



Parents' Support



Doodle Studio™

KA10656

30cm(W) x 30cm(H)

What is *K's Kids*[®] Parents' Support Center ?

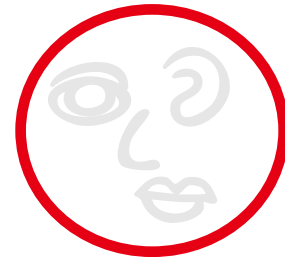
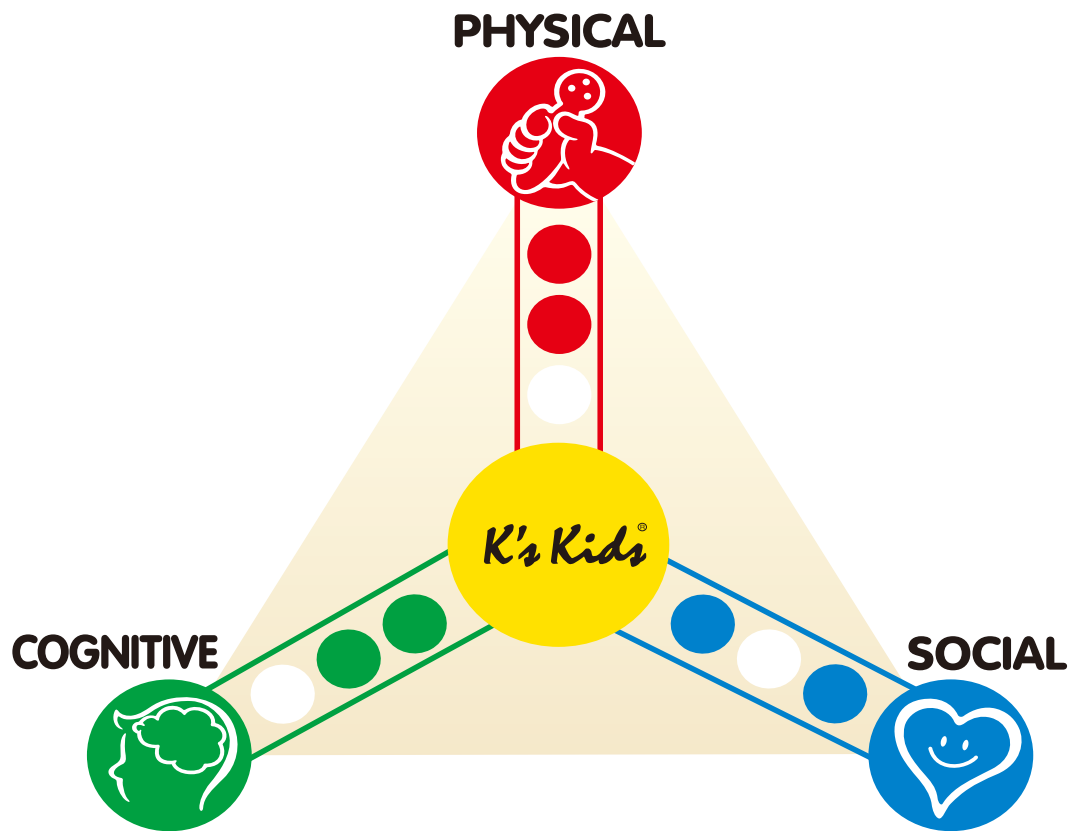
The value of a toy is not only reflected in how fun it is, but the balance of fun and education. As a child grows up, he is continually learning. A top quality toy is one which integrates educational elements with fun elements, so that the child can learn and play at the same time.

Every K's Kids product is designed based on a child's specific learning needs. This support center is here to provide comprehensive after-sales support to parents who have purchased K's Kids products. It is also here to help parents to take full advantage of the educational elements of the products. By buying a K's Kids product, parents have at the same time purchased an individually and carefully designed learning system.

The K's Kids Parents' Support Center provides guidelines on how kids can make use of the toy to have fun and learn at the same time. These guidelines are based on children's age and developmental stages.

Bring a K's Kids toy home today...and begin your journey of fun learning!

