

Parents' Support



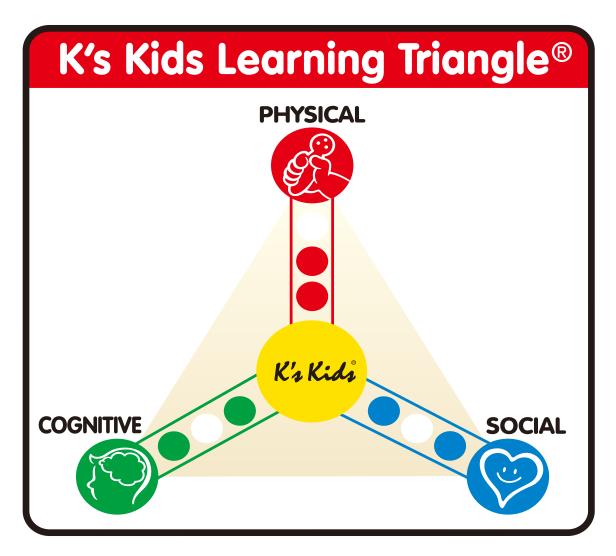
What is K's Kids Parents' Support Center?

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!



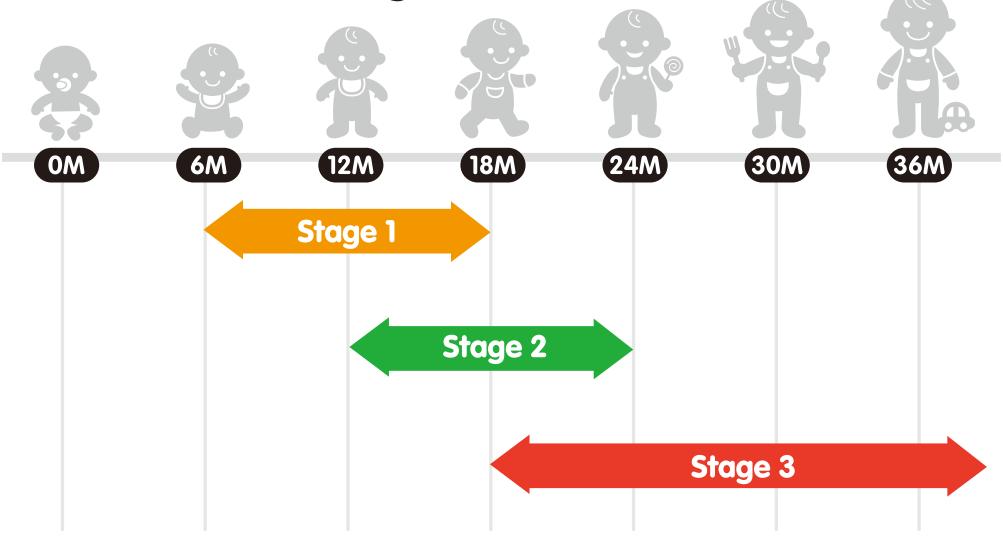


Communication

Self-Esteem

Emotional

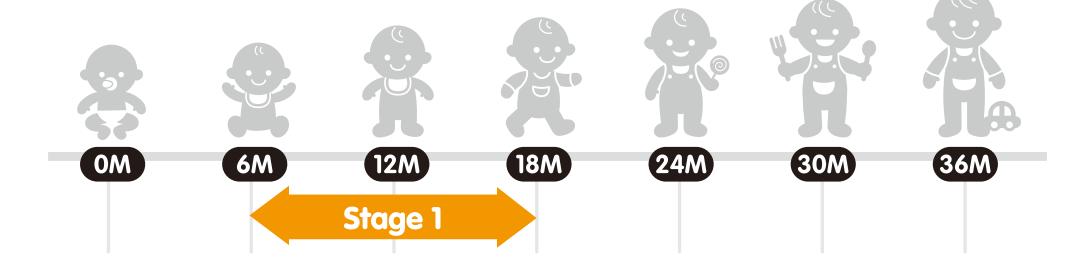
Flippo Fish Recommended Age



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

Stage 1

(6 - 18M)



Activity 1.1

Objective: Hugging - building a sense of security

Method: Flippo Fish is made of top quality materials. It

is soft and great for hugging. Hugging helps

children learn to love and also helps them

build a sense of security.

