

A quick guide for parents and caregivers

Capybara: Fruit Shuffle

Challenge ages 6-7

The goal: Predict and prove when moving berries keeps their number. | **Playful practice, not a test.**

5 ways to stretch the reasoning

1. **Predict first.** Before an off-screen move, predict what will change.
2. **Prove it.** Pair the objects one to one.
3. **Name the change.** Was one moved, added, or taken away?
4. **Check a claim.** A wider group must have more. Is that always true?
5. **Invent a puzzle.** Let your child make a two-plate challenge.

Your challenge plan

10

minutes

is plenty



- No timer
- Show why
- Make a puzzle

Accept a gesture, drawing, or explanation.

5 signs deeper reasoning is growing

1. **Predicts, then checks.** Tests an idea with real objects.
2. **Proves two ways.** Uses counting and matching.
3. **Separates causes.** Distinguishes moving from adding or taking one.
4. **Gives a reason.** Says or shows why the count stayed the same.
5. **Creates a puzzle.** Rearranges objects while keeping their number.

Try it away from the screen today



Build. Put 4 blocks on each plate.

→



Predict. Spread one group. Ask what changes.

→



Prove. Pair one-to-one. Then add one and check.

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

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