

An extra challenge for parents and caregivers

Gecko: Delivery Mix-Up

Guide: ages 6-7

The goal: Predict, explain, and invent a delivery repair. | **Reasoning matters more than speed.**

5 ways to stretch the thinking

1. **Predict before moving.**
   Ask: How many moves do you expect?
2. **Explain a choice.**
   Ask: Why add or take away?
3. **Check the plan.**
   Ask: How could you prove it matches?
4. **Ignore fruit type.**
   Ask: Would a different fruit still work?
5. **Invent one off-screen.**
   Let your child set a spoon puzzle.

Your challenge plan

10

minutes

is plenty



- No timer
- Explain why
- Create one

A gesture can show a reason, too.

5 signs of deeper reasoning

1. **Predicts the repair.**
   Plans before moving a piece.
2. **Explains the direction.**
   Notices too many or too few.
3. **Checks the result.**
   Compares the basket with the order.
4. **Looks past appearances.**
   Counts pieces, not colors or sizes.
5. **Creates a new puzzle.**
   Chooses an order and a mismatch.

Try it away from the screen today

Choose an order.
Use a bowl and up to ten spoons.

→

Plant a mix-up.
Predict the moves before repairing it.

→

Swap roles.
Your child makes a puzzle for you.

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