1.1



Activity 1.2

Objective: Sense stimulation - touching and feeling

Method: Flippo Fish is made of crinkle paper, rattles

and different textures and materials.

Encourage children to touch and feel the

textures and to chew on the teether.



.2.2 5

Activity 1.3

Objective: Fine motor skills training - flipping

Method: Encourage children to flip Flippo Fish's scales.



Activity 1.4

Objective: Developing self awareness - observing

herself in the mirror

Method: Allow your child to observe and recognize

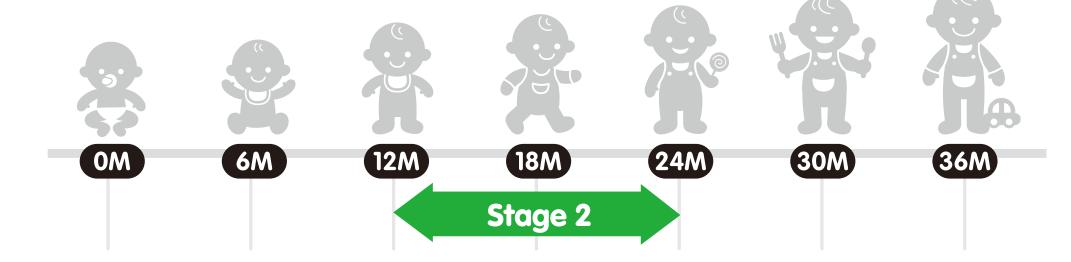
her own image in the mirror. This helps

develop her self esteem.



Stage 2

(12 - 24M)



Activity 2.1

Objective: Pillow

Method: Flippo Fish is soft and smooth at the back. It

makes a great pillow for children.

2.1 UCU

Activity 2.2

Objective: Cognitive training - learning parts of a fish

Method: Use Flippo Fish to teach children different fish

body parts.

