

An extra challenge for parents and caregivers

Who Knocked at the Dock?

Extension: ages 6–7

The goal: Explain why different knock patterns can have the same total. | **Reasoning matters more than speed.**

5 ways to stretch the thinking

1. **Predict the total.** Hear two short groups. Ask how many altogether.
2. **Check two ways.** Count every tap, then combine the groups.
3. **Change the pauses.** Off-screen, keep the total. Ask what stayed the same.
4. **Plant one mistake.** Off-screen, add one extra block. Let your child fix it.
5. **Swap roles.** Let your child tap a puzzle for you.

Your challenge plan

10

minutes

is plenty



- No timer
- Explain or show
- Make a puzzle

A gesture, blocks, or words can show a reason.

5 signs of deeper reasoning

1. **Combining two groups** They keep track of both parts and the total.
2. **Keeping the total** Different pauses still mean the same count.
3. **Proving a match** They pair each tap with one friend or block.
4. **Explaining one extra** They remove a block to fix the mismatch.
5. **Inventing a fair puzzle** Their taps and chosen group agree.

Try it away from the screen today

Make two groups. Tap twice, pause, then tap once. → **Show the same total.** Try three even taps. Match with blocks. → **Change one thing.** Add an extra block. Ask your child to repair it.

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

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