

An off-screen extension for parents and caregivers

Aro: Number Island

Extension: ages 6-7

The goal: Show why different pictures can mean the same amount. | **Playful practice, not a test.**

5 ways to extend this idea

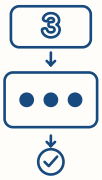
1. **Ask before moving.** Which card will match? Show how you know.
2. **Try a second picture.** Can fingers and dots show the same amount?
3. **Move, do not add.** Off-screen, spread spoons. Is the amount unchanged?
4. **Plant one mismatch.** Off-screen, make a wrong group for them to fix.
5. **Let them invent.** Ask them to make a number puzzle for you.

Your challenge plan

10

minutes

is plenty



- No timer
- Show why
- Create one

An extension, not another level.

5 signs of deeper reasoning

1. **Predicts a match** Chooses before counting, then checks.
2. **Shows another way** Uses fingers or dots for the same amount.
3. **Keeps quantity steady** Shows that moving spoons did not add any.
4. **Explains a mismatch** Shows which group has more or fewer.
5. **Creates a fair puzzle** Makes choices with one matching amount.

Try it away from the screen today

Write a numeral. Make two groups; one matches.

→

Spread the spoons. Move them; do not add any.

→

Show another way. Use fingers. Why is it a match?

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