



Cosmo Learning System – Ability & Music Overview

What is it?

The Cosmo Learning System pairs an interactive app with 8 tactile, light-up Dots to make learning playful and inclusive. Activities are grouped into learning suites, each focused on a key learning area.

Play-centred learning for every ability

Engaging SEND learners is tough. This learning suite is full of activities that adapt to every learner and drive engagement, inclusion and measurable progress.

The Cosmo Ability learning suite is a collection of interactive activities that build cognitive, motor, social and emotional skills through play, one touch at a time.

Unlimited access to all learning suites for life.

Cosmo Ability – Learning Focus

- Cognitive skills – attention, problem-solving, memory, cause and effect and sequencing.
- Communication skills – vocalisation, language comprehension, storytelling and social interaction.
- Physical skills – fine and gross motor control, balance and coordination.
- Social and emotional skills – collaboration, emotional recognition and self-regulation.
- Numeracy skills – number recognition, counting and simple operations through play.

For learners and users with

- Cognitive and developmental needs including Severe and Moderate Learning Disabilities, Global Developmental Delay and Down Syndrome.
- Neurodiverse learners including Autism and ADHD.
- Physical and sensory needs including PMLD, physical disabilities, vision or multisensory impairments and Cerebral Palsy.

Where it is used

- Schools – used every day by SEN teachers and teaching assistants to create inclusive, engaging learning experiences.
- Therapy centres – trusted by therapists delivering structured, play-based sessions supporting communication, movement and emotional development.
- Care homes and home learning – empowering parents and caregivers to continue skill-building beyond the classroom.

Cosmo empowers learners to

- Stay focused and communicate more effectively.



- Make clearer connections between actions and responses.
- Respond more calmly in group settings.
- Increase engagement, interaction, peer relationships and emotional regulation.
- Take initiative, participate confidently and enjoy learning through play.
- Improve coordination and body awareness.

Activities (Ability Suite Examples)

- Showdown – a reaction-based activity that strengthens attention, coordination and teamwork through friendly competition.
- Storytelling – encourages communication and emotional expression as learners build a shared story through play.
- My Orchestra – learners become conductors, using movement and timing to create music and build confidence.

Cosmo Music – Make music accessible to every learner

The Cosmo Music learning suite uses rhythm and sound-based activities to help learners explore, create and express themselves, building focus, confidence and coordination through play. Aligned with EYFS Early Learning Goals and the Model Music Curriculum.

Cosmo Music – Learning Focus

- Sound exploration – discovering tone, pitch and timbre through play.
- Rhythmic skills – developing beat, timing and sequencing.
- Musical understanding – introducing melody, harmony and ensemble playing.
- Creative expression – improvisation, composition and teamwork.

Music Settings

- Mainstream and special schools – used daily by teachers, SENCOs and teaching assistants.
- Music hubs – trusted by music teachers and therapists to deliver inclusive, engaging sessions.
- Therapy settings – supporting communication, coordination and emotional regulation with minimal setup.

Cosmo Music empowers learners to

- Focus for longer periods of time.
- Think creatively.
- Build coordination and timing.
- Listen and respond through turn-taking and shared rhythm.
- Express themselves with confidence.
- Connect with others and feel proud of participating.



For learners and users with

- Additional and diverse learning needs including Autism, ADHD and sensory processing differences (ALN).
- Physical and sensory needs including limited mobility, visual impairments or motor coordination challenges.
- Early Years and Primary learners, including Reception and Key Stage 1 pupils developing early musical awareness and confidence.