

A parent-led reasoning extension

Capuchin: Finger Numbers

Ages 6-7

The goal: explain and prove finger patterns from 0 to 10. | **Reasoning matters more than speed.**

5 ways to stretch the finger thinking

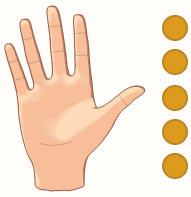
1. **Predict first.** Ask how many will be up before the check.
2. **Prove it two ways.** Show the same amount with a new pattern.
3. **Find the error.** Make a wrong pattern and name what changed.
4. **Ask why.** "Why is this still four?" Ask for the reason.
5. **Invent a pattern.** Pick a number above five and make a rule.

Your challenge plan

10

minutes

is plenty



- No timer
- Explain why
- Create one

Ask for the reason, not only the answer.

5 signs deeper reasoning is growing

1. **Predicting before the tap** They say a number before tapping the check.
2. **Proving it two ways** They show the amount with a second pattern.
3. **Explaining the reason** They say why a new pattern still matches.
4. **Spotting an error** They find a mismatch and describe the fix.
5. **Inventing a rule** They plan both hands for numbers past five.

Try it away from the screen today

Choose a number. Pick one from six to ten together. → **Split it with hands.** Each of you shows one part. → **Find another split.** A pointed answer is enough.

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