

A quick guide for parents and caregivers

Who Knocked at the Dock?

Ages 3–6

The goal: Match the knocks to a raft of friends, then tap green OK. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Listen first.**
   Let the whole set of knocks finish.
2. **Replay when needed.**
   Use Listen again. There is no rush.
3. **Match one to one.**
   Point to one friend for each tap.
4. **Let your child choose.**
   Ask: “Which raft matches?” Then green OK.
5. **Compare and try again.**
   Use Show taps to check the friends together.

Your tiny play plan

5 minutes is plenty



- No timer
- Replay taps
- Try again

Pointing counts as an answer. Stay curious.

5 signs the math is happening

1. **Waiting for the last knock**
   Your child listens before choosing.
2. **Tracking each sound**
   A finger or quiet count follows the taps.
3. **Matching a whole group**
   They look for the same number of friends.
4. **Ignoring longer pauses**
   A gap is not counted as another knock.
5. **Checking a mismatch**
   They compare, change the raft, and retry.

Try it away from the screen today

Tap.
Use up to five blocks. Tap 1–5 times. →

Build a matching group.
Your child moves one block for each tap. →

Check together.
Tap again and touch each block once.

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

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