A quick guide for parents and caregivers

Aro: A Stone for Everyone

Ages 6-7

The goal: Explore spare places with toys or drawings after playing. This is an off-screen extension.

Playful practice, not a test.

5 ways to stretch the thinking

1. **Predict first.** Will every toy have a place? Ask before moving.
2. **Change the layout.** Spread the circles out. Has the match changed?
3. **Use a spare.** Add one toy. Can it use an empty circle?
4. **Plant one mismatch.** Put two toys together. Ask what needs fixing.
5. **Invent a challenge.** Let your child choose toys and circles for you.

Your challenge plan

10 minutes is plenty



- No timer
- Show or tell
- Create one

Off-screen extensions, not extra levels.

5 signs of deeper reasoning

1. **Predicts a match.** Shows whether all toys will fit.
2. **Ignores the spacing.** Keeps the same match after circles move.
3. **Explains a spare.** Shows why an empty circle can be useful.
4. **Finds a mismatch.** Spots a shared place and shows a fix.
5. **Tests a new puzzle.** Checks that their own arrangement follows the rule.

Try it away from the screen today

Gestures count as an answer



Set up. Use three toys and four paper circles.



Predict. Add two toys. Will everyone fit?



Check and fix. Match one per circle. Add the place still needed.

No app	No ads, ever	Nothing collected from your child

wondermaths.app

50 mm · Print at 100%

Explore wondermaths.app