

A quick guide for parents and caregivers

Aro: Number Island

Guide: ages 3-6

The goal: Match numbers 1-5 to a picture, then tap the green check. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Watch a demo.**
   Let the hand show the card, island and check.
2. **Notice the numeral.**
   Ask: Which number is on the island?
3. **Count gently.**
   Touch each item once; use the counting speaker if needed.
4. **Let them choose.**
   They move one whole card, then tap the green check.
5. **Keep the trial.**
   A mismatch stays; ask: What could you change?

Your tiny play plan

5 minutes is plenty

- No timer
- 5 levels
- Try again

Let your child make the choice.

5 signs the math is happening

1. **Looks at the numeral**
   Checks the island before choosing a picture.
2. **Tracks one at a time**
   Touches or points once to each item.
3. **Links different pictures**
   Connects pods, dots or fingers to a number.
4. **Checks the amount**
   Uses the comparison after a mismatch.
5. **Changes a choice**
   Replaces the card and checks again.

Try it away from the screen today

Write a numeral. Choose 1, 2 or 3. → **Make two groups.** Use spoons: one group matches. → **Your child chooses.** Pair, count and try a new number.

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

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