

A quick guide for parents and caregivers

Capybara: Fruit Shuffle

Around ages 4-6

The goal: Compare both plates. Moving berries keeps their number; adding or taking one changes it.

Playful practice, not a test.

5 ways to help without giving the answer

1. **Watch first.** Let the hand demo show Aro's plate.
2. **Wait a moment.** Ask: "What did you notice?"
3. **Compare both.** Point to each plate. Let your child check.
4. **Replay the move.** Replay shows the same move and keeps their choice.
5. **Welcome a change.** Ask: "Want to check again?" Let them pick, then OK.

Your tiny play plan

5 minutes is plenty

- No timer
- Spoken cues
- Try again

Stay curious. Let your child choose.

5 signs the math is happening

1. **Tracks Aro.** Watches the berries move.
2. **Counts one by one.** Points to each berry once.
3. **Checks both plates.** Looks back and forth.
4. **Looks past spacing.** Notices the berries, not the space they cover.
5. **Tries again.** Changes a choice after checking.

Try it away from the screen today

Match. Put 3 blocks on each plate. → **Spread.** Move one group farther apart. Keep every block. → **Check.** Compare. Then add one block and compare again.

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

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