

A quick guide for parents and caregivers

Aro: A Stone for Everyone

Ages 3-5

The goal: Give every friend a stone of their own. Spare stones may stay empty.

Playful practice, not a test.

5 ways to help without giving the answer

1. **Watch the hand.**
   Let your child see the first move.
2. **Offer a choice.**
   Ask: Where could this friend stand?
3. **Give them time.**
   Wait before pointing to a place.
4. **Check together.**
   Does each friend have their own stone? Then tap OK.
5. **Make one change.**
   If a stone is crowded, ask: What could you move?

Your tiny play plan

5

minutes

is plenty



- **No timer**
- **Try again**
- **Tap or drag**

Stay nearby. Let your child choose.

5 signs the math is happening

1. **Finds a place.**
   Moves a friend onto a stone.
2. **Matches one to one.**
   Gives each friend their own stone.
3. **Tracks who is waiting.**
   Looks back for friends still on the bank.
4. **Fixes a crowded stone.**
   Moves one friend without starting over.
5. **Leaves a spare place.**
   Accepts an empty stone when every friend has one.

Try it away from the screen today

Toys and paper circles only · adult nearby



Make places.
Set out three large paper circles and three toys.

Match them.
Put one toy on each circle.

Leave one spare.
Add a circle. Every toy still has a place.

No app	No ads, ever	Nothing collected from your child

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