

A quick guide for parents and caregivers

Capuchin: Two Hands, One Number

Adventure: ages 3-6

The goal: Choose the missing hand to make the target number. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Notice the goal.**
   Point to the number and its dots.
2. **Count both parts.**
   Touch each raised finger once.
3. **Let your child choose.**
   Drag or tap a hand, then use green OK.
4. **Compare after a mismatch.**
   Ask: Do we need more or fewer?
5. **Welcome a new try.**
   Keep the chosen hand visible; let them change it.

Your tiny play plan

5

minutes

is plenty



- No timer
- No penalties
- Try again

Stay curious. Let your child choose.

5 signs the math is happening

1. **Checks the whole**
   Looks between the target and both hands.
2. **Joins the parts**
   Counts raised fingers across the pair.
3. **Finds a missing part**
   Tries a hand and checks the total.
4. **Recognizes zero**
   Uses a closed fist when no fingers are needed.
5. **Revises a choice**
   Uses the dot comparison to try again.

Try it away from the screen today

Set a goal. Count five buttons together. → **Show one part.** Put two in a group. → **Build the other.** Group the rest. Check both parts.

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

50 mm · Print at 100%

wondermaths.app

wondermaths.app
Homepage