To hear the game instructions.



Game Mode Buttons

1 Single-pitch sequenced mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of only one pitch and one extra pitch is added to the same sequence for every new level thereafter.

2 Single-pitch random sequence mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of only one pitch and one extra pitch is added to a completely new sequence for every new level thereafter.

3 Double-pitch sequenced mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of two pitches and two extra pitches are added to the same sequence for every new level thereafter.

4 Double-pitch random sequence mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of two pitches and two extra pitches are added to a completely new sequence for every new level thereafter.

5 Single & Double Pitch Combination Sequence mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of only one pitch and one or two extra pitches could be added to the same sequence for every new level thereafter.

6 Single & Double Pitch Combination Random Sequence mode

A sequence of LED lights will flash randomly within the four gaming areas accompanied by the corresponding pitch sounds. The first sequence consists of only one pitch and one or two extra pitches could be added to the same sequence for every new level thereafter.

To parents

Today, many parents attach great importance to their kids' musical education. Musical education can influence children's physical and mental development, unravel their potential and even shape their personalities. It can also develop a child's imagination and creative ability. Music is a form of art that allows children to grasp information through hearing and experience emotions deep into their hearts. Music is also structural, flowing and developing, and it can stimulate the memory of hearing, thereby improving and developing one's memories.

Listening to music and learning an instrument are not the only ways of improving one's musical ability. Some games can gradually improve children's musical intelligence.

These are all basic musical elements. Identifying, remembering and singing them correctly are capabilities that must be trained through music learning.



2. Single-pitch and Double-pitch Modes.

In single-pitch mode, every pitch comes out alone in a sequence, which makes up "melodic intervals". It's like a melody of a song, going up and down. In this mode, the key point is to develop children's hearing of a melody and his or her memory.

In double-pitch mode, every two pitches come out at the same time and form a "harmonic intervals". Many "harmonic intervals" make up harmony connections. In this mode, the key point is to develop children's stereo sense of hearing and the memory of musical structure.

Key points

1. "Happy Tunes" includes different pitch intervals.

In the game, the four different colored locations represent different pitches, namely C, E, G, A (DO, MI, SOL, LA).

A pitch interval is formed when two pitches make sounds in order or at the same time.

Four pitches can form six different pitch intervals.

C-E (Major Third) E-G (Minor Third)

C-G (Perfect Fifth) C-A (Major Sixth)

G-A (Major Second) E-A (Perfect Fourth)

Instructions for Parent-child Activities

During the game, parents need to guide their child and encourage them to finish the musical training in an orderly way.

1

Encourage and praise your child when they are making progress.

2

Guide the child. Aided by the lights, stimulate their proactive hearing sense.
1) The pitch in every circle is fixed. Parents can try to remember every pitch together with their child;
2) After the sequence, parents can ask their child to hum the pitches they just heard. If some child's use the LED lights to locating the pitches, encourage them to hum the melody first before responding.

3

Parents can play together and compete with their child.

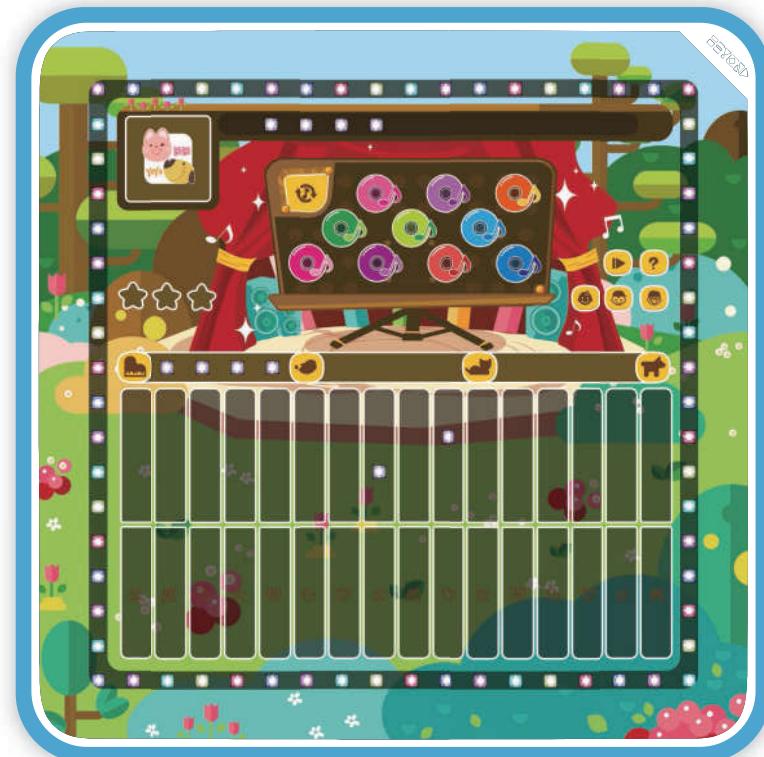
Tips

Hearing is a sense that gets over-used easily. It is suggested that a game should be no more than 20 minutes at a time. Take a break every 20 minutes.

