

Parents' Support

Listen, Clap & Sing

KA10664

 $12cm(W) \times 12cm(H) \times 12cm(D)$





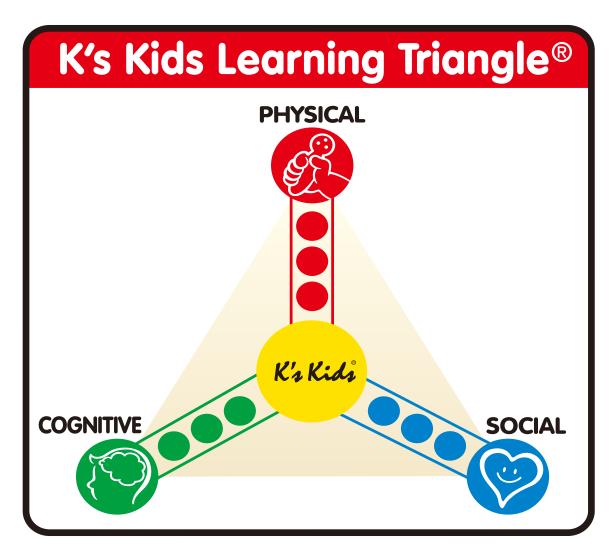
What is K's Kids Parents' Support Center?

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!









Sensory







Creative









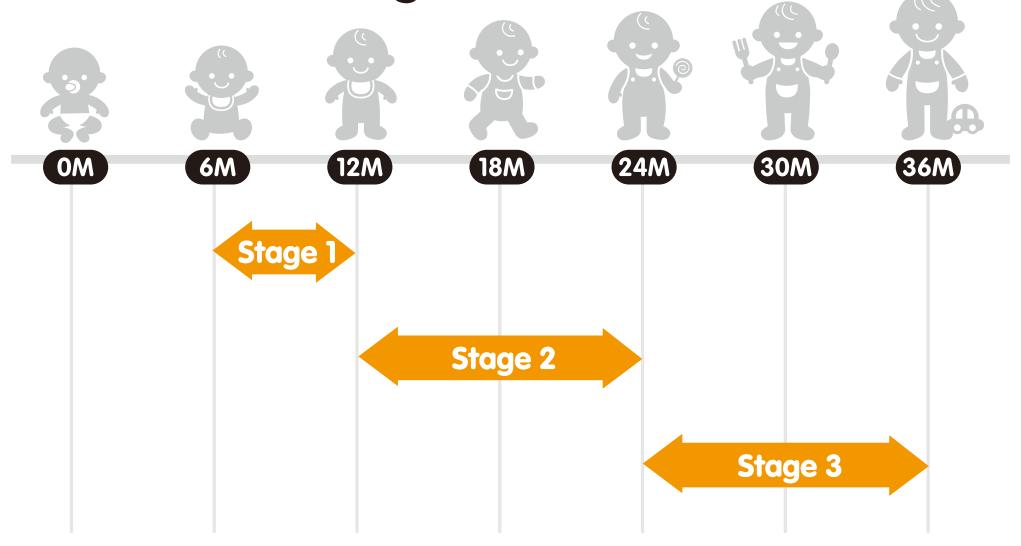


Communication



Self-Esteem

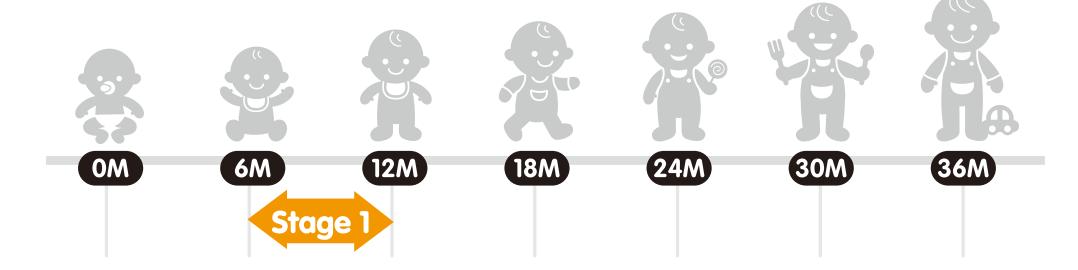
Listen, Clap & Sing Recommended Age



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



(6 - 12M)



Activity 1.1

Objective: Listening and attention training – listening to

music

Method: All three modes of the cube play music. Pat

or throw the cube to activate the music from

different directions. Observe if your child's

gaze follows the music.