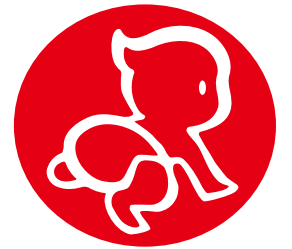
K's Kids Learning Triangle®



Sensory



Fine Motor



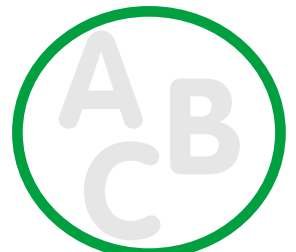
Gross Motor



Logical



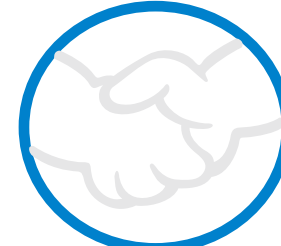
Creative



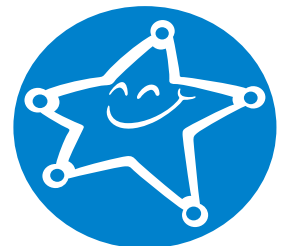
Linguistic



Emotional

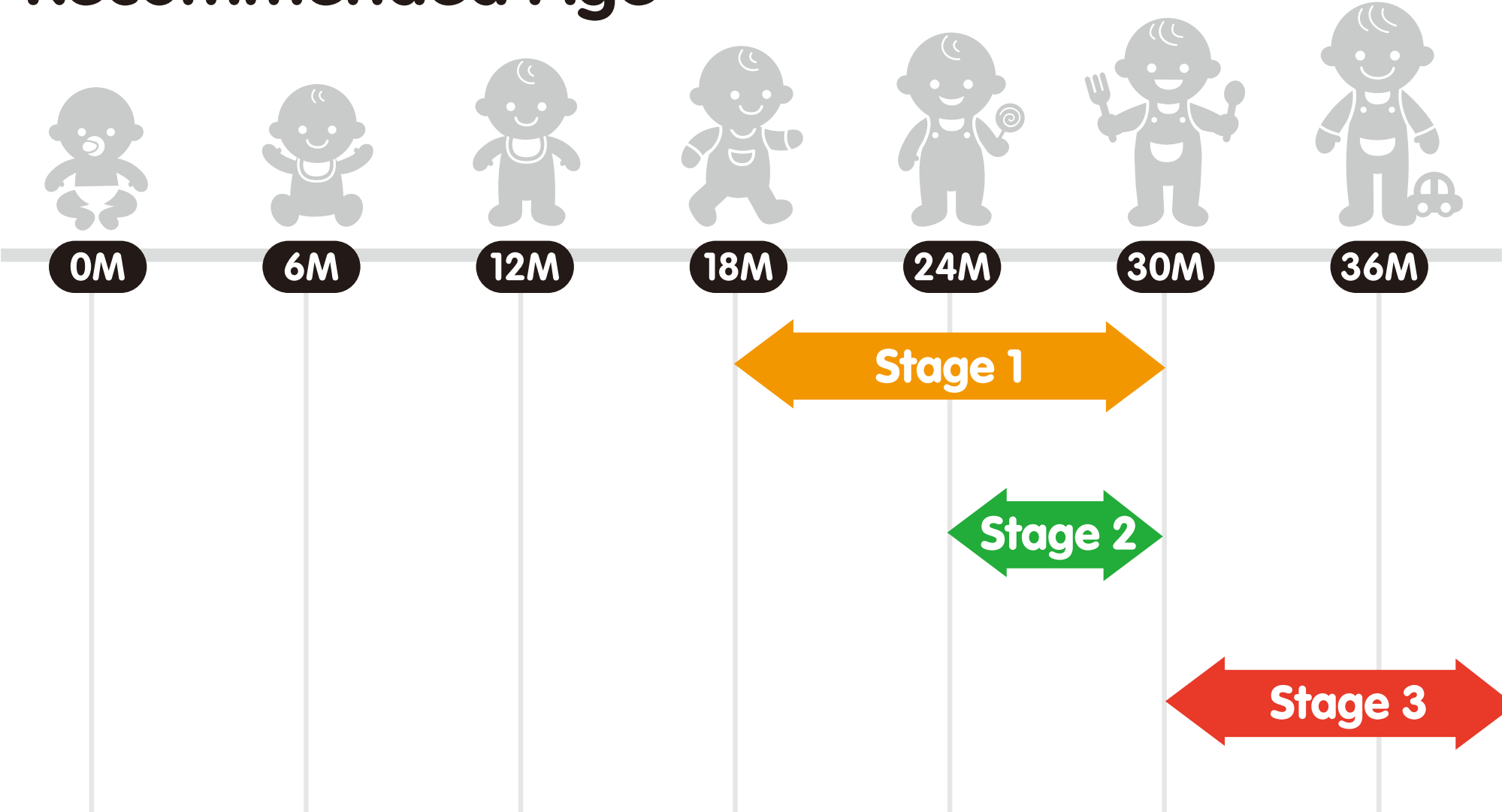


Communication



Self-Esteem

Doodle Studio™ Recommended Age

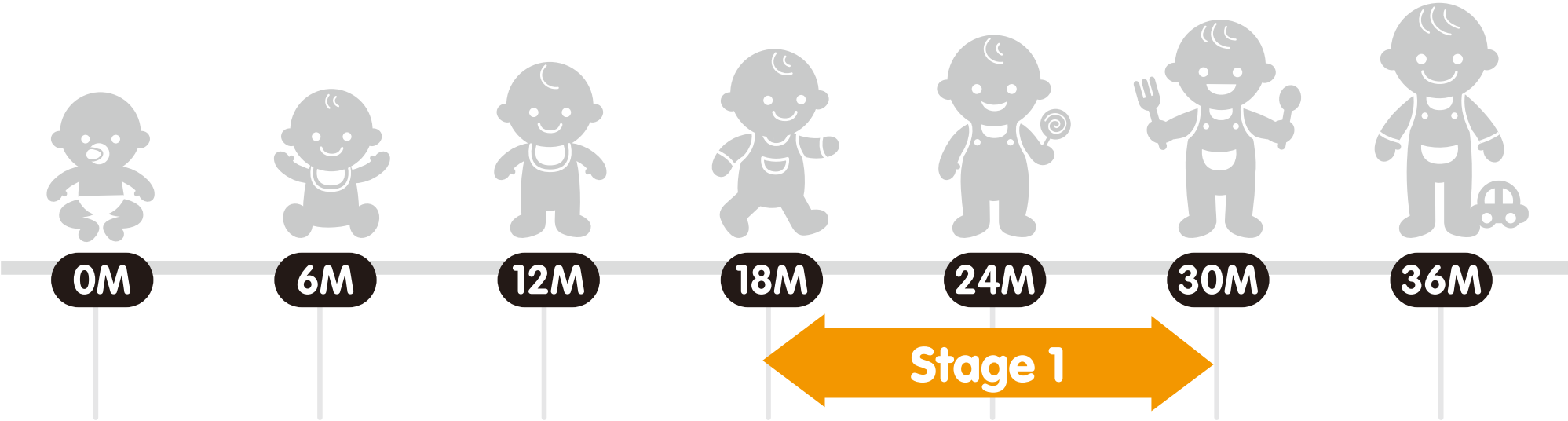


These are recommendations made under normal circumstances. Parents can determine which activities are most suitable depending on the progress of individual child.

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Stage 1

(18 - 30M)



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Activity 1.1



Objective: Fine motor skills training - holding a pen

Method: The Patrick stylus is made especially for children. Its size and design make it comfortable and easy to hold.

1.1



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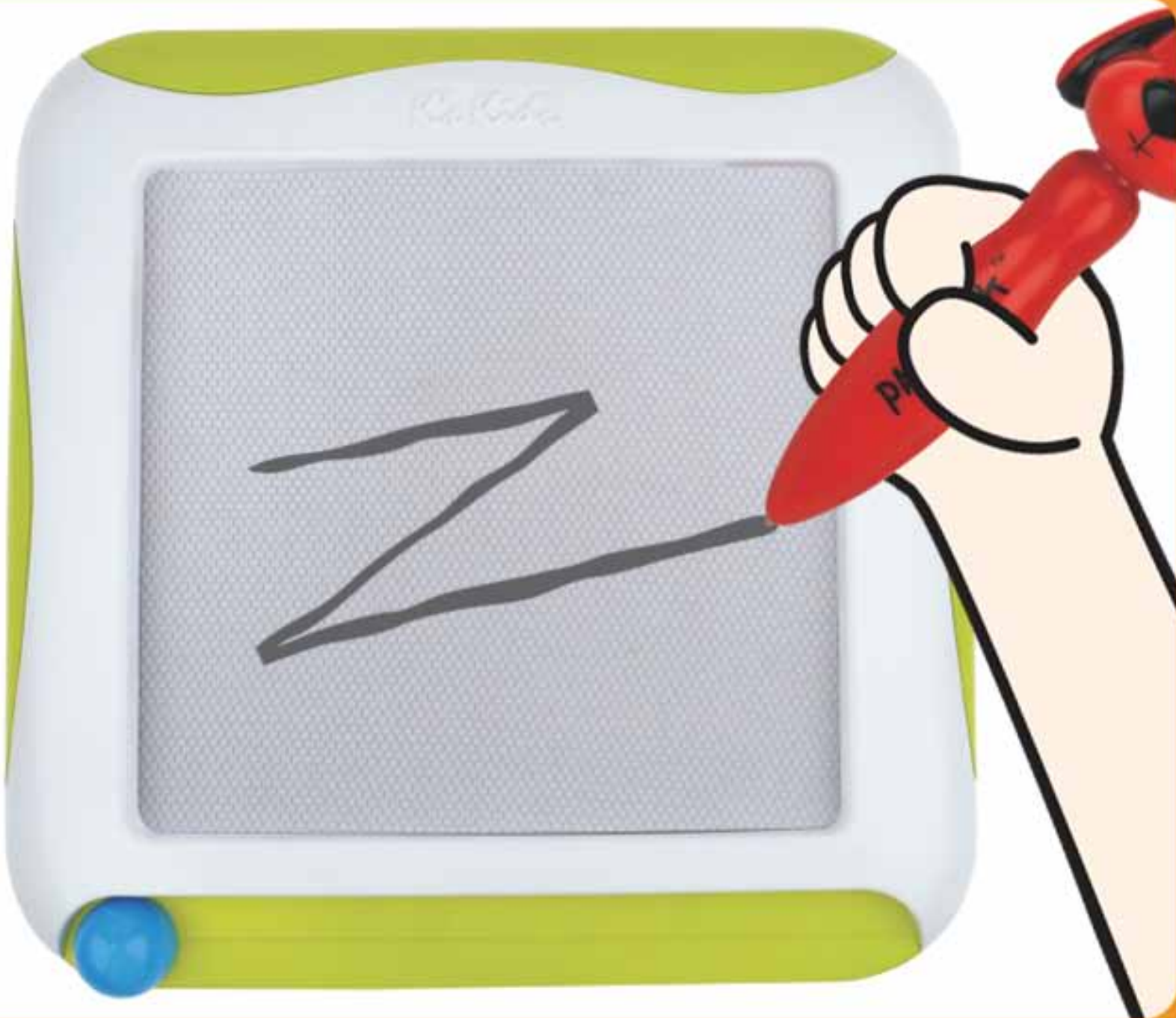
Activity 1.2



Objective: Gross motor skills training - doodling

Method: Allow your child to doodle freely on the drawing board using the Patrick stylus.

