Aro: Who Knocked at the Dock?

Ages 3–6

A picture guide

Listen. Choose. Check.



Watch the hand.

Watch 1 of 2



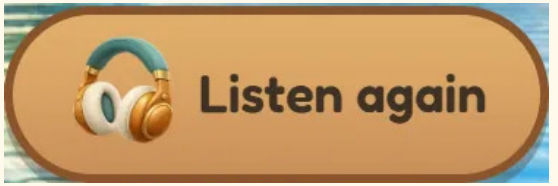
Watch 2 of 2



Two examples show you what to do. Then it is your turn.

Listen to every knock.





2 knocks



Wait until the knocking stops. Count each knock once.

Choose the matching raft.

Tap a raft



At the dock



Two knocks? Choose two friends. Tap the raft. It moves to the dock. You can drag it there, too.

Tap the green check.





Tap OK

Your raft is at the dock. Tap the green check to see if it matches.

You can try again.



2 marks

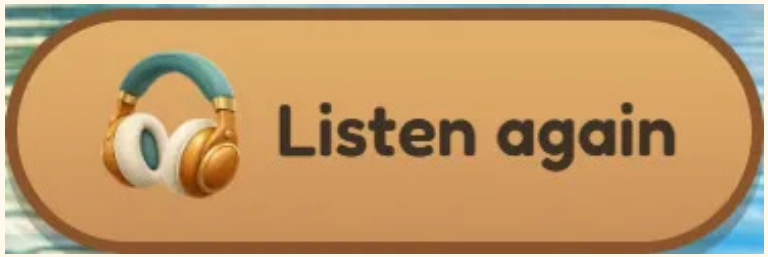


3 friends

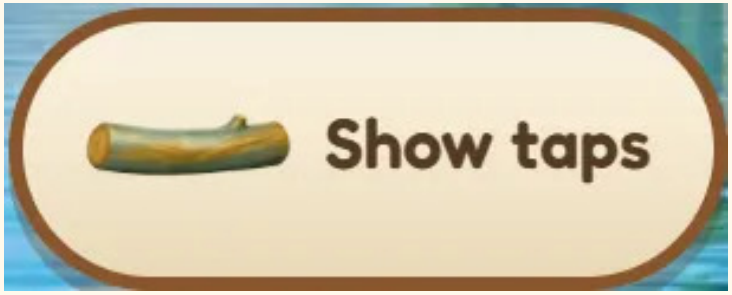


Compare the marks with the friends. Listen again, then choose another raft if you need to.

Need another listen?



Listen again



Show taps





Help

Tap Listen again to replay. Show taps lets you follow one mark for each knock. Take your time.

A star for each match.



4 matches

5 levels

Four matches finish a level. Keep going through five levels. Aro and Capybara celebrate at the end, with a song.

wondermaths.app



Ready to listen?

Listen. Choose. Check.

Explore Wondermaths

wondermaths.app