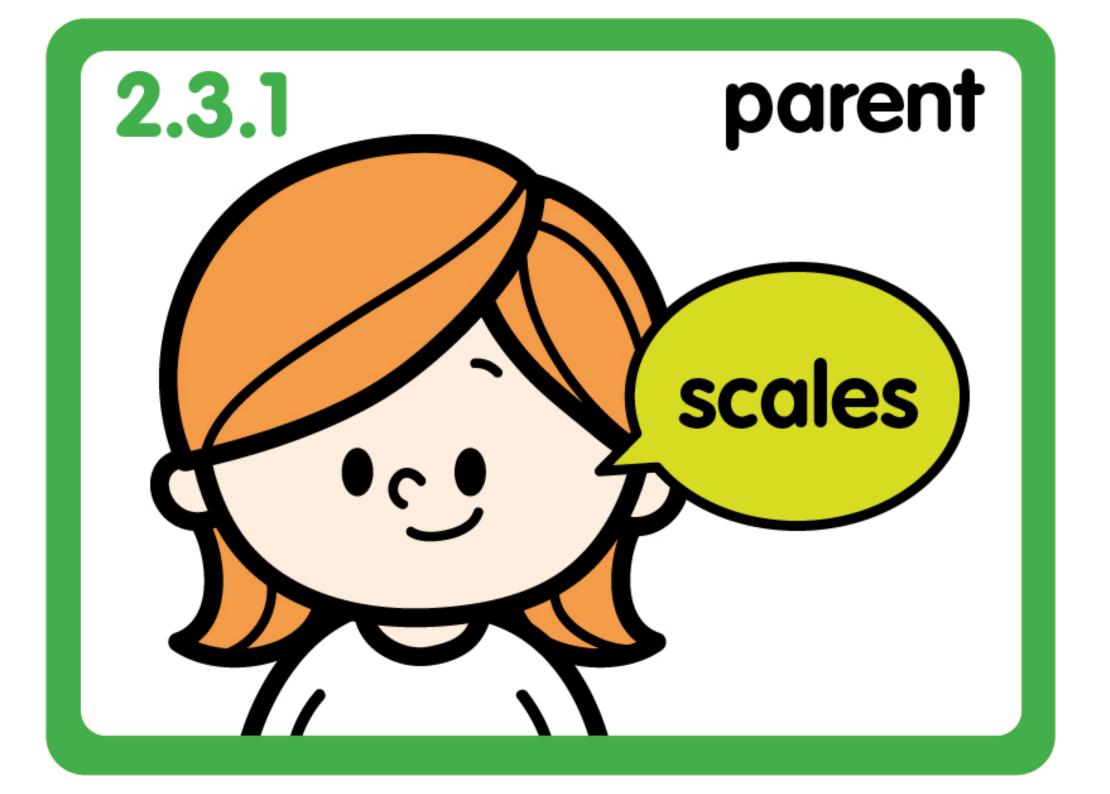


Activity 2.3

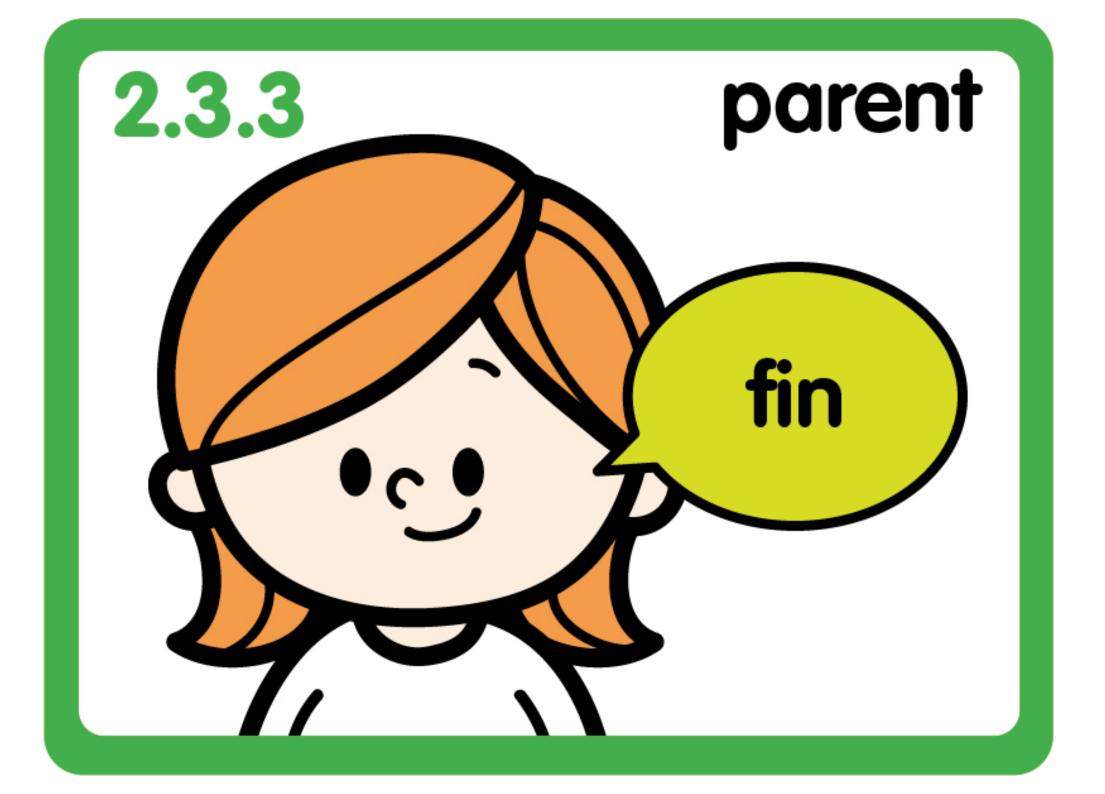
Objective: Cognitive training – pointing out parts of a fish

Method: Name different fish body parts and

encourage your child to point to them.