1.2



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Activity 1.3

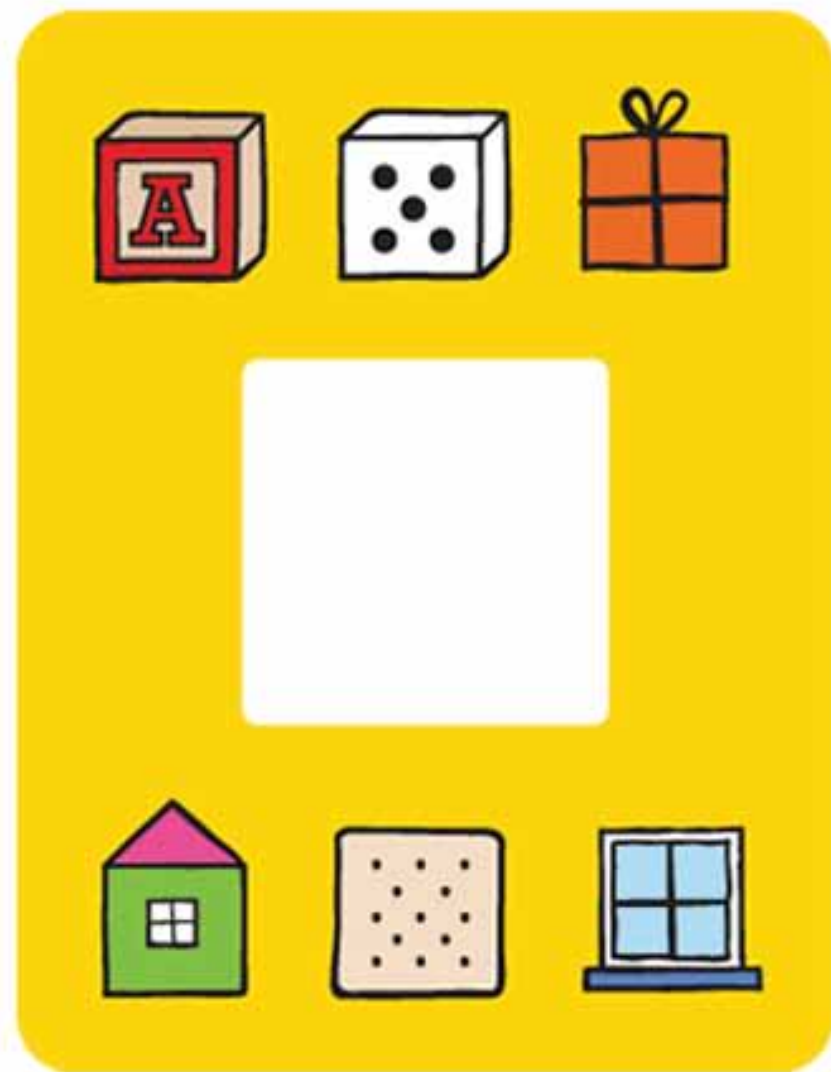


Objective: Cognitive training - learning shapes

Method: Use the stencil cards to teach children basic shapes such as circle, triangle and rectangle.