Activity 1.2

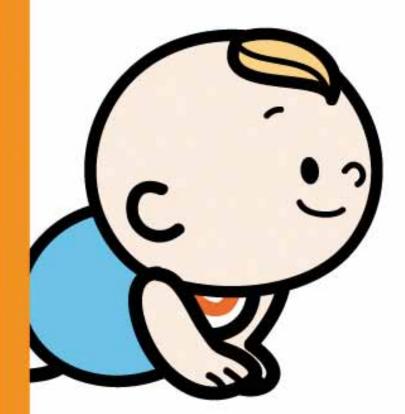
Objective: Gross motor skills training – crawling

Method: Activate the music and hold the cube in front

of your child. Then encourage her to crawl

towards the cube.

1.2



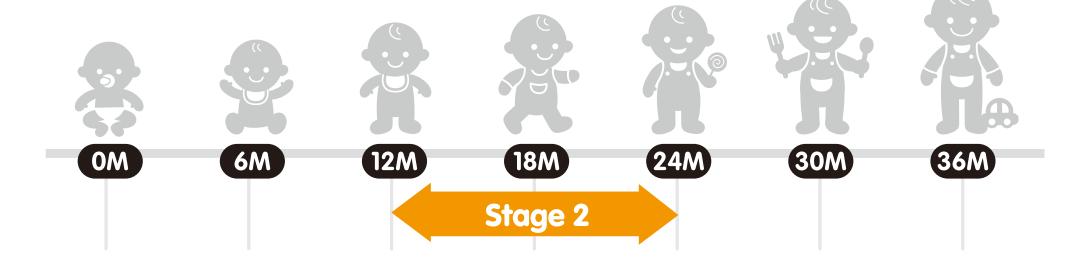


1.2



Stage 2

(12 - 24M)



Activity 2.1

Objective: Mode 1 – singing along

Method:

Set the cube to mode 1 and encourage your child to throw the cube. With each throw, the cube plays different songs sung by different people and animals. This encourages your child to repeat the action, training their musicality and gross motor skills.



2.









London Bridge is Falling Down (Cat)



I'm a little teapot (Dog)



Twinkle Twinkle Little Star (Bee)



Mary Had A Little Lamb (girl)



Ten Little Indians (boy)



Old McDonald Had a Farm (Duck)

Activity 2.2

Objective: Mode 2 – clapping to beats

Method:

Set the cube to mode 2 and encourage your child to throw the cube. With each throw, the cube plays different pieces of music with beats and rhythms. Children can clap, move and dance with the beats. This trains their sense of rhythm and gross motor skills.

