

An off-screen extension for parents and caregivers

Capybara: A Leaf for Everyone

Ages 6-7

The goal: predict and explain one leaf for each friend. | **A challenge after shared play.**

5 ways to stretch the thinking

1. **Predict before moving.** "Can the leaves cover every place?"
2. **Compare gaps and extras.** "Could a spare fill an empty place?"
3. **Change the layout.** "Does moving the guests change what we need?"
4. **Plant one mix-up.** "Which place would you change first?"
5. **Invite a new picnic.** "Can you make a puzzle for me?"

Your challenge plan

10 minutes is plenty



- No timer
- Explain why
- Create one

Off-screen extension. Base adventure: ages 3-5.

5 signs of deeper reasoning

1. **Looks beyond gaps** Looks for spares before adding leaves.
2. **Explains a repair** Shows how an extra can fill a gap.
3. **Keeps the rule** Moves the guests; still gives one each.
4. **Checks the whole set** Shows every guest has exactly one.
5. **Creates a puzzle** Makes a mix-up and a way to fix it.

Try it away from the screen today

Make a mix-up. Four toys; leaves arranged 2, 1, 1, 0. → **Predict first.** "Do we need any new leaves?" → **Move and explain.** Shift the extra. Show one for each.

✓ No app | ✓ No ads, ever | ✓ Nothing collected from your child

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