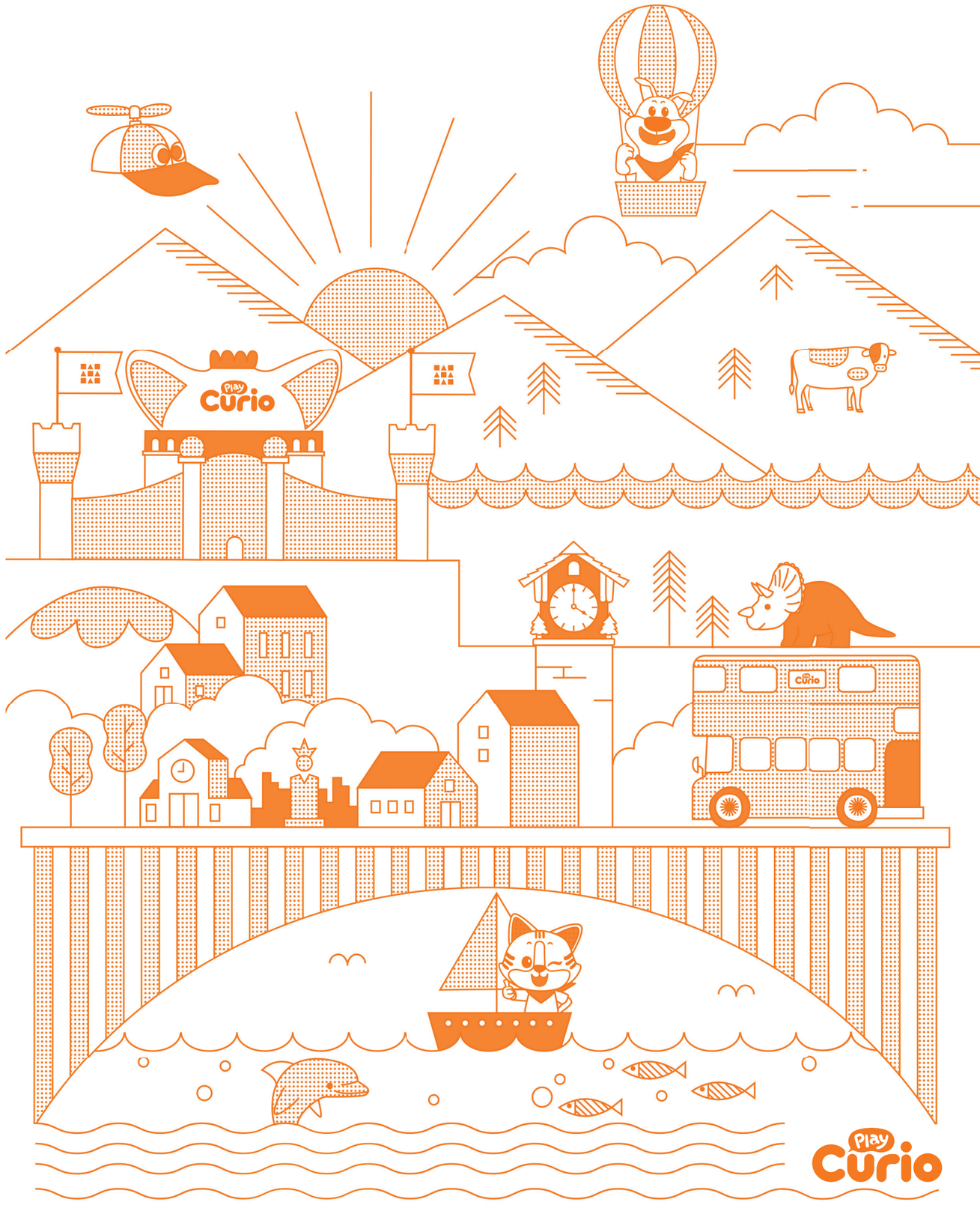
Play Curio

Explore in the Curio world,
a Fun education for your kids' First education



Curio Safari



SINCE 2018 · CURIO SAFARI · PLAY CURIO

Curio Safari

A must-have item in a stroller!
The fun nature-watching content
for **immersive** experience anytime,
anywhere using the AR technology

- Children can see realistic 3D animals, insects and dinosaurs they have seen in only photos from books.
- Children can compare animals' sounds, movements, and **scales.**
- Children can become little explorers wandering here and there in your house by turning it into an aquarium or a zoo.
- You can take it with you wherever you go out as it is portable. It is a great item to entertain your children while waiting for food in a restaurant or traveling.

Age 3+ · 112 ARcards · 7 types of animals

Curio Math Math



SINCE 2018 · CURIO MATH MATH · PLAY CURIO

Curio Math Math

Difficult to start teaching math?
While playing with the Curio Math Math,
your child will learn the basic principles
and concepts of numbers.

- Children can listen to the math chant, easily learn the concept of numbers with fun stories in video clips, and repeat by playing games.
- It includes a magnetic play bus and a workbook to refresh the stories and games learned in the application and to expand the learning experience to offline activities for higher educational effects.
- A three-year kindergarten course can be learned within four to six months. Children can learn all the useful, basic concepts of numbers before elementary school.

