A quick guide for parents and caregivers

Capybara: A Place in Line

Adventure: age 4

The goal: Place Capybara first, second, or third from the boat. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Find the front.**
   Ask: Where is the boat?
2. **Listen, then wait.**
   Give your child time to choose a place.
3. **Count the places.**
   Say first, second, third from the boat.
4. **Let them check.**
   Your child taps the green OK button.
5. **Welcome a change.**
   Ask: What could you try next?

Your tiny play plan

5

minutes

is plenty



Boat is the front

- No timer
- Try again
- No reading

Follow their pace. Stopping early is okay.

5 signs the math is happening

1. **Finds the starting point**
   They look for the boat before choosing.
2. **Tracks the order**
   A finger follows the line from the front.
3. **Chooses a place**
   They point, tap, or drag Capybara.
4. **Checks the new line**
   They count with Capybara in place.
5. **Revises a choice**
   They move Capybara and check again.

Try it away from the screen today

Make a line.
Put a spoon at the front of three toys.

→

Choose a place.
Ask: Which toy is second from the spoon?

→

Switch two toys.
Ask again; let a finger show the answer.

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

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