An extra challenge for parents and caregivers

Capybara: A Place in Line

Guide: ages 6-7

The goal: Explain how a toy's place changes when the line changes.

Optional off-screen extension.

5 ways to stretch the thinking

1. **Predict first.** With three toys, ask who will be third.
2. **Add one in front.** Ask where the second toy will be now.
3. **Check a claim.** Put a toy second; call it first. Ask why.
4. **Move the front marker.** Keep the toys still. Recount from the other end.
5. **Make a puzzle.** Let your child set a place for you to find.

Your challenge plan

10

minutes

is plenty



Boat is the front

- No timer
- Explain why
- Take turns

Same adventure, extra thinking with toys.

5 signs of deeper reasoning

1. **Predicts a position** They name a place before counting.
2. **Explains the shift** They say why adding a toy changes places.
3. **Finds the mistake** They use the front marker to explain.
4. **Compares both ends** They notice a new front changes the order.
5. **Creates a challenge** They give a clear starting point and clue.

Try it away from the screen today

Line up three toys. Mark the front with a spoon. → **Predict the change.** Ask: If I add a toy in front, who is third? → **Add and check.** Use a fourth toy. Take turns making a clue.

✓ No app | ✓ No ads, ever | ✓ No child account needed

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