Age 4+ · 16 ARcards · workbook, guidebook, magnetic play board, magnet cards, and times table

Curio World Map



SINCE 2018 · CURIO WORLD MAP · PLAY CURIO

Curio World Map

Travel around the world following fun
stories with Curi & Rio. Children can
listen to the stories about landmarks
and cultures from all around the world.

- Start teaching "world culture education" that starts from kindergarten to elementary, middle, and high school at home.
- Children can collect a piece of the golden globe when traveling a country, just like getting their passport stamped when traveling abroad. This content will make children have a sense of accomplishment while solving missions.

Age 4+ · Saypen compatible (Saypen sold separately) · 12 AR exploration cards · 100 AR country cards · AR world map

Play Phonics & Sight Words



SINCE 2018 · PLAY SIGHTWORDS · PLAY CURIO

Play Phonics & Play Sight Words

What should I teach my child first—phonics or sight words?
It's not one over the other; it's essential to start with both!

- In the US, children learn phonics and sight words together. Play Phonics & Sight Words follows the curriculum of premium English kindergartens, while making it easy for even non-native English speakers to have fun learning.
- Children can learn correct pronunciations by looking at the shapes of the English teacher's mouth. Follow along aloud and record your pronunciation to compare with the teacher's native pronunciation.
- This program contains a variety of fun activities, such as coloring, mazes, and spot the difference, so that children can remember what they learned.
- With personal daily targets, children can have fun learning at their own pace and feel a sense of accomplishment.

Age 4+ · Saypen compatible (Saypen sold separately) · 120 Phonics ARcards · 120 Sight Words ARcards · PLAY Phonics Poster



SINCE 2018 · PHONICS POP · PLAY CURIO

Phonics Pop

Stop worrying about pronunciation when teaching your children English at home!
Make your children listen to their first English words spoken by native speakers with the Saypen and application.

- The reliable curriculum of the YBM Phonics gives your children a fun experience of learning language through reading, listening, writing and speaking.
- The cards and the digital content have fun parts and stories so that children can explore the world of phonics by themselves.
- The storybook designed to help children understand different emotions such as happiness, anger, and fear expands their digital content experience to the offline world.

3+ Age · Saypen compatible (Saypen sold separately) · 100 ARcards · 5 storybooks



SINCE 2018 · DICTIONARY POP · PLAY CURIO

Dictionary Pop

Learn daily words in three languages: Korean, English, and Chinese.
Get started with a multilingual world through the Dictionary Pop.

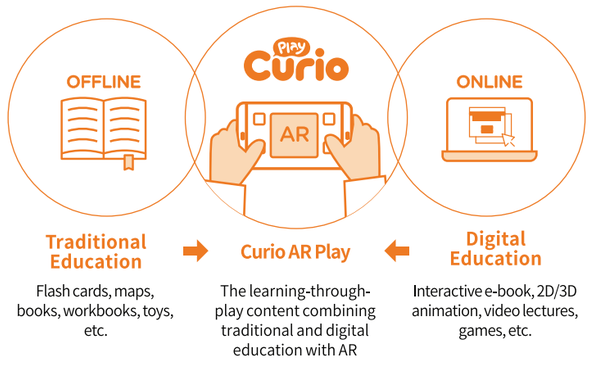
- The “flash method” technique, a brain stimulation method based on brain science, is particularly effective when children before 36 months learn foreign language for the first time.
- It can be used for a long period of time for teaching Korean words, as well as English and Chinese words during the growth process of a child.
- Dictionary pop can be localized to suit the language of your country.
(i.e. German, French, English)

4+ Age · Saypen compatible (Saypen sold separately) · 100 ARcards · 10 themes (3 languages)



What Is Blended Learning?

Just like making a cocktail, it means to blend various learning methods such as offline and online learning to maximize the effect of learning.
It is a great way to expand learning opportunities and optimize learning time and costs.
PlayCurio attracts children’s interest with the application having immersive content applied with AR technology and creates smart learning-through-play products by utilizing workbooks, real cards, and teaching aids.





PlayCurio brings joy to children
with its good digital content.



Learning starts from fun play!
PlayCurio

1 The best content to interest kids. Using the advantage of digital content, it helps to develop small muscles and stimulate the brain through active interactions including watching, listening, writing and speaking.

2 Without having to ask “What did you learn,” you will hear from your kids question like “Mom, did you know this?” The content of PlayCurio can make children self-direct their learning without parental involvement. Children can explore content in their own way with the help of the story, and come up with lots of questions on their own without their parents help.

3 The revised curriculum emphasizes the importance of cultivating basic digital competency in the “digital literacy era.” Instead of just refusing to expose children to digital content, parents need the ability to choose good, educational, and least stimulating content, and children need the ability to associate online content with offline ones when learning.

4 All products of Playcurio are available in English as a standard,
to be used for English education and in all countries through localization.

Digital Innovation
Grand Prize
Digital Innovation Awards

Go to the Curio
official website