1.3.1

Square



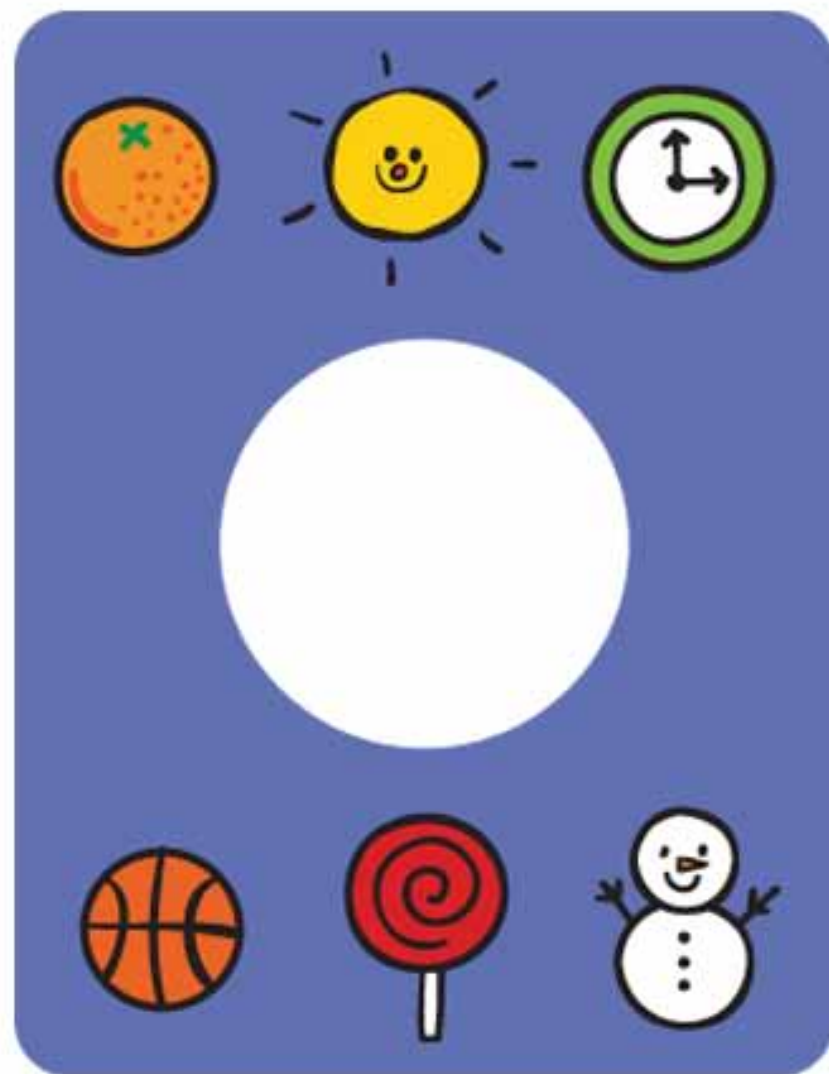
1.3.2

Rectangle



1.3.3

Circle



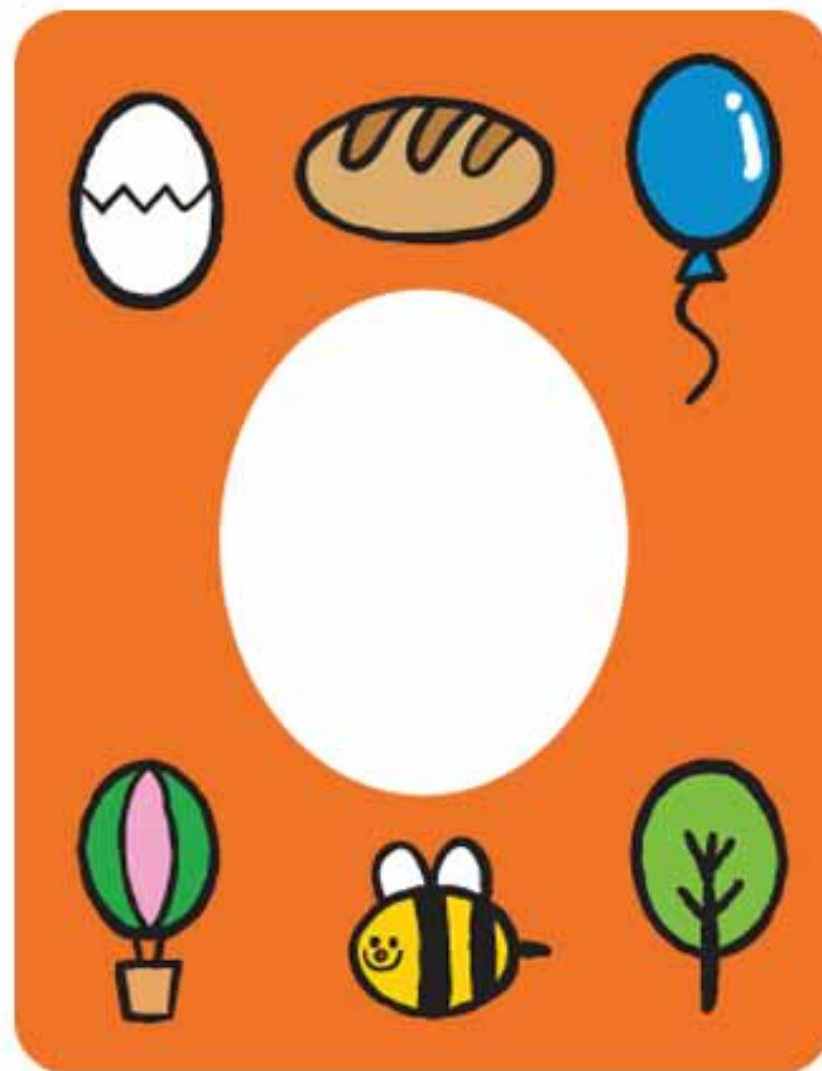
1.3.4

Triangle



1.3.5

Oval



1.3.6

Trapezium



1.3.7

Semi-circle



1.3.8

Heart



1.3.9

Moon



1.3.10

Star



1.3.11

Eye



1.3.12

Clouds



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Activity 1.4



Objective: Cognitive training - pointing to shapes

Method: Name a shape and encourage your child find the stencil card with the corresponding shape.

1.4.1

parent



1.4.2

child



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Activity 1.5



Objective: Cognitive training - learning names of objects

Method: Use the graphics printed on the stencil cards to teach children to recognize different objects.

1.5.1



Moon



1.5.2



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Activity 1.6



Objective: Drawing training - drawing shapes

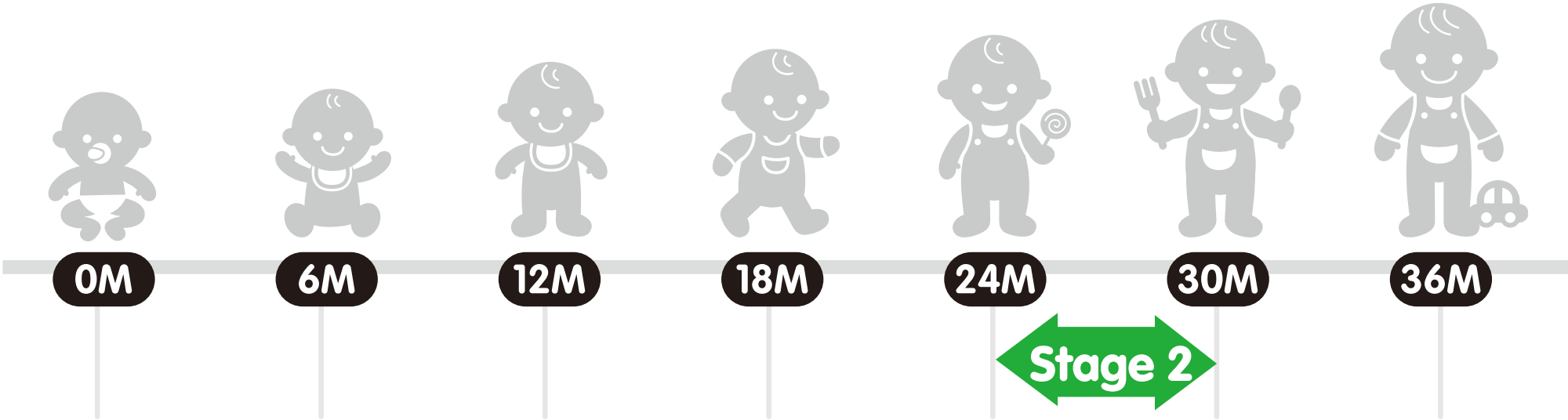
Method: Name a shape. Then encourage your child to find the correct stencil and to draw the shape on the drawing board.

1.6



Stage 2

(24 - 30M)



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Activity 2.1



Objective: Drawing training - copying objects

Method: Name an object such as "sun", "plant" or "egg" from the stencil cards. Then encourage your child to find the correct stencil card and to draw it on the board.

2.1



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Activity 2.2



Objective: Free drawing - using stencils

Method: Encourage children to draw shapes using the stencils. Then allow them to use their imagination to transform the shapes to different objects.

2.2



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Activity 2.3



Objective: Drawing training - fish

Method: Encourage your child to draw a fish in the ocean by following the steps on the learning card.

2.3



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Activity 2.4



Objective: Drawing training - crab

Method: Encourage your child to draw a crab on the beach by following the steps on the learning card.

2.4



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Activity 2.5



Objective: Drawing training - turtle

Method: Encourage your child to draw a turtle in the ocean by following the steps on the learning card.

2.5

Pop Pops



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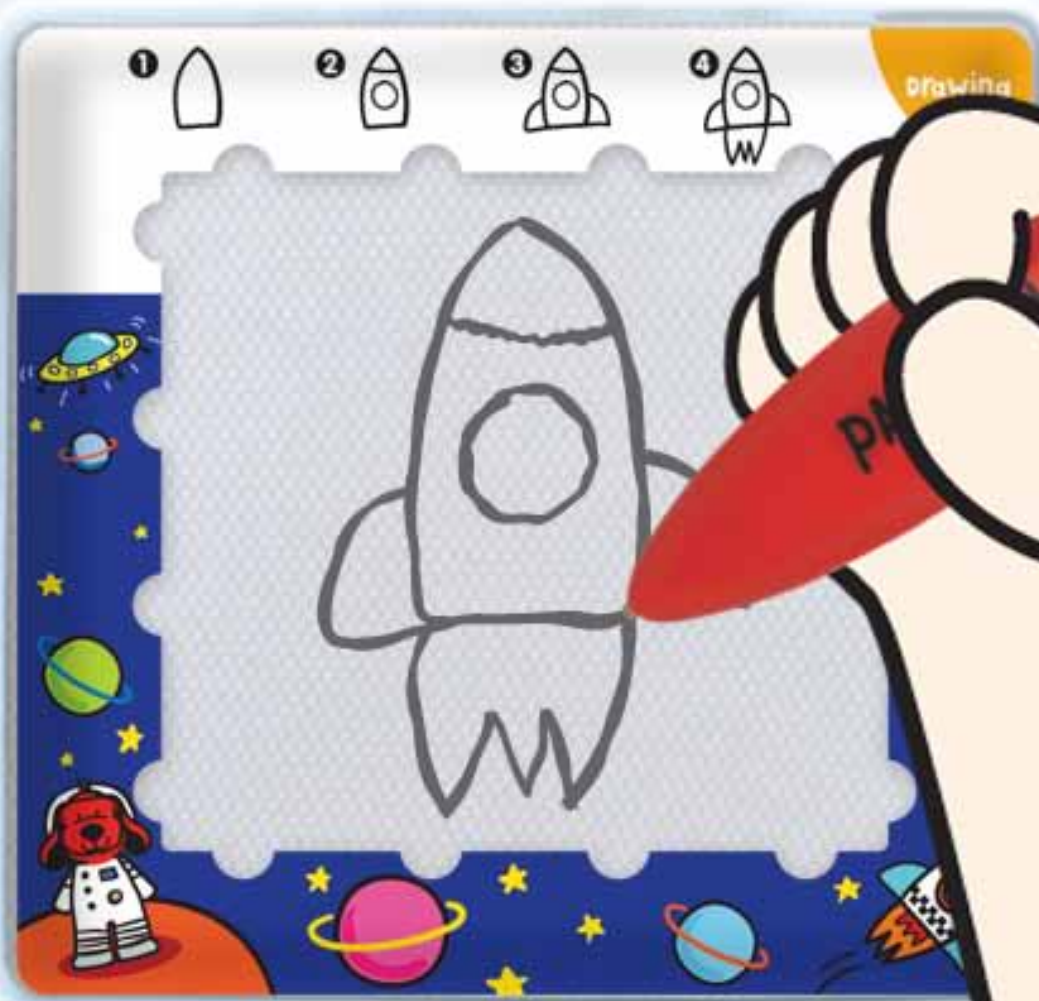
Activity 2.6