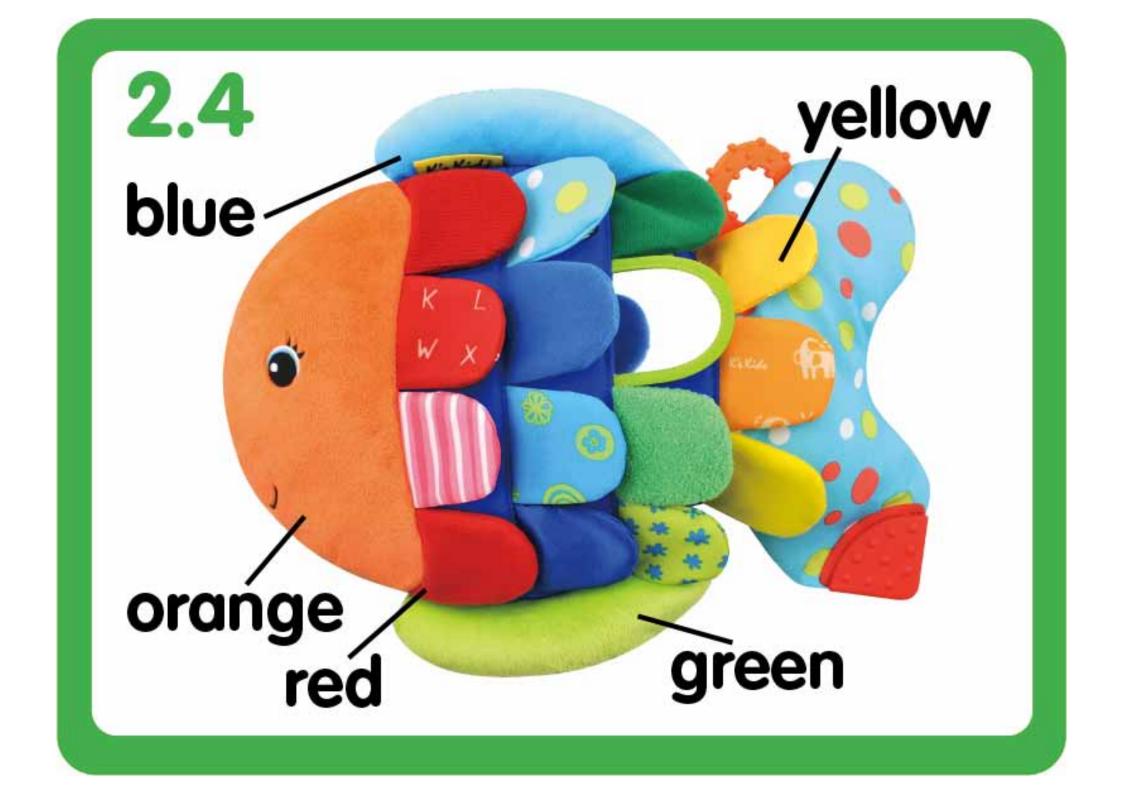


Activity 2.4

Objective: Cognitive training - learning colors

Method: Teach your child colors using the different

colors of Flippo Fish.