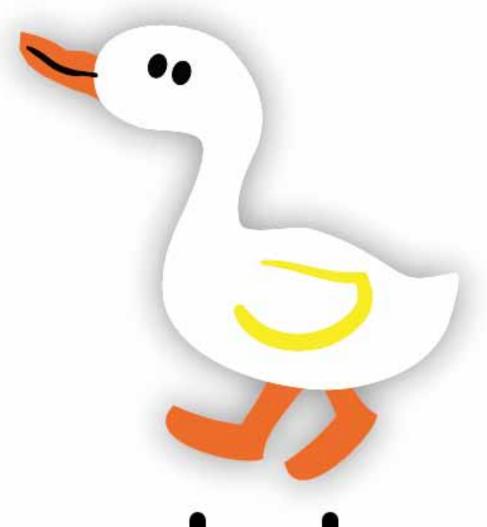
Clap

Activity 2.3

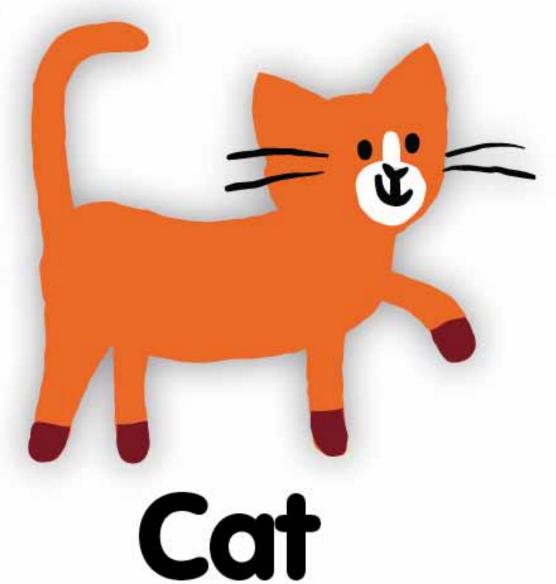
Objective: Cognitive training - learning animals

Method: Teach children the names of different

animals.