Objective: Drawing training - rocket

Method: Encourage your child to draw a turtle in the ocean by following the steps on the learning card.

2.6



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Activity 2.7



Objective: Drawing training - snail

Method: Encourage your child to draw a snail in a garden by following the steps on the learning card.

2.7



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Activity 2.8



Objective: Drawing training - dragonfly

Method: Encourage your child to draw a dragonfly by a pond by following the steps on the learning card.

2.8



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Activity 2.9



Objective: Drawing training - bee

Method: Encourage your child to draw a bee in a garden by following the steps on the learning card.

2.9



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Activity 2.10



Objective: Drawing training - car

Method: Encourage your child to draw a car in the city by following the steps on the learning card.

2.10

Pop Pops

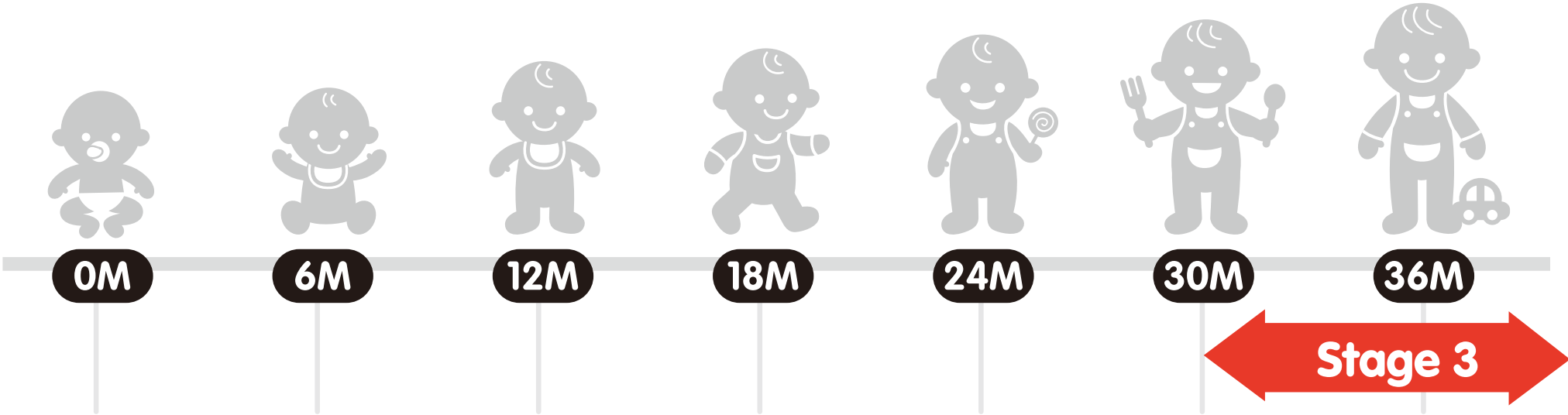
- 1 
- 2 
- 3 
- 4 

drawing



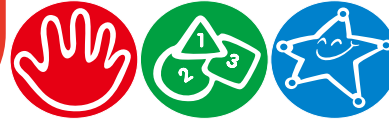
Stage 3

(30 - 36M+)



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Activity 3.1



Objective: Matching game - colors and patterns

Method: Encourage children to match the colors and patterns. This trains their logical thinking as well as eye hand coordination.

3.1.1

Play Station

The drawing board features a central grey drawing area with a diagonal line. It is surrounded by various icons: a sailboat, a parrot, a house, and a butterfly at the top; balloons on the left; a hand holding a red crayon on the right; and crayons at the bottom. A pink banner at the top right says "colors & Patterns" and a pink banner at the bottom right shows the number "3".

colors & Patterns

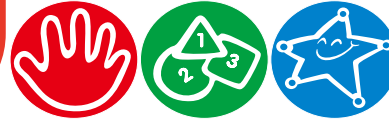
3

3.1.2



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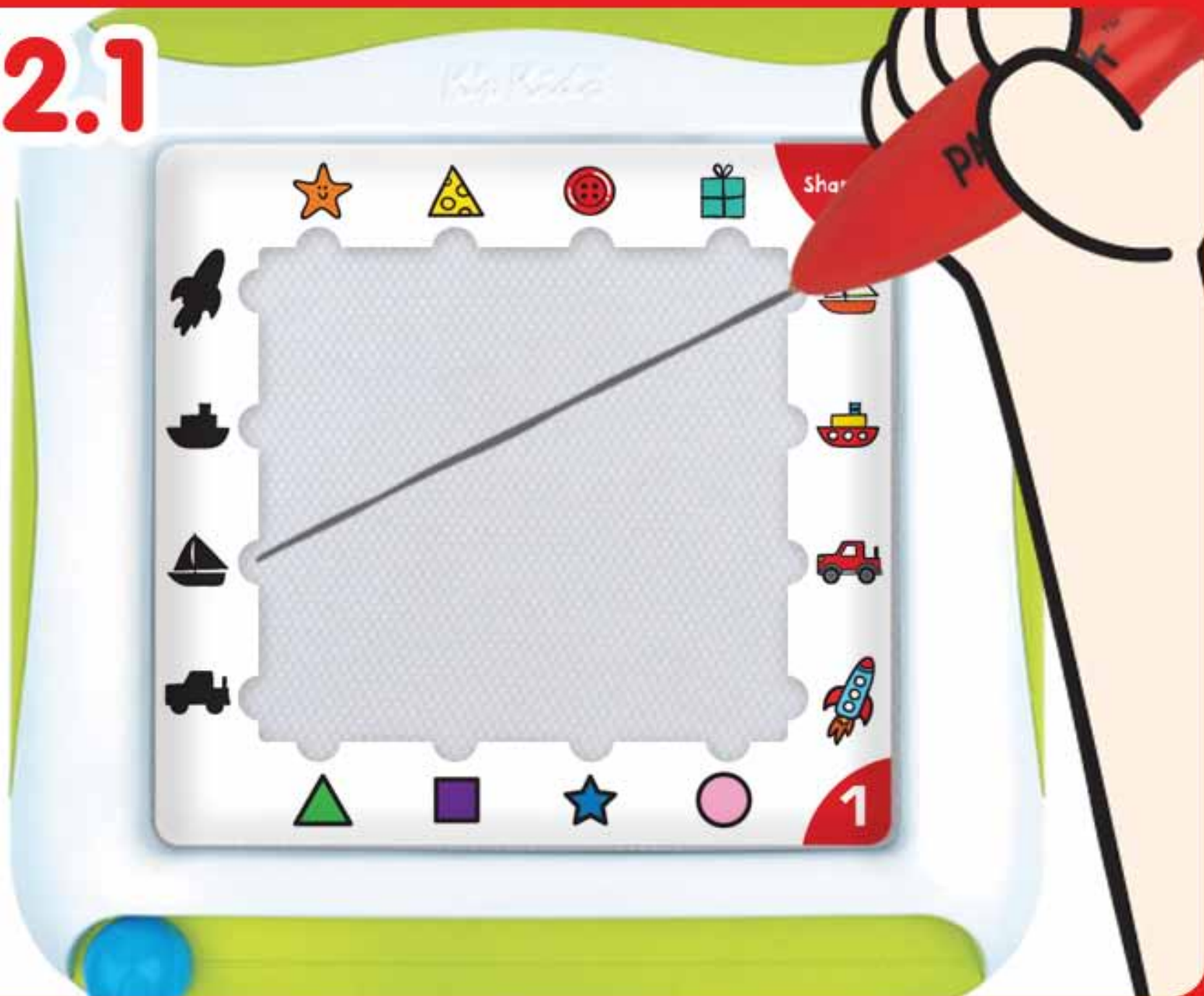
Activity 3.2



