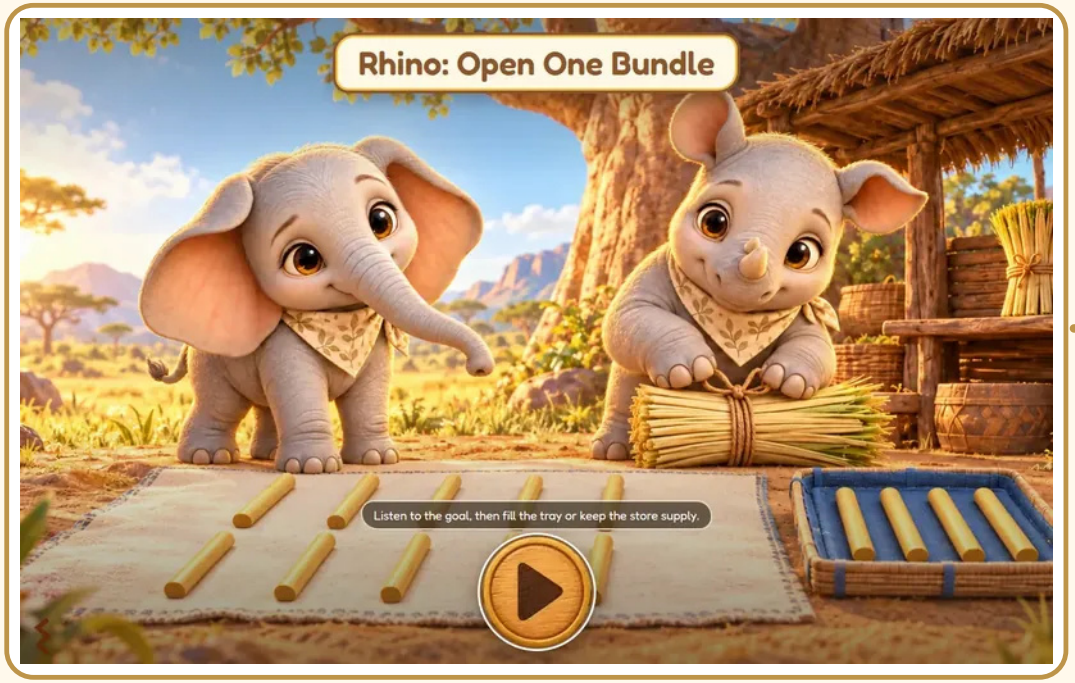
Rhino: Open One Bundle

Ages 5-7

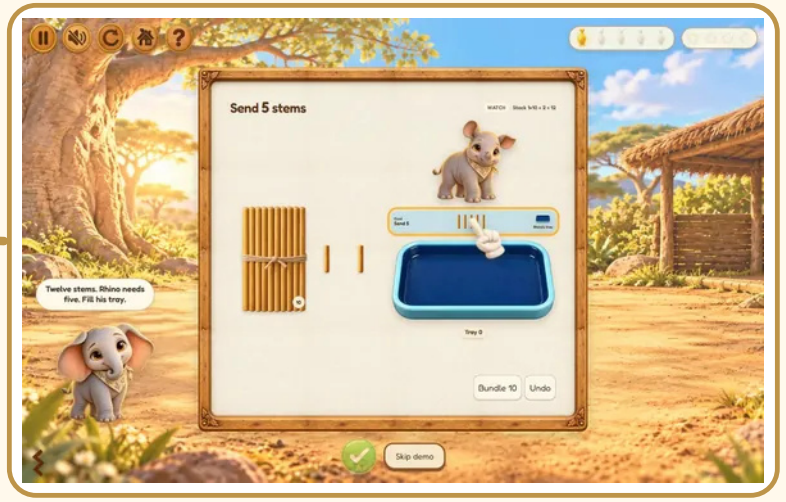
Send, repair, or keep stock; open a bundle only when needed.