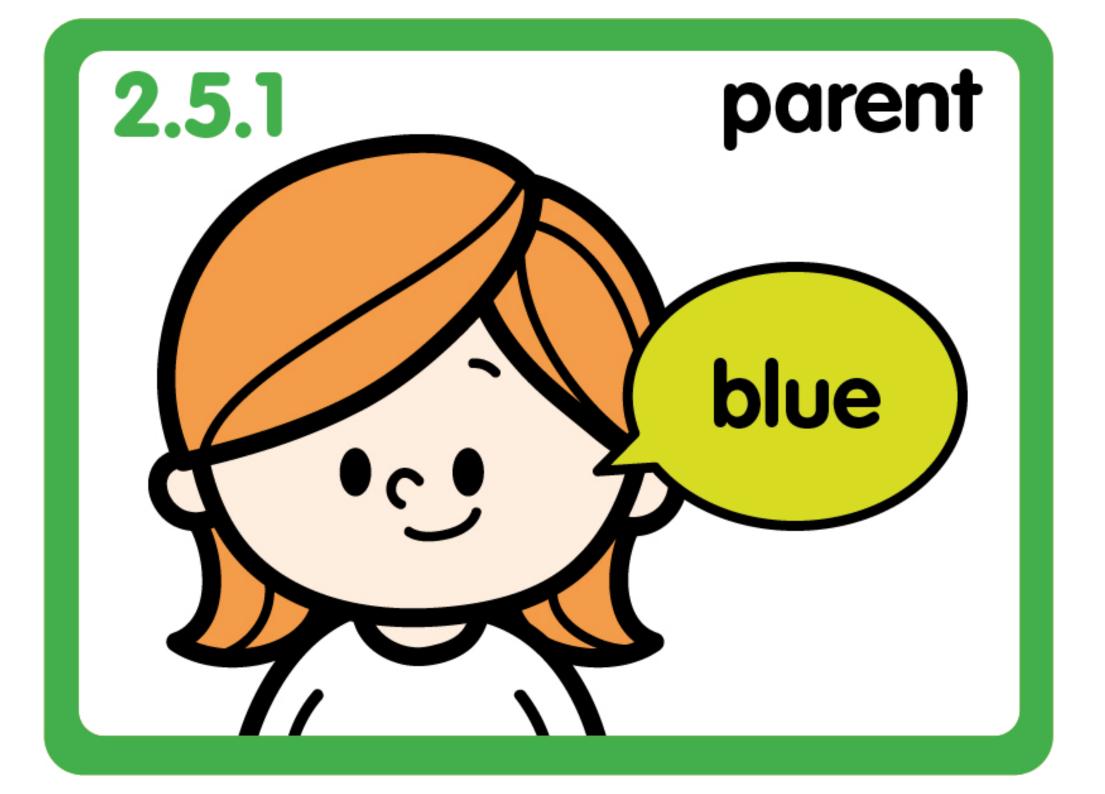


Activity 2.5

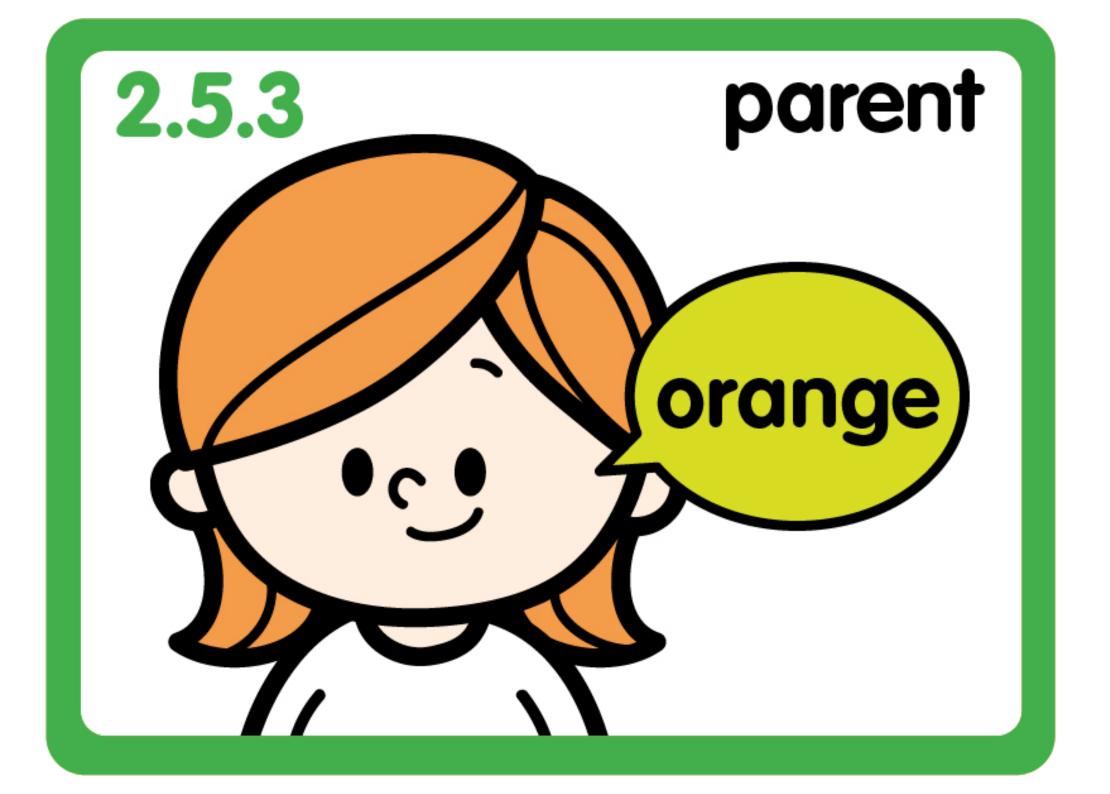
Objective: Cognitive training – pointing out colors

Method: Name different colors and encourage your

child to point to them.









