

A reasoning extension for families

Sloth: Ten and Some More

Challenge: ages 6-7

The goal: predict and explain teen numbers using ten and extras. Playful practice, not a test.

5 ways to stretch the thinking

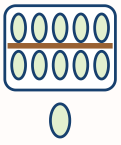
1. **Predict first.**
   Ask: With ten and six, what is the whole?
2. **Find the change.**
   Make fourteen. Ask for thirteen with one move.
3. **Explain the ten.**
   Ask why the tied leaves do not need recounting.
4. **Keep the same total.**
   Rearrange the extras. Did the number change?
5. **Make a puzzle.**
   Let your child choose a target for you to build.

Your tiny play plan

10

minutes

is plenty



- **No timer**
- **Fix safely**
- **Go slowly**

A gesture or a leaf move can show an idea.

5 signs of deeper reasoning

1. **Predicting a total**
   They name the whole before checking.
2. **Choosing a repair**
   They explain which extra to add or return.
3. **Using ten as a unit**
   They count on from ten instead of starting over.
4. **Seeing what stays**
   They explain why moving extras keeps the total.
5. **Checking a reason**
   They use leaves to show how their idea works.

Try it away from the screen today

Build fourteen.
Keep ten on a cloth; add four.

→

Ask for thirteen.
Predict the smallest change.

→

Swap roles.
Make a new teen-number puzzle.

No app	No ads, ever	Nothing collected from your child

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