duck







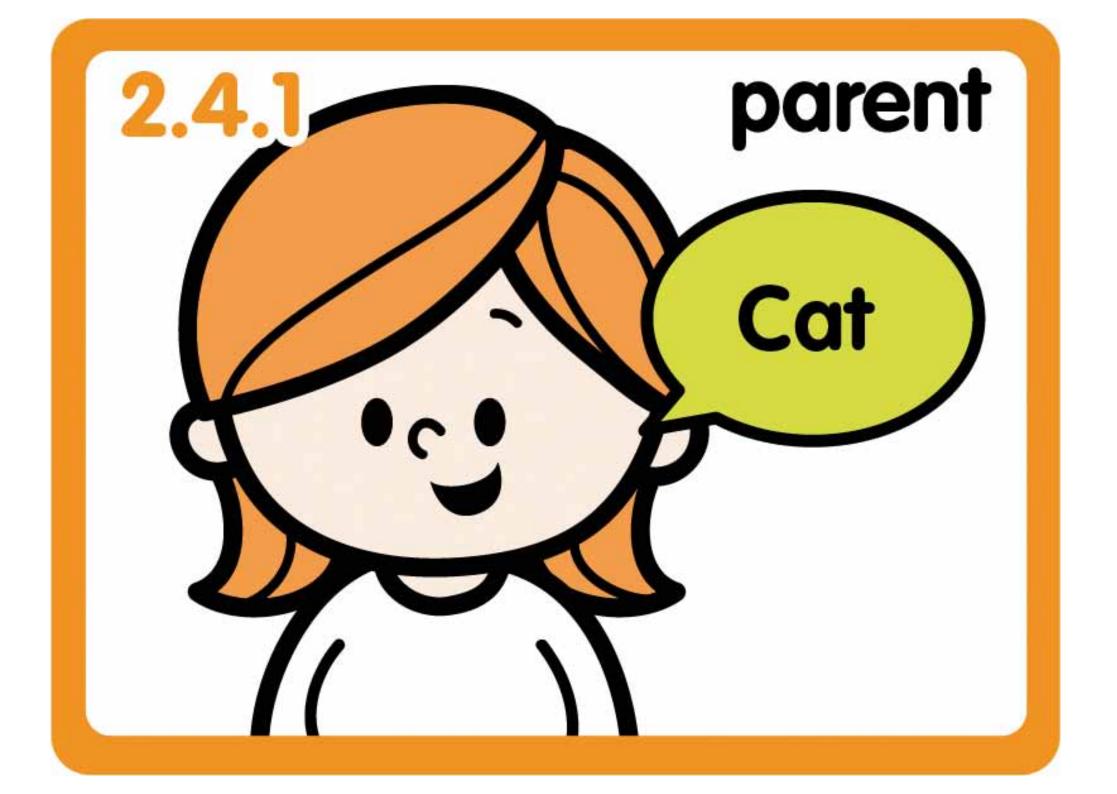
Bee

Activity 2.4

Objective: Cognitive training – pointing to animals

Method: Name an animal and encourage your child to

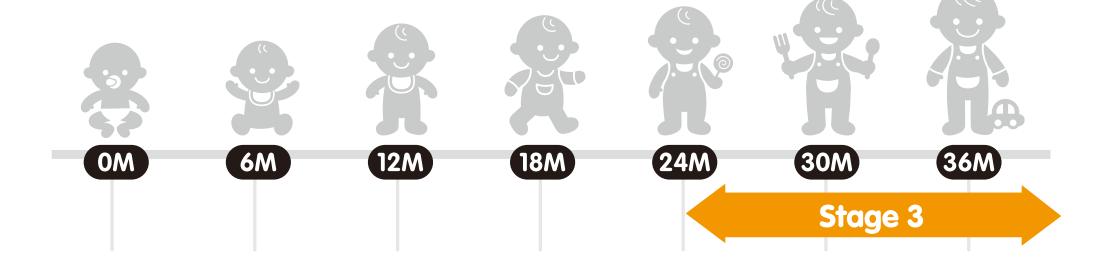
point to it.



child 2.4.2

Stage 3

(24 - 36M +)



Activity 3.1

Objective: Cognitive training - learning instruments

Method: Teach children different instruments.













Piano

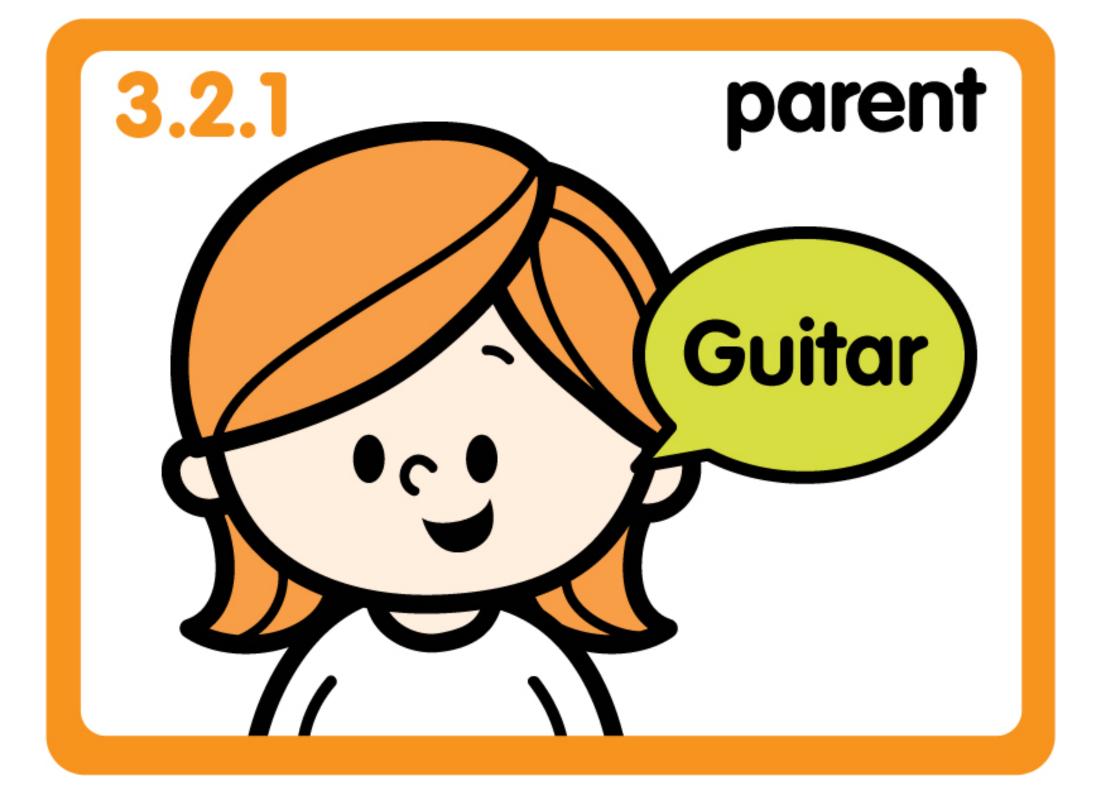
Listen, Clap & Sing

Activity 3.2

Objective: Cognitive training – pointing to instruments

Method: Name an instrument and encourage your

child to point to it.