Activity 2.6

Objective: Cognitive training - learning sea creatures

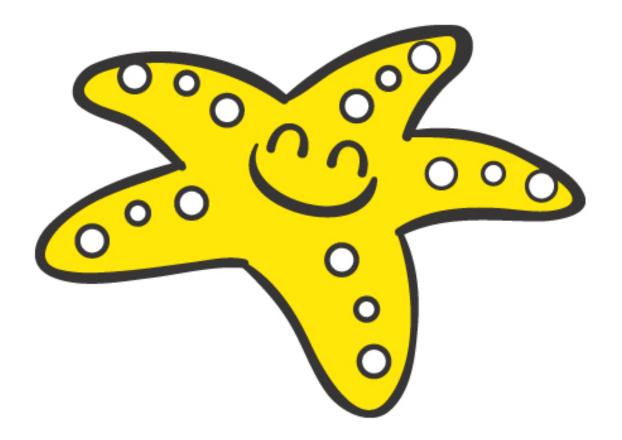
Method: Use the graphics on Flippo Fish to teach

children different sea creatures.

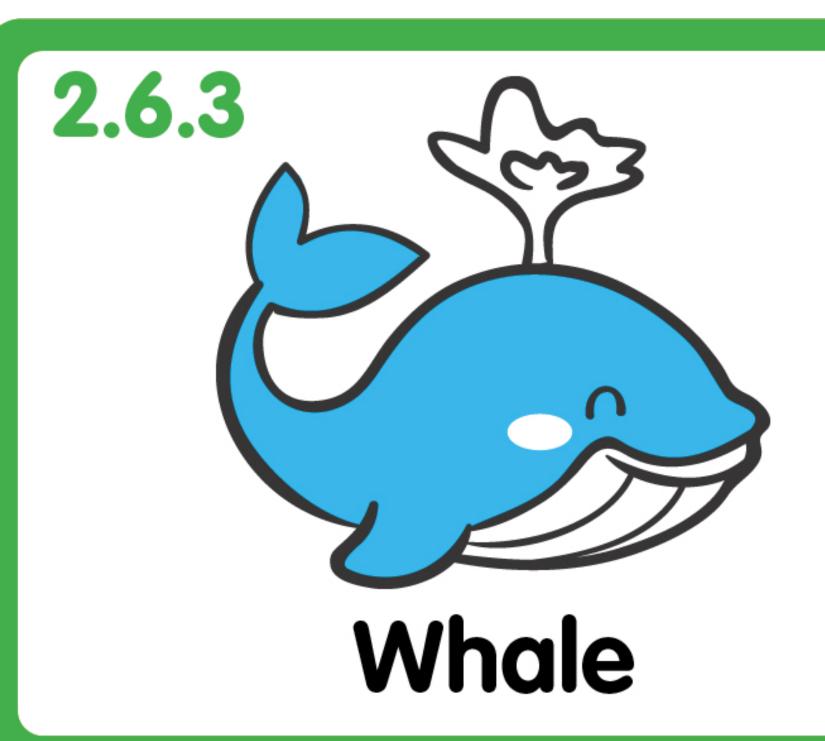
2.6.1



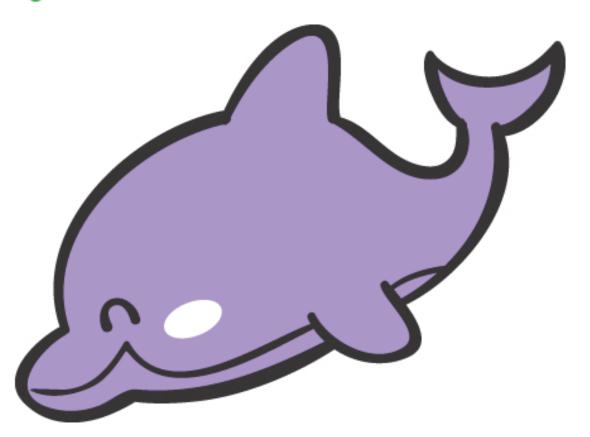
2.6.2



Starfish



2.6.4



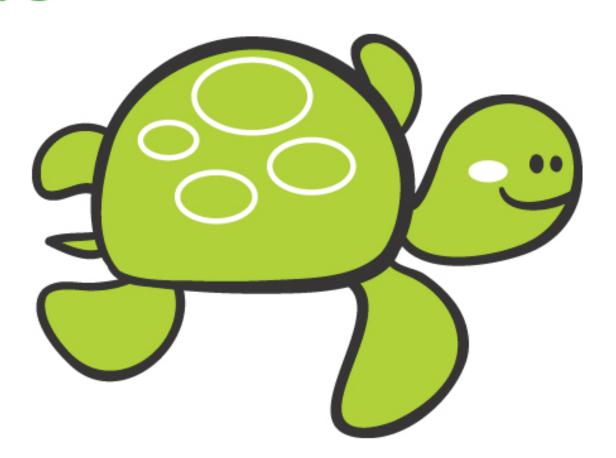
Dolphin

2.6.5



Octopus

2.6.6



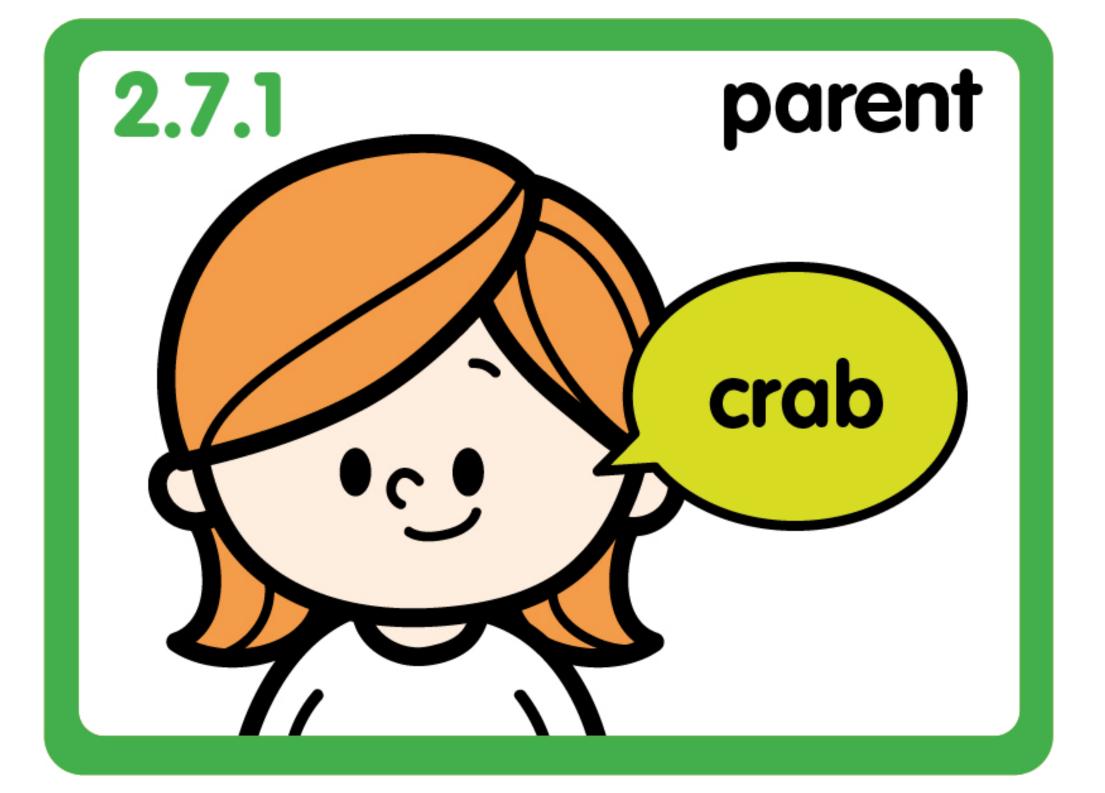
Turtle

Activity 2.7

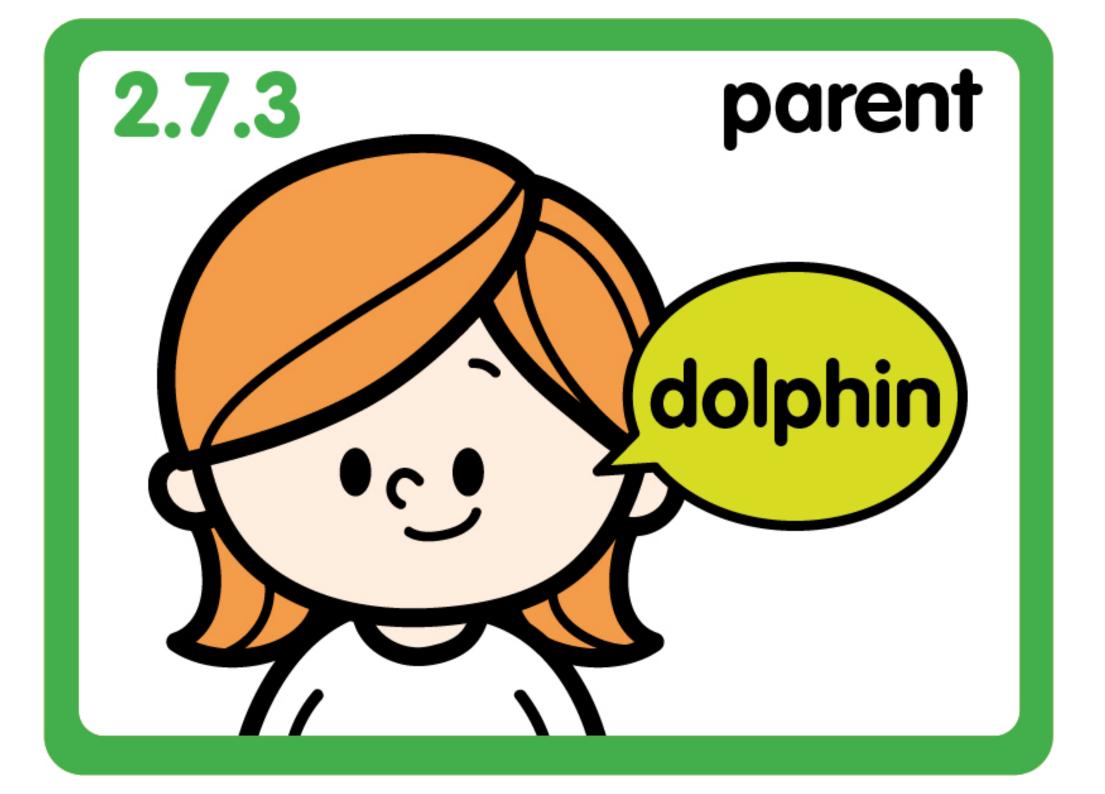