Watch, Then Try



Tap Play

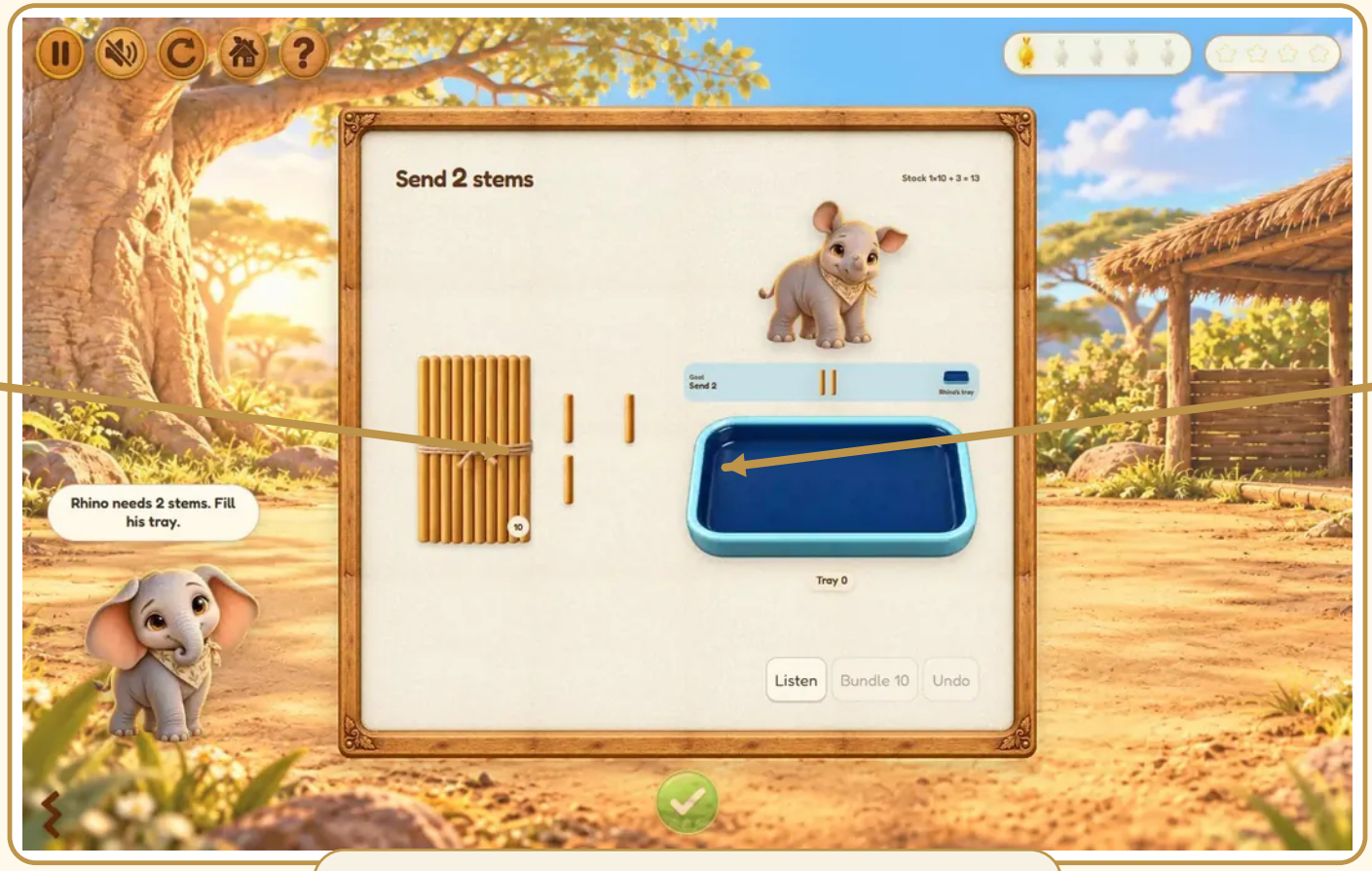


Watch the hand

Tap Play. Watch the hand, then take your turn.

Play starts two 0-point demonstrations. Skip them any time; scored tasks follow.

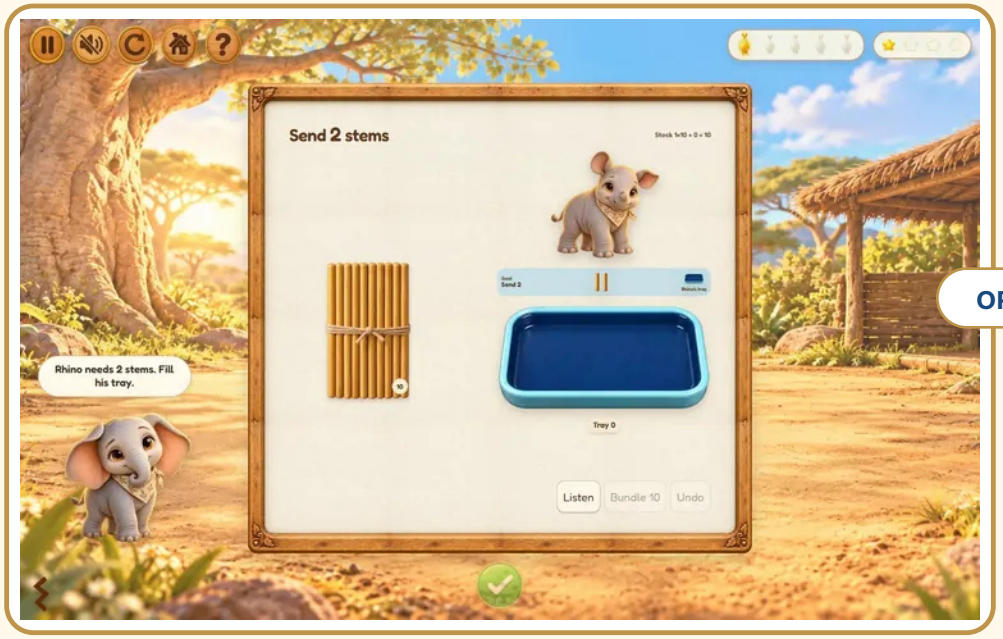
Read The Goal



Start with 13 stems. Send 2. Eleven stay in the store.

