COCO

Educational and physical games to teach a measured use of screens.

The COCO app is adapted for all children.

Our technical sheet to help you better support special needs children:

- Dyslexia
- Dyscalculia
- Dyspraxia
- Dysphasia
- Autism
- Down syndrome

Audio description and 3 levels of difficulty for each game.

With these technical sheets, you will be able to choose the games according to the children's needs.
COCO MOVES
Adapted physical games, available at any time, or after 5 minutes of screen time to give children a break from screens.

Adapted physical exercises. You can hide some of the games not to put any children in failure.

Introduces a measured use of screens.

Reduces sedentary lifestyles.

Participates to inclusive schooling.

Mime an emotion
Mime an animal

The grasshopper
The acrobats

Danse with Coco
1,2,3 redlight

TAKING BREAKS
Children spend around 4h 11a day in front of the screens.

Only 4 out of 10 children take part in a physical activity.

It is recommended to exercise for at least 30 minutes every day.
Cognitive functions

LEXICAL ACCESS

Lexical access is the ability to find a specific word in our vocabulary, to name an object, animal or emotion...

We also use this skill to understand words formulated by other people.

METHAPONOLOGICAL SKILL

Methaponological skill is the ability to understand and manipulate words and their components (syllables or letters...).

THE HANGMAN

The child needs to think and choose the right letters among the remaining to make up the right word.

CARNIVAL OF THE ANIMALS

When discovering the different animals, the child needs to find the right word for the animals and their habitats.

SYLLABUS

The child needs to think and choose the right combination of syllables to make up the right words.
Monitoring platform (optional) - $38/month

Each professional has access to their patients’ statistics at a global and individual user level.

You may:

- Review the improvement and progress of each person’s usage (favorite games, success rate, current difficulty level).
- Monitor the well-being of each user.

**WELL-BEING PROGRESS AND TRENDS**

- Monthly history
- Details for the current month

**CALENDAR**

This feature allows you to better track the people you care for.

You will have access to the results on a daily, weekly or monthly basis, and follow the evolution by player (number of games played, average score per game etc...).

**ALERTS**

This feature allows you to identify in real time the users who are experiencing difficulty.

Different types of alerts have been developed in collaboration with our health partners:

- Well-being alert
- Lack of activities alert
- Lower cognitive performance alert

You can then go directly into the user’s profile for more information on how best to assist the senior.
EARLY AND EXCESSIVE EXPOSURE TO SCREENS (EEES)

- Motor skill delay,
- Language disorder,
- Cognitive delay,
- Attention deficit disorder, Aggressive behavior,
- Addiction

"This is the first study to report an association between handheld screen time and increased risk of expressive language delay"

Dr. Catherine Birken, pediatrician.

FOLLOW THE PROGRESS

The children can follow their progress within the app. It reinforces a feeling of pride and success in achievements.

PRICING

As a professional

- Get unlimited profile for $9 USD/ month/ tablet

As an individual

- For 3 months: $18 USD/ month/ tablet
- For the yearly subscription: $58 USD

INCLUDES

Coco Thinks
Coco Moves
Monthly updates: new content and/or new games