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(57) Abstract :

A cognitive skill development device, comprises of an L-shaped body 1 arranged with a first and second portion 2, 3, a display panel 4 for allowing a user to select option regarding level of game, a chamber 5 positioned on second portion 3 stored with multiple objects having different shapes, a block 6 for providing space to play the game, a slot 7 to provides space to position object, rollers 8 wrapped with rope 9 connected with a ring 10 for adding a user in initiating game by moving ring 10 inside chamber 5 in proximity to specified object, a pusher 11 for pushing the specified object within ring 10, multiple pins 12 to extend/retract for accommodating object, a motion sensor for monitoring movement of block 6, a container to accumulate object that passes through slots 7 and a gripper 14 to position object back to chamber 5.

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