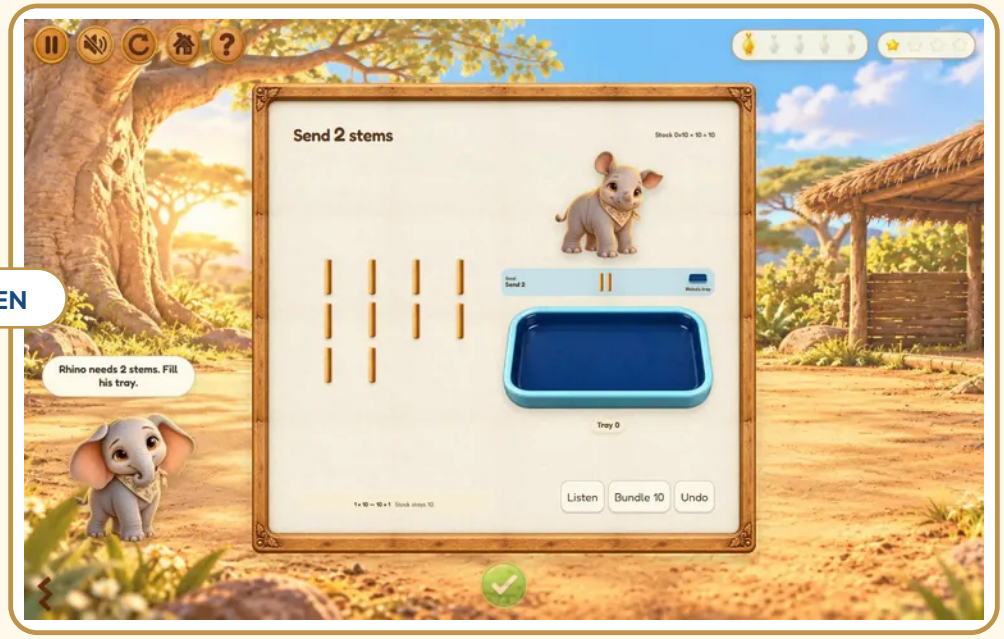
A send goal sets the tray count; stock and tray totals stay visible.

Open Only If Needed



1 bundle | 0 loose

OPEN

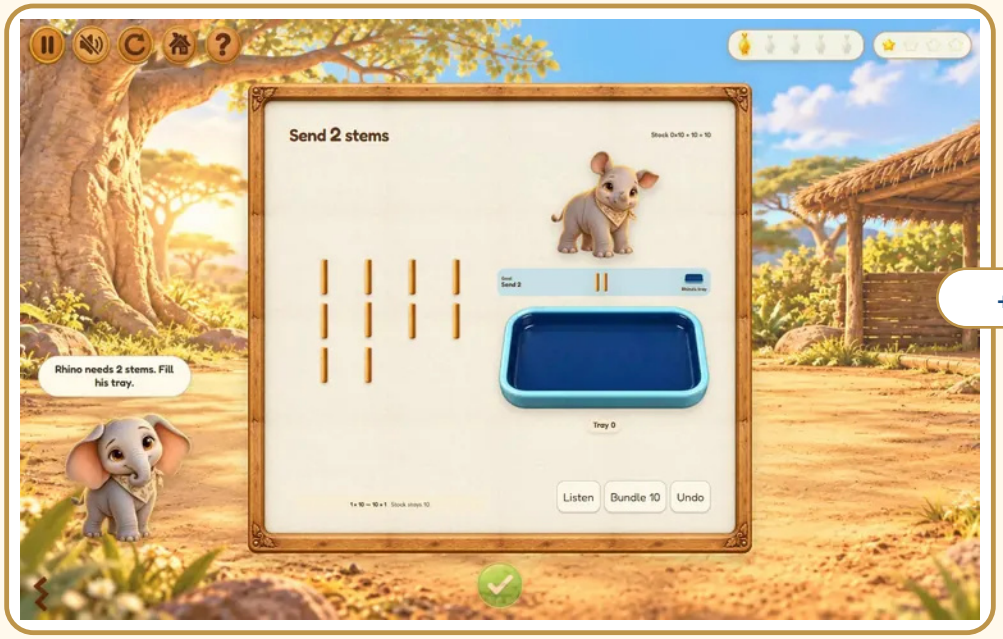


0 bundles | 10 loose

Need loose stems? Open one bundle. Ten stays ten; only the grouping changes.

