A quick guide for parents and caregivers

Aro: Sound Parcel

Game: ages 3-6

The goal: one leaf for every sound you hear.

Playful practice, not a test.

5 ways to help without giving the answer

1. **Watch first.**
   Let the hand show one sound and one leaf.
2. **Listen again.**
   Use the headphones button. The sounds stay the same.
3. **Make marks visible.**
   Try Show me: one mark for each sound.
4. **Leave the answer.**
   Ask: Does each sound have a leaf?
5. **Support a repair.**
   Add a leaf, or tap one in the parcel to return it.

Your tiny play plan

5 minutes is plenty

- No timer
- Replay sounds
- Change a leaf

Stay curious. Let your child move the leaves.

5 signs the math is happening

1. **Tracks each sound**
   A touch or leaf move matches each sound.
2. **Stops at the total**
   The leaves match the number of sounds.
3. **Uses replay**
   Another listen helps check a choice.
4. **Uses visual marks**
   Each displayed mark gets one leaf.
5. **Repairs a mismatch**
   Adds or removes a leaf, then taps green OK.

Try it away from the screen today

Tap 1-5 times. Make slow, separated taps. → **Move one leaf per tap.** Let your child make the set. → **Match and change.** Replay the same taps to check.

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

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