Objective: Cognitive training – pointing out sea creatures

Method: Name different sea creatures and encourage

your child to point to them.



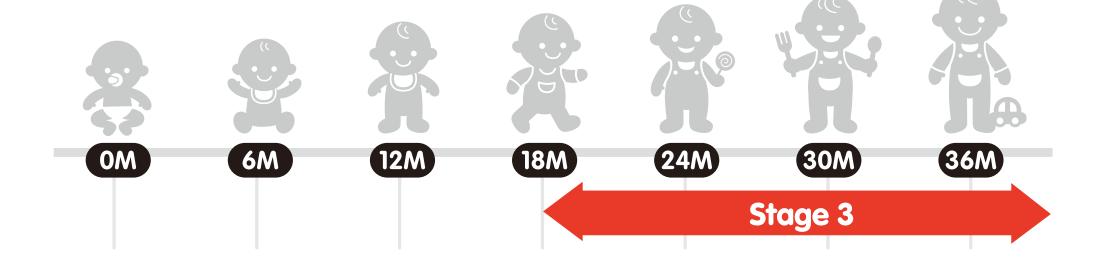






Stage 3

(18 - 36M +)



Activity 3.1

Objective: Memory game 1 - naming sea creatures

Method: Randomly flip over one of the scales and

encourage your child to name the sea

creature hidden underneath.









Activity 3.2

Objective: Memory game 2 - matching colors

Method: Parents may play with their child, or two

children may play together. Take turns flipping over the scales. Each player may flip over two scales each time. The first player to find a pair of sea creatures of the same color

wins.





Activity 3.3

Objective: Memory game 3 - matching sea creatures

Method: Parents may play with their child, or two

children may play together. Take turns

flipping over the scales. Each player may flip

over two scales each time. The first player to

find a pair of sea creatures wins.







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