CHILDREN'S INTERACTIVE LEARNING PRODUCTS

Product Catalog

OID reading pens, talking readers, logic learning machines, card devices and sound books for custom programs.



01 / COMPANY

Product, content and production coordinated as one system.

GlobalSmartToy develops children's interactive learning products for brands, publishers, distributors and education companies. We connect hardware selection with firmware, audio, printed content, testing, packaging and repeat-order records.



01	02	03	04
Product platform	**Content integration**	**OEM presentation**	**Production control**
Select a suitable reading pen, character reader, logic machine, card device or sound-book format.	Connect scripts, recordings, IDs, printed artwork and firmware behavior through controlled files.	Coordinate colors, logos, face inserts, printed materials, accessories, labels and retail packaging.	Use approved samples and release records for function testing, pack-out review and shipment inspection.

02 / PRODUCT FAMILIES

Choose the interaction before choosing the housing.

Start with what the child should touch, insert, press or solve. The right platform reduces unnecessary development work and makes content preparation more predictable.



OID READING PENS

Animal-Head OID Reading Pens

Child-friendly elephant, chick, rabbit, frog and unicorn pen designs for coded books, cards and learning sets.



TALKING READERS

Compact Character Talking Readers

Character talking readers in parrot, duck, panda, unicorn, owl, dinosaur, koala and bear directions for coded books, cards, stickers and audio learning content.



LOGIC TRAINERS

Logic Thinking Learning Machines

Structured activity devices for matching, sequencing, reasoning and early problem-solving exercises.



CARD MACHINES

Talking Flash Card Machines

Compact audio learning devices that read inserted cards for vocabulary, recognition and repetition practice.



SOUND BOOKS

Interactive Sound Books

Printed books with integrated sound modules, page buttons or themed audio panels.

OEM SCOPE

Final options, specifications, MOQ, pricing and lead time are confirmed against the selected platform, customization depth, market and order plan.

03 / TOUCH-TO-READ

Animal-head OID pens for coded books and learning sets.

Touch selected printed areas to play mapped words, stories, songs or prompts. Build projects around custom books, cards, posters, worksheets and multilingual audio.



ELEPHANT OID PEN

Elephant-Head OID Reading Pen

Elephant animal-head OID reading pen for custom books, cards, posters, worksheets and multilingual learning sets.



CHICK OID PEN

Chick-Head OID Reading Pen

Chick animal-head OID reading pen for custom books, cards, posters, worksheets and multilingual learning sets.



FROG OID PEN

Frog-Head OID Reading Pen

Frog animal-head OID reading pen for custom books, cards, posters, worksheets and multilingual learning sets.



UNICORN OID PEN

Unicorn-Head OID Reading Pen

Unicorn animal-head OID reading pen for custom books, cards, posters, worksheets and multilingual learning sets.

CONTENT	CUSTOMIZATION	INTEGRATION
Books, cards, posters and worksheets	Colors, face insert, branding, audio and firmware	OID artwork, code map and versioned audio package

04 / CHARACTER PLATFORMS

Compact readers for cards, books, stickers and audio programs.

Character housings provide a ready starting point for themed preschool content while the audio, printed items, firmware behavior and packaging remain project-specific.



PARROT READER

Parrot Talking Reader

Parrot character talking reader for coded books, recognition cards, stickers and multilingual preschool audio programs.



DUCK READER

Duck Talking Reader

Duck character talking reader for coded books, recognition cards, stickers and multilingual preschool audio programs.



PANDA READER

Panda Talking Reader

Panda character talking reader for coded books, recognition cards, stickers and multilingual preschool audio programs.



UNICORN READER

Unicorn Talking Reader

Unicorn character talking reader for coded books, recognition cards, stickers and multilingual preschool audio programs.

BEST FOR	CONTENT FORMATS	PROJECT CONTROLS
First words, pronunciation, stories, songs and themed knowledge	Recognition cards, coded books, stickers and activity materials	Audio manifest, content map, integrated sample and pack-out record

05 / MORE CHARACTER DIRECTIONS

Build one platform into several content or market editions.

Use a consistent development method across character directions: define the interaction, map the content, approve the integrated sample and preserve the released configuration for reorders.



OWL

READER

Owl Talking Reader

Owl character talking reader for coded books, recognition cards, stickers and multilingual preschool audio programs.



BLUE

DINOSAUR

READER

Blue Dinosaur Tap-to-Read Learning Player

Blue Dinosaur character tap-to-read learning player for themed vocabulary books, recognition cards, stickers and multilingual audio programs.



KOALA

READER

Koala Tap-to-Read Learning Player

Koala character tap-to-read learning player for themed vocabulary books, recognition cards, stickers and multilingual audio programs.