Because of a child' s ability to concentrate throughout the day, game scores can differ significantly within a single day. Parents shouldn't set score requirements on the numbers or levels of the game. Music training should be free from pressure.

Tangible Brain Games for Kids Fun Activities for the Entire Family

Play Do Re Mi



Musical
Intelligence



Inhibitory
Control

Game Description

Play Do Re Mi provides a simple and easy way to play a music piece without the prior need to have any musical instrument playing skills.

Music can help children relax both physically and mentally, help them deal with negative emotions, and arouse inner positive emotions. Music can create an atmosphere full of joy, which is a great way to stimulate a positive development in children.

"Play Do Re Mi" is a game where the next key to be played in a melody is indicated by the key being lighted. Using a series of children's songs that they like and are familiar with, the game makes playing music an effortless and enjoyable auditory and mental activity. It is a great way to introduce children to the joy of playing a musical instrument from an early age.

With "Play Do Re Mi", the typical tedious exercises of musical training become a relaxing activity joined by the whole family.

Accessory: One game map
Ages 3+
1 Players

How to Play

"Play Do Re Mi" is so easy that all you need is to start pressing the correct instruments on the game map. Very soon, beautiful melodies will start playing!

1. Start a game

Place the game map on top of Beyond Tablet. After you hear the intro music and instructions, you can start playing.



2. Select a song

There are ten round "Music CDs" icons printed on the game map. The player can click on any of these icons in order to select a song.



Potential Educational Benefits



Musical Intelligence

Dozens of music pieces designed to provide three difficulty levels will help children improve their understanding of musical concepts such as pitches, rhythm, chords and melodies.



Inhibitory Control

To play this game well, a child needs to focus for an extended period of time and resist distractions. The game also provides rewards for progress along the difficulty levels that requires higher level of mental concentration and dexterity.

3. Choose difficulty levels

Each song can be played at three different difficulty levels. After the player has practiced on the easy level, they can try a higher difficulty.



Easy



Intermediary



Difficult

4. Press on the start icon to start playing.

After the player press on the start icon, the melody will begin. , The game will instruct which key to play next by lighting up the correct key or keys. The light will gradually drop down towards the keys to be played. The player must time their key presses accordingly. Time spent pressing a key is also an important element to game progression.



Reward Progress Bar

Position of the percussion instruments

5. Score accumulation and bonus

After the player finishes a song, the game will evaluate his or her performance, varying from one star to three stars. The more stars you get, the better the performance. The stars gained in every game will be accumulated into the progress bar in the bonus round.

When enough stars have been accumulated, a bonus round will be become available to the player (instructed by a voice prompt). The player may choose to press on the bonus round icon to proceed.

Button Description

Function Buttons

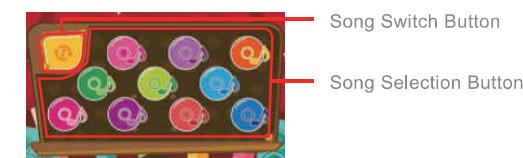
Function buttons help you choose songs and difficulty levels. It is entirely up to you how to play.

Song Selection Button

Located at the top of the map are 10 mini colored CDs. Players can select different songs by pressing on the different CDs. Each time a player presses on a CD, the name of the song will be read out to the player.

Song Switch Button

A player can change the 10 song selection by simply pressing on the “Song Switch Button” located in the top left-hand side of the Song Selection area.



Game Buttons

Start/Pause Button

A player can pause or start a paused song anytime during a song by pressing the Start/Pause button.



Help Button

The “Help Button” can instruct a player on how to play the game. Click once again to exit the help program.



Parenting Guide

Song Difficulty Selection Button

A player can select one of 3 different difficulty levels (easy; intermediate; hard) by selecting one of the 3 difficulty buttons located at the bottom right-hand side of the Song Selection area. The default setting is easy.



Easy



Intermediary



Difficult

Reward Progress Bar

After each performance the score will be accumulated in the reward progress bar located across the center of the game map. When the reward progress bar is half-full, a bonus game mode can be activated. Players can either continue to play the songs they select, or click on the flashing progress bar to enter the bonus game mode.



Reward Progress Bar

To parents

Although Play Do Re Mi can't replace actual piano learning, it is a great game to start a young person's journey into musical education. Play Do Re Mi selects 40 well-known melodies, including famous children's song, which will help children feel more familiar and interested in the exercise.