3.2.2 child



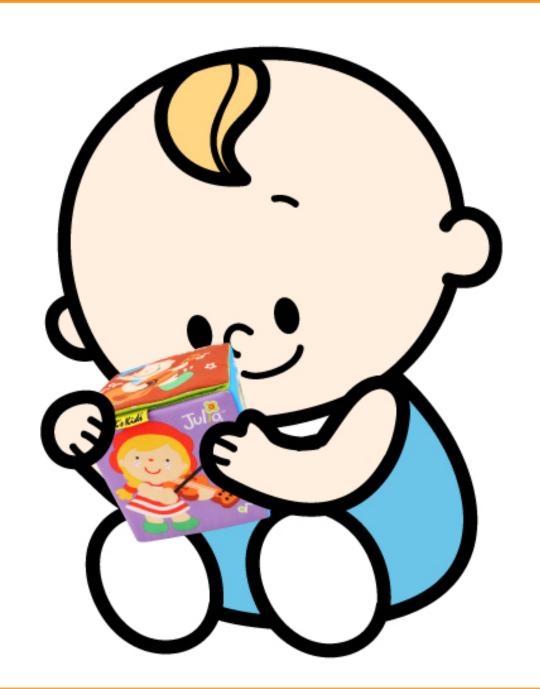
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Activity 3.3

Objective: Mode 3 – telling apart different instruments

Method:

Set the cube to mode 3 and encourage your child to throw the cube. The cube plays music by different instruments (based on the picture facing up as the cube lands). Children can learn the distinct sounds of different instruments.











March (Percussion)



Rain Rain Go Away (Xylophone)



Wheels on the Bus (Trumpet)



Twinkle Twinkle Little Star (Violin)



Old McDonald Had a Farm (Guitar)



Row, Row, Row your Boat (Piano)

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Activity 3.4

Objective: Cognitive training - recognizing instruments

by sound

Method: Set the cube to mode 3 and throw the cube to

activate different songs. Without your child

looking, encourage her to name the

instrument being played.



