

A quick guide for parents and caregivers

Capybara: A Leaf for Everyone

Ages 3-5

The goal: give exactly one leaf to each animal. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Watch the hand.**
   Let the short demonstration finish.
2. **Ask who is waiting.**
   Try: “Who still needs a leaf?”
3. **Check the picnic.**
   Ask: “Does everyone have one?”
4. **Let your child check.**
   Ask: “Ready to tap OK?”
5. **Welcome a change.**
   Try: “What could you take back?”

Your tiny play plan

5 minutes is plenty



- No timer
- Try again
- Your pace

Stay curious. Let your child choose.

5 signs the math is happening

1. **Pairs one with one**
   Places a leaf for each guest.
2. **Checks every place**
   Looks for empty or doubled places.
3. **Leaves a spare**
   Stops when each guest has one.
4. **Repairs a mismatch**
   Takes an extra back, then gives it again.
5. **Chooses when to check**
   Uses OK after looking over the picnic.

Try it away from the screen today

Set a picnic. Use three toys and four paper leaves. → **Give one to each.** Let the spare leaf stay in the pile. → **Check together.** “Does every toy have one?”

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

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