Key points

1. Pitch and distance.

The change in music melody is formed by different pitches. Pitch is an auditory concept which means the change in sound caused by varied sound vibration frequency. And playing music is a process that transfers the auditory concept into the physical location concept required from finger movements.

For example, the higher the sound pitch, the more frequent keys at the right hand side of a keyboard are played. Whereas, the lower the sound pitch the more frequent keys on the left hand side are played. When two sounds differ considerably in their frequency, the distance between the keys is further, and vice versa.

These are the implicit co-operations between sense of hearing and physical touch, which can be acquired by practicing the songs in this game before going on to learn to play a real instrument.

2. Music aesthetics.

With the help of the melodious music accompaniment which

provides the player with a musical surrounding, the player, submerged in the music environment, can easily feel the highs and lows of a melody and thus gain a good musical aesthetic. Therefore, easy operations can help the player built a strong foundation for later and more sophisticated musical concepts. As such, this game helps develop musical and emotional (as these two are often interlinked) intelligence at an early age.

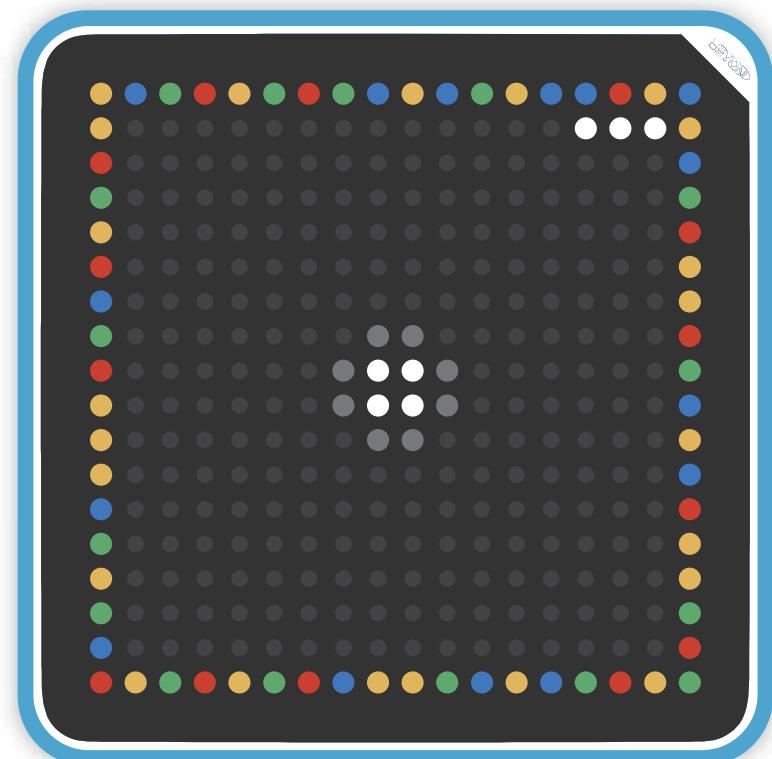


Instructions for Parent-child Activities

During game play, a parent can be a passive listener, as well as an active participant. In order to improve the experience, we recommend parents to:

- 1 Encourage and praise your child for his or her every correct move and progress in real time.
- 2 Singing is an excellent assistant tool in learning music. Sing to the child's key playing. Or, alternatively, encourage the child to sing along your own playing Many songs in this game are familiar to both children and their parents.
- 3 Children can be guided to play the song with the "keys" on the base map at the end of the game.

Voice Games



Game Description

You can activate the voice recognition function when no game map is placed on Beyond Tablet by pressing the voice recognition button.

After the voice recognition function has been activated, you can talk to Beyond Tablet and use one of the following functions:

1. Tell me a story

After turning on voice recognition, you can say "tell me a story". Beyond Tablet will then begin to tell you a story. During the story you can use the following words to activate the corresponding functions: "stop", "pause", "continue", and "tell me another one".

2. Sing me a song

After turning on voice recognition, you can say "sing me a song". Beyond Tablet will then begin to play a song. During the playing you can use the following words to activate the corresponding functions: "stop singing", "pause", "continue", and "sing me another one".

3. Play the Color game

After turning on voice recognition, you can say "let's play the Color game". Beyond Tablet will then start the game by naming the colors and light them up on the game board. The purpose of the game is to remember the colors and repeat them by pressing the corresponding colors in a correct sequence.

4. Play the Number game

After turning on voice recognition, you can say "let's play the Number game". Beyond Tablet will then start the game. Beyond Tablet will randomly decide a "lucky number", and you have to

guess which one it is. Every time you say a number, Beyond Tablet will respond by telling you if the lucky number is higher or lower. The game ends when you guess the correct number.

5. Help menu

After you turn on voice recognition, you can ask Beyond Tablet for help, and it will help you with questions related to Beyond Tablet such as "network settings", "identity cards" and so on.