



KOULEbot™

Active education & ASD therapy

Sessions/Educational Games 1

- 1) **Emotion Session:** Color, sound, touch sensing & movement to express emotion. Select between *Happy*, *Sad* or *Angry*.
- 2) **Color Session:** Color, touch sensing, sound (correct or incorrect feedback) & movement. E.g. "touch me when I am red".
- 3) **KOULE Says:** Instruction & copying just like the 'Simon Says' game. Children follow instructions such as: go in a circle, go fast, go slow.
- 4) **KOULE Says II:** This game follows on from KOULE Says. It has more complicated actions and instructions.
- 5) **Touch 'N' Go:** Different play lists can be chosen from your smart phone. Different sounds play as the child touches KOULE.
- 6) **Color Picker:** Adjustable color, sound & motion.
- 7) **Chase me:** KOULE begins moving in a straight line at an adjustable speed. The child must chase KOULE and touch it. The length of time it took to catch KOULE is given.
- 8) **Song Session:** Variety of different songs to choose from.
- 9) **Remote Control:** This is used to remote control KOULE. Encourage a child to maybe crawl through a tunnel or to go to an area.



On-board Software:

- Emotion Session
- Color Session
- KOULE Says
- KOULE Says II
- Touch 'N' Go
- Color Picker
- Chase Me
- Song Session
- Remote Control

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User selectable language:
English, French & Spanish