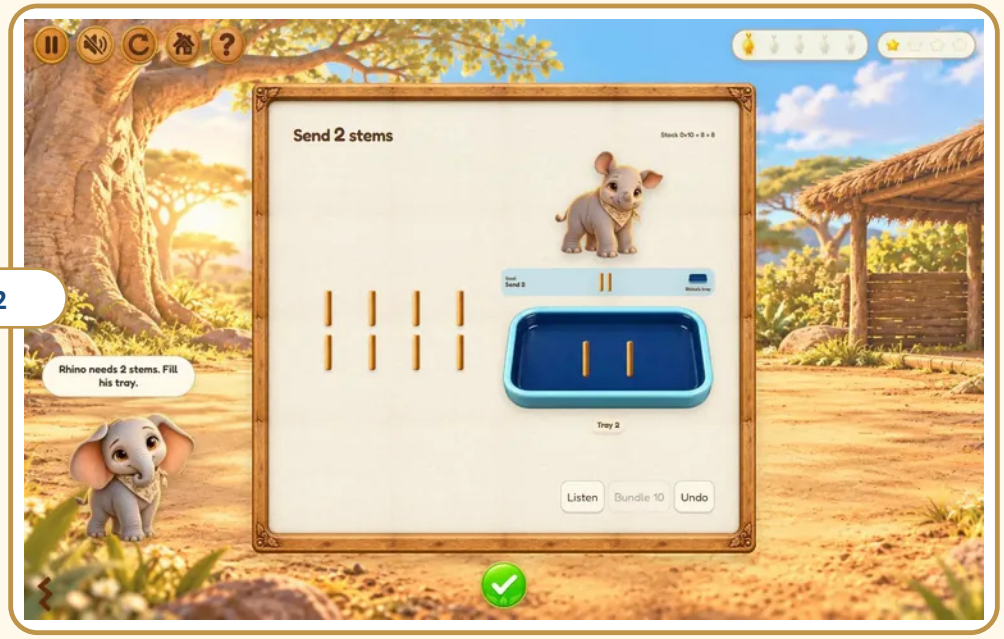
Begin with one bundle and no loose stems.

Send Just Enough



0 delivered | 10 loose | 10 total

+2

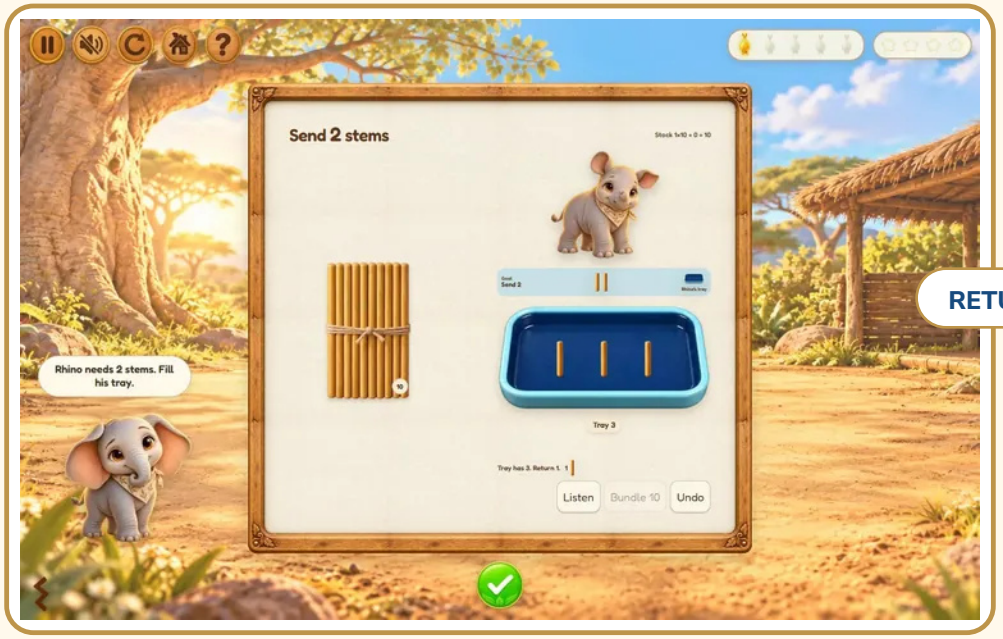


2 delivered | 8 loose | 10 total

Tap stems until the tray matches the goal. Here, send 2 and keep 8.