Objective: Matching game - shapes

Method: Encourage children to match the shapes. This trains their logical thinking as well as eye hand coordination.

3.2.1



3.2.2



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Activity 3.3

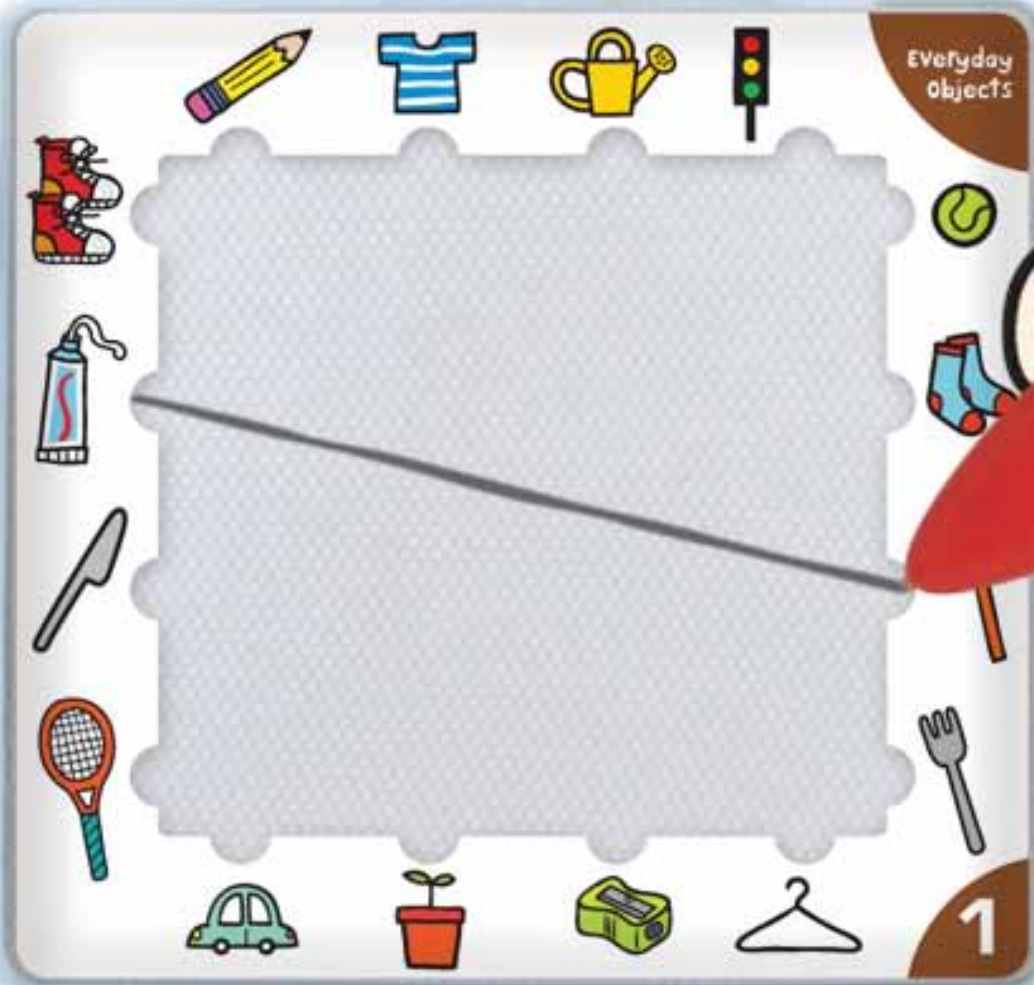


Objective: Matching game - everyday objects

Method: Encourage children to match the everyday objects. This trains their logical thinking as well as eye hand coordination.

3.3.1

Play Station

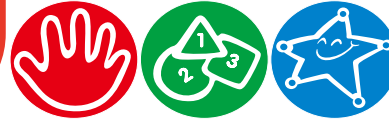


3.3.2



Doodle Studio™

Activity 3.4



Objective: Matching game - animals

Method: Encourage children to match the animals. This trains their logical thinking as well as eye hand coordination.

3.4.1

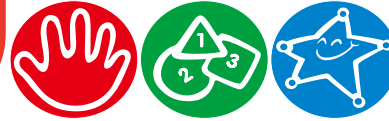


3.4.2



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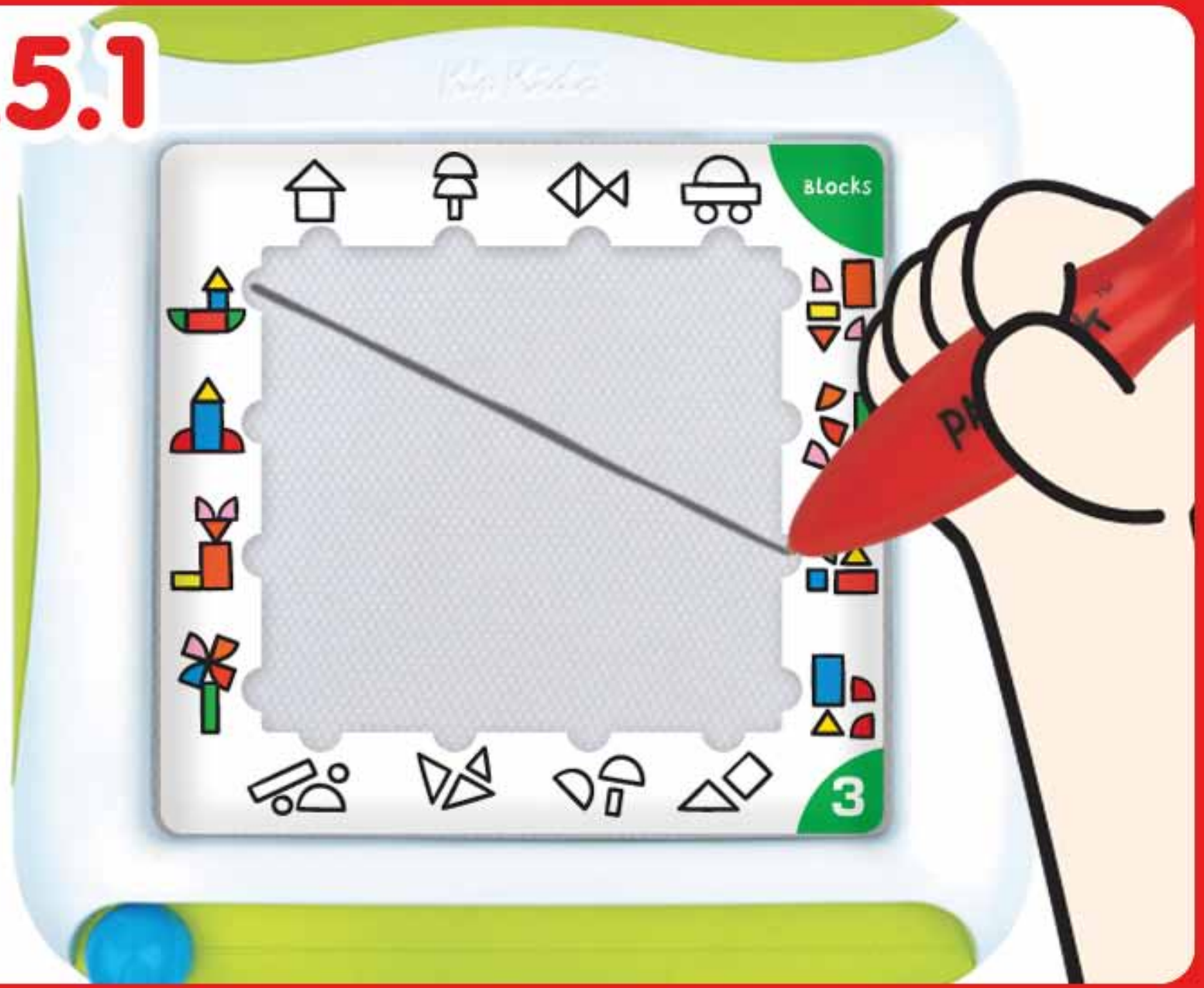
Activity 3.5