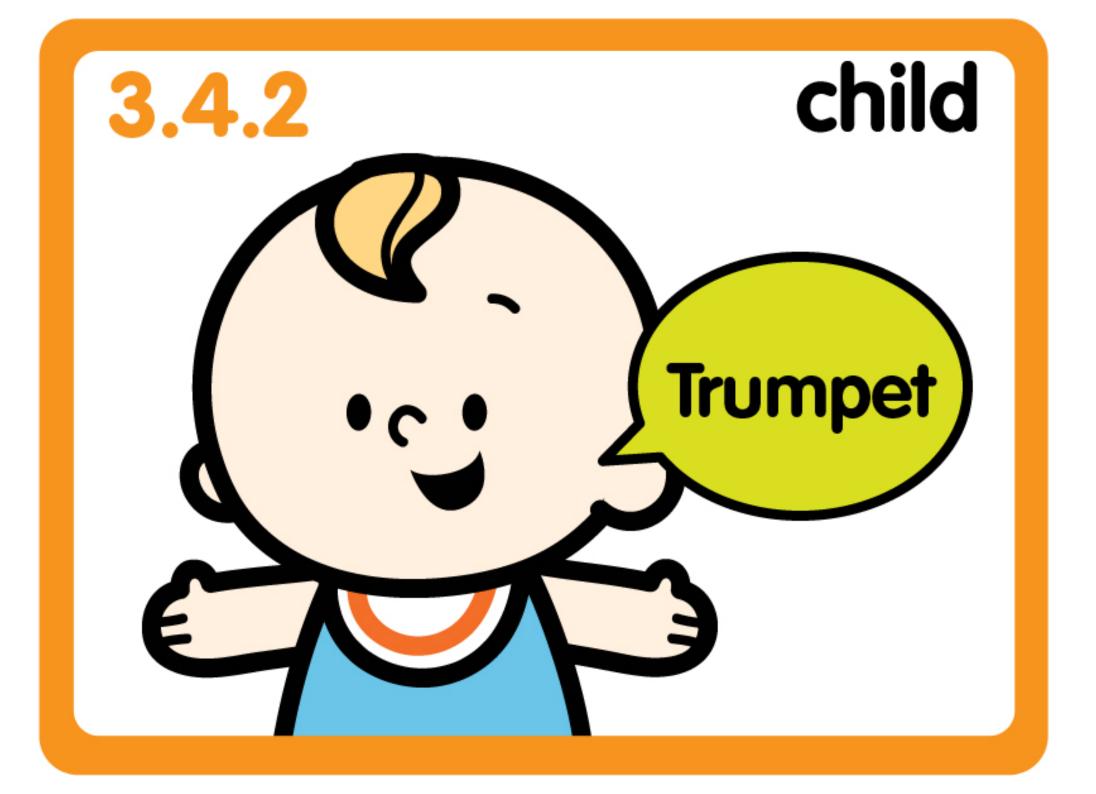
3.4.1





3.4.1





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Activity 3.5

Objective: Eye-hand coordination training – playing

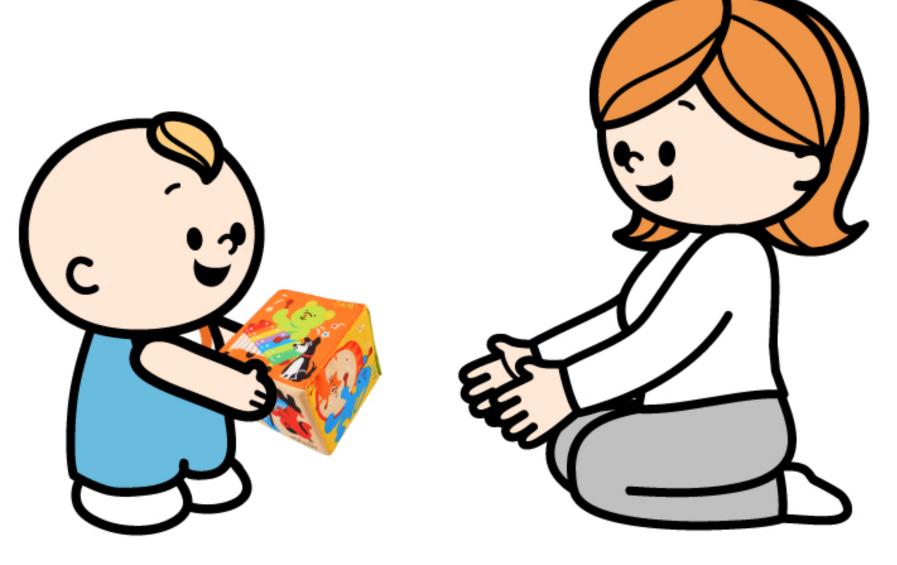
catch

Method: The cube is soft and easy to hold and grasp.

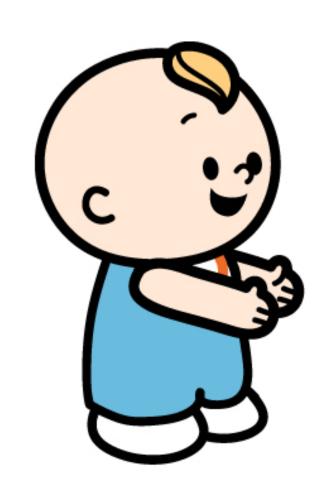
Use the cube to play catch with your child to

