## Mp3 Pando Babies/ Felix Pando - Lullabies For Babies



## **DOWNLOAD HERE**

Music for Babies with special techniques which add up the beauty and form of the classical music, nourishing them with musical harmonies, engage the children's listening ability and enhance their intellectual development 12 MP3 Songs KIDS/FAMILY: Lullabies, KIDS/FAMILY: General Children's Music Details: Felix Pando the creator of Pando Babies series is an international artist known for his commitment with the well-being; this commitment is present in this Series. The development of the product was based on two relevant factors, first in humans, the ear is the first sensory organ to develop, and it is fully functional four and a half month before the born; second, the classical music is focused on formal styles and demands focused attention from the listener. Felix Pando was working in music productions for babies for more than 20 years, using in his arrangements instruments such as viola, violin, music box and flute with the appropriate frequencies for the babys delicate hearing and at the same time help to develop its imagination; with these techniques he is not only add up the beauty and form of the classical music, he is nourishing them with musical harmonies, engage the children's listening ability and enhance their intellectual development. Why Pando Babies? This music develops the babys imagination because in these arrangements the tones, harmonies and melodies are playing music games The instruments used such as viola, violin, music box and flute played with the appropriate frequencies can help to enhance and support the network of neurons, the starting point of their future learning process. This music nourishes the babies with musical harmonies, engage their listening ability and enhance the intellectual development. Felix Pando, the creator of Pando Babies, is an international artist with more than 20 years producing music for babies.

**DOWNLOAD HERE** 

## Similar manuals:

MP3 In Color - In Color (the Lamp Album)