Objective: Matching game - blocks

Method: Encourage children to match the blocks. This trains their logical thinking as well as eye hand coordination.

3.5.1



3.5.2



Doodle Studio™

Activity 3.6



Objective: Matching game - opposites

Method: Encourage children to match the opposites. This trains their logical thinking as well as eye hand coordination.

3.6.1

Opposite

A large, blank, textured rectangular area in the center of the page, intended for drawing or writing.



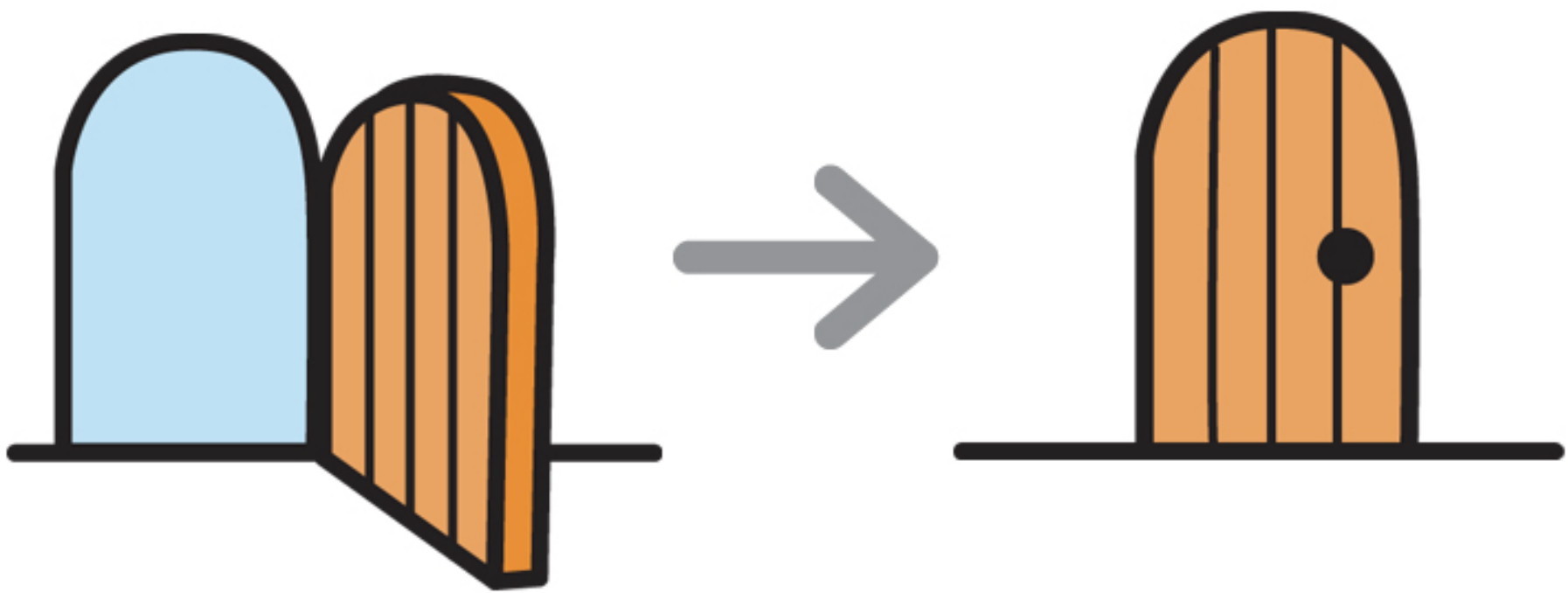
Oppos



2



3.6.2



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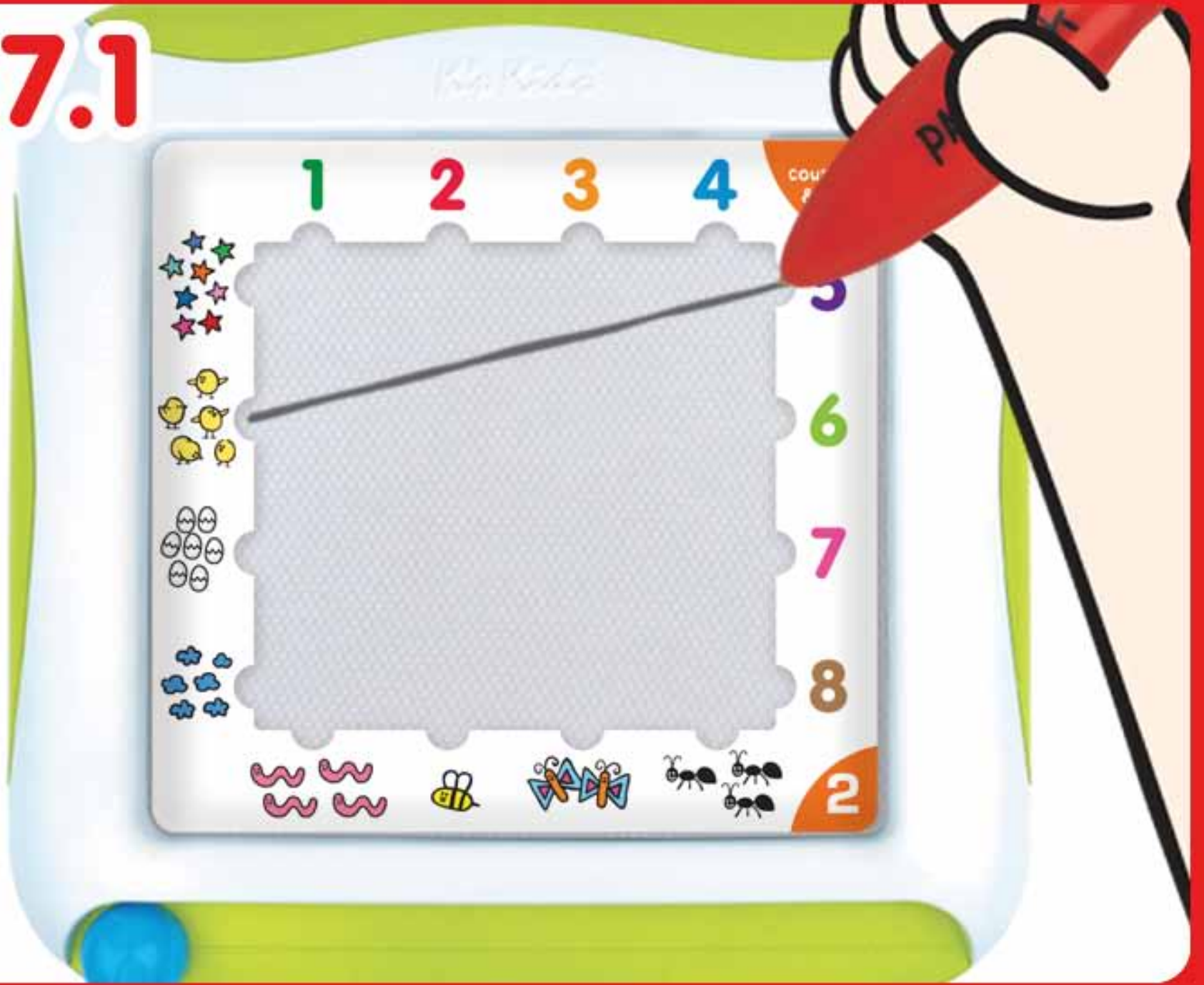
Activity 3.7