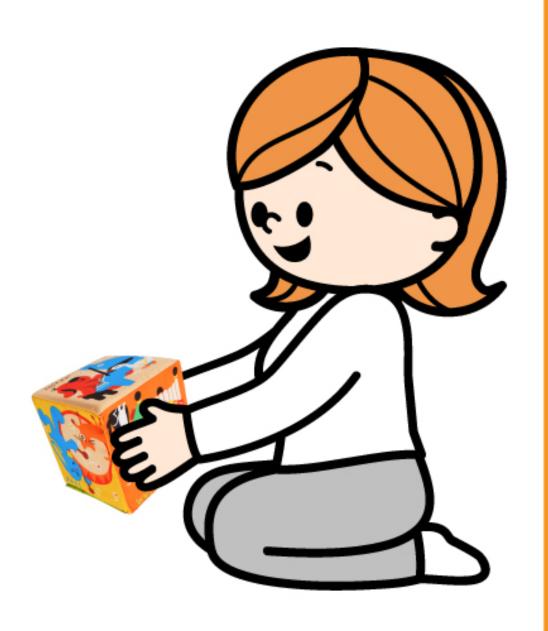
train her reaction and eye-hand

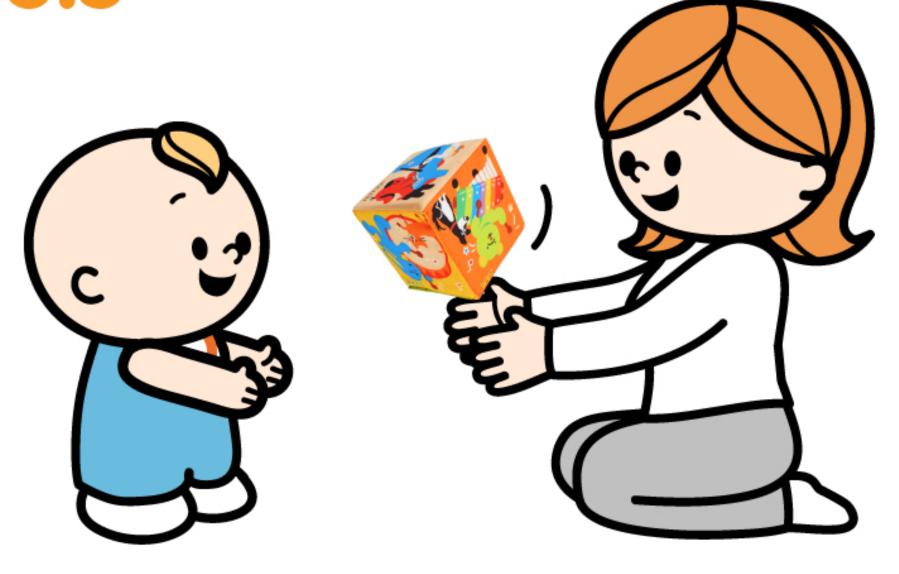
coordination.

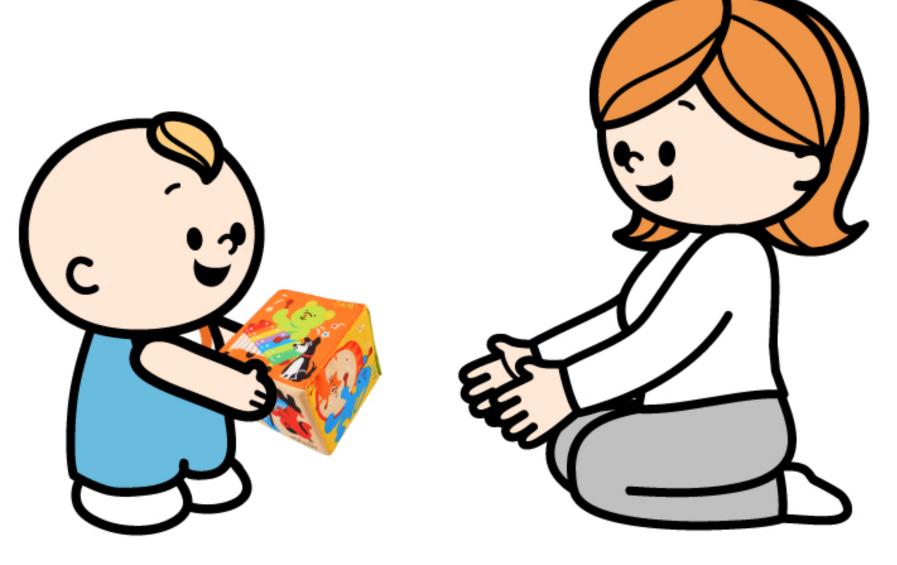














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