BEAR

READER

Bear Tap-to-Read Learning Player

Bear character tap-to-read learning player for themed vocabulary books, recognition cards, stickers and multilingual audio programs.

Common OEM options

- Housing colors and printed branding
- Custom voice, language and audio library
- Compatible books, cards and stickers
- Button logic and playback behavior
- Charging accessory and instruction manual
- Retail packaging and carton marks

IMPORTANT

A character housing does not define the final product alone. Quote and approve the complete device, content, accessory and packaging configuration.

06 / FORMAT SELECTION

Match the product format with the learning action.

Logic machines support structured tasks, card devices support fast vocabulary practice, and sound books place the interaction directly inside the printed publication.



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CARD MACHINES

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Compact audio learning devices that read inserted cards for vocabulary, recognition and repetition practice.



SOUND BOOKS

Interactive Sound Books

Printed books with integrated sound modules, page buttons or themed audio panels.

Logic learning

Match · sequence · reason

Talking cards

Insert · listen · repeat

Sound books

Press · read · hear

07 / OEM & ODM DEVELOPMENT

Translate customer requirements into controlled project files.

A reliable sample is built from defined product behavior, content, market and pack-out—not from a logo request alone.



01 Define

Confirm learner age, interaction, content format, languages, market, quantity and target schedule.

02 Map

Connect hardware functions with scripts, audio IDs, printed artwork, firmware and accessories.

03 Sample

Build and review a physical reference using representative production-intent content.

04 Release

Freeze the approved configuration, files, packaging and inspection reference before production.

Industrial presentation

Existing housings, colors, face inserts, logos and project-specific surface graphics.

Audio & firmware

Voice, music, languages, playback rules, button behavior and versioned installation packages.

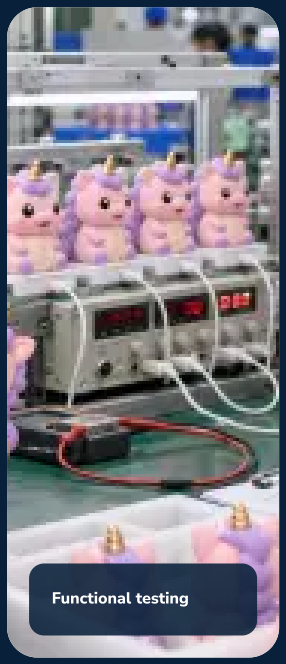
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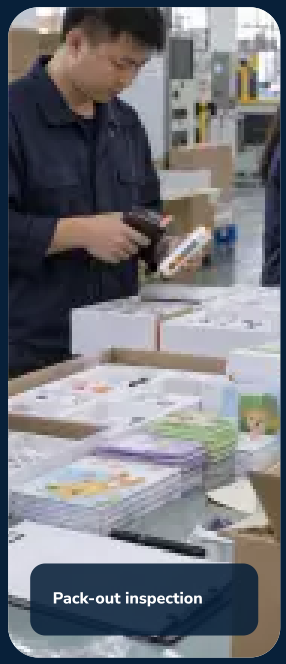
Books, cards, stickers, coded artwork, instructions, labels and packaging graphics.

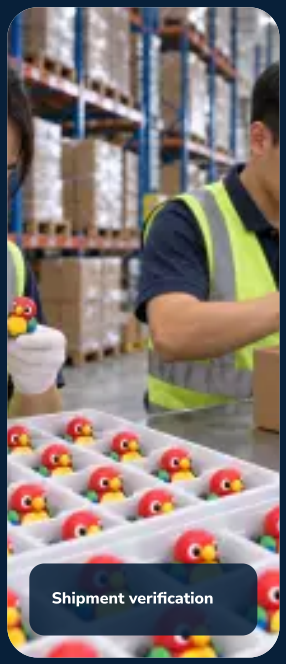
08 / PRODUCTION EVIDENCE

Check the approved configuration throughout production.

Product quality depends on more than a final function test. The device version, content release, printed materials, accessories and packaging must remain aligned.







01 Hardware appearance, assembly, controls, charging and speaker output

02 Firmware and audio version, recognition and mapped playback

03 Printed edition, card or book count, instructions and accessories

04 Labels, retail package, carton marks and approved pack-out

09 / PROJECT BRIEF

Send the requirements you already know.

A useful first review does not require every detail. Share the available information and identify what is still open.

01 **Product format** Reference model, learner interaction and target age	02 **Content status** Artwork, scripts, recordings, languages and item count
03 **Commercial scope** Target market, estimated quantity and desired launch timing	04 **OEM direction** Logo, colors, packaging, accessories and compliance preparation

PROJECT INQUIRIES

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Reference images show available product directions. Final specifications, content, customization, MOQ, pricing, lead time and market requirements are confirmed for each project.