

An off-screen reasoning extension

Capuchin: Two Hands, One Number

Extension: ages 6-7

The goal: Predict and explain how two parts keep the same total. | **Same idea, a new challenge.**

5 ways to extend the thinking

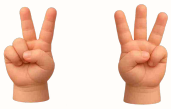
1. **Predict first.** Ask what will happen before moving a button.
2. **Swap the parts.** Does changing their order change the total?
3. **Keep the total fixed.** Move a button between the groups.
4. **Find a mismatch.** Make a pair that misses the goal; invite a fix.
5. **Invent a pair.** Let your child set a goal for you to solve.

Your challenge plan

10

minutes

is plenty



- No timer
- Show why
- Create a pair

An extension after play; no need to rush.

5 signs of deeper reasoning

1. **Predicts a result** Checks an idea after trying it.
2. **Notices the same whole** Recognizes the total after a swap.
3. **Balances the parts** Makes one part smaller and the other larger.
4. **Explains a correction** Shows a fix with objects, words, or a gesture.
5. **Creates a challenge** Checks whether a new pair meets its goal.

Try it away from the screen today

Make a pair. Split eight buttons into 5 and 3. → **Predict a change.** Move a button between groups. → **Check the whole.** Did the total stay the same?

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

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