

A quick guide for parents and caregivers

Gecko: Delivery Mix-Up

Ages 4-6

The goal: Match the basket to the order by adding or removing fruit. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Point to the order.**
   Ask: What amount should arrive?
2. **Count what is packed.**
   Invite one touch for each piece.
3. **Leave the choice.**
   Ask: What could you change?
4. **Wait for a plan.**
   Give your child time to try.
5. **Invite a check.**
   When ready, press the **green OK**.

Your tiny play plan

5 minutes

is plenty



- No timer
- No penalties
- Try again

Stay curious. Your child chooses.

5 signs the math is happening

1. **Reads the order.**
   Uses its number or dots.
2. **Counts the basket.**
   Tracks each packed piece once.
3. **Chooses a change.**
   Decides what goes in or out.
4. **Finds the stopping point.**
   Stops when the amounts match.
5. **Repairs a mismatch.**
   Tries again with the same basket.

Try it away from the screen today

Make an order.
Show a small number on your fingers.

→

Pack a mix-up.
Put too many or too few spoons in a bowl.

→

Let them repair it.
They add or remove spoons to match.

No app	No ads, ever	Nothing collected from your child

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