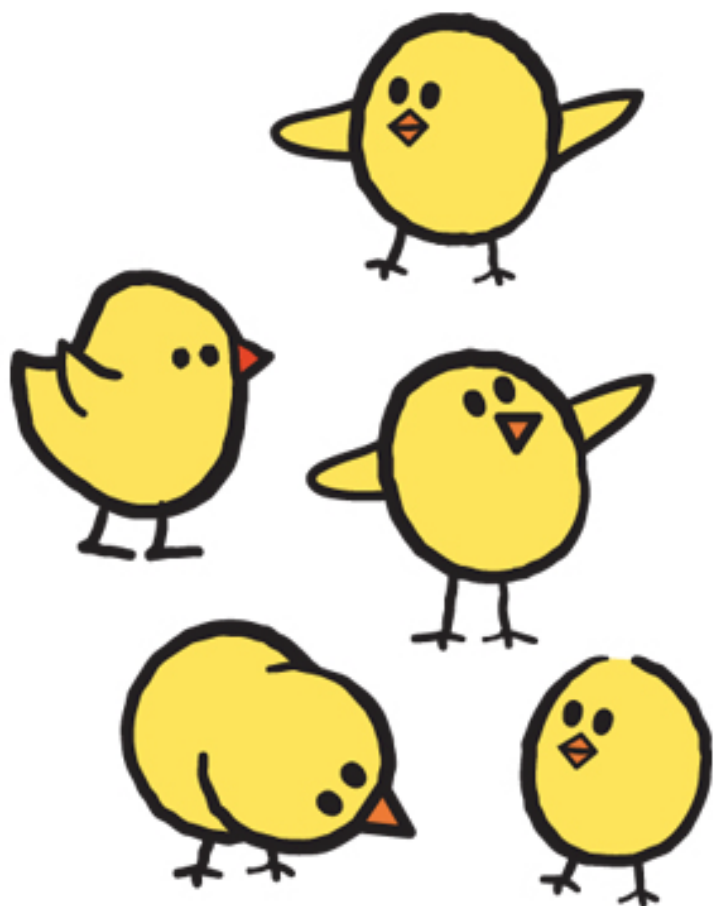
Objective: Matching game - counting and math

Method: Encourage children to match the numbers and objects. This trains their logical thinking as well as eye hand coordination.

3.7.1



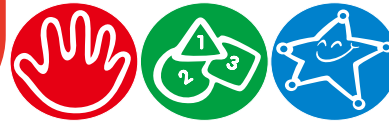
3.7.2



5

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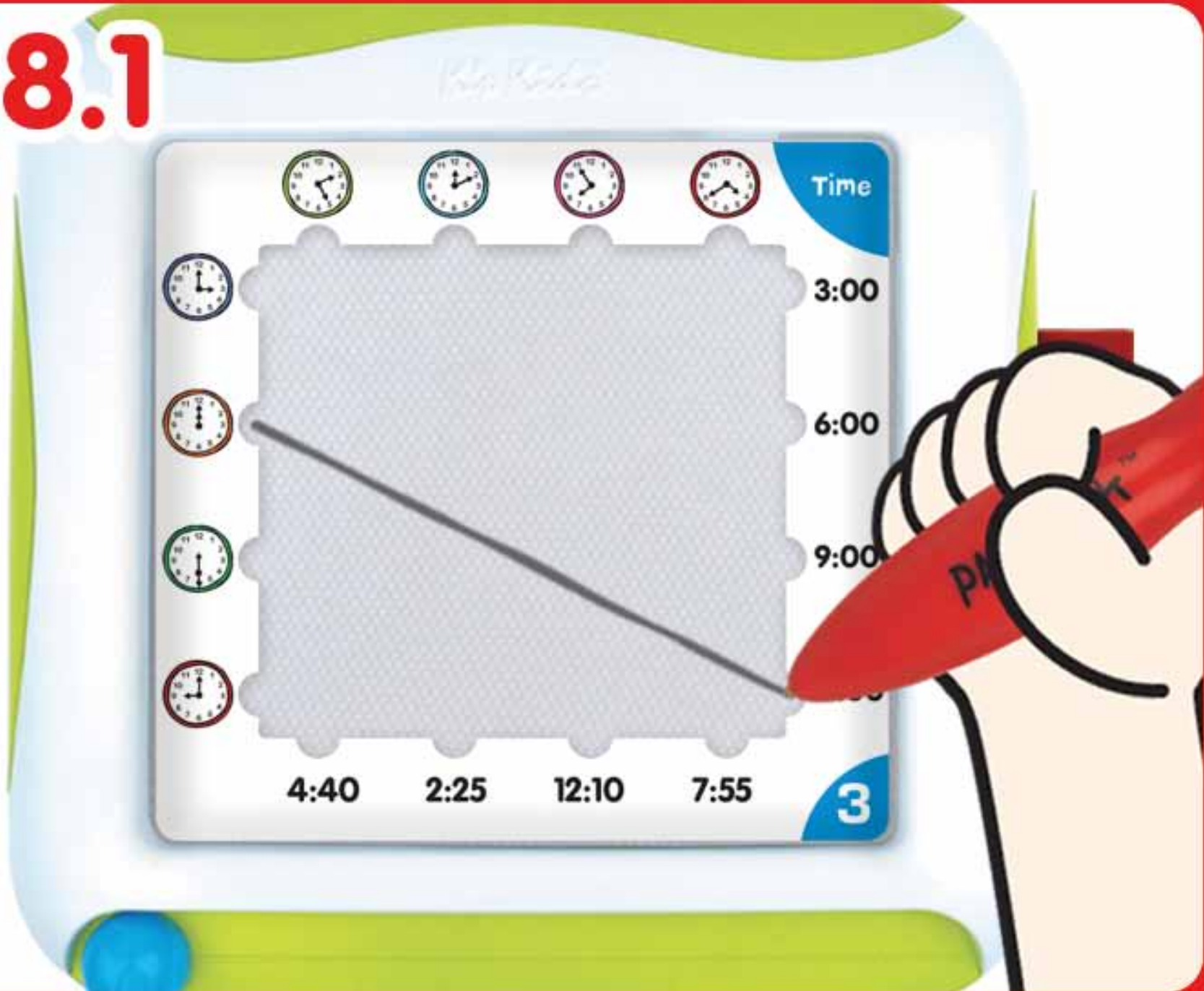
Activity 3.8



Objective: Matching game - time

Method: Encourage children to match the correct times and clocks. This trains their logical thinking as well as eye hand coordination.

3.8.1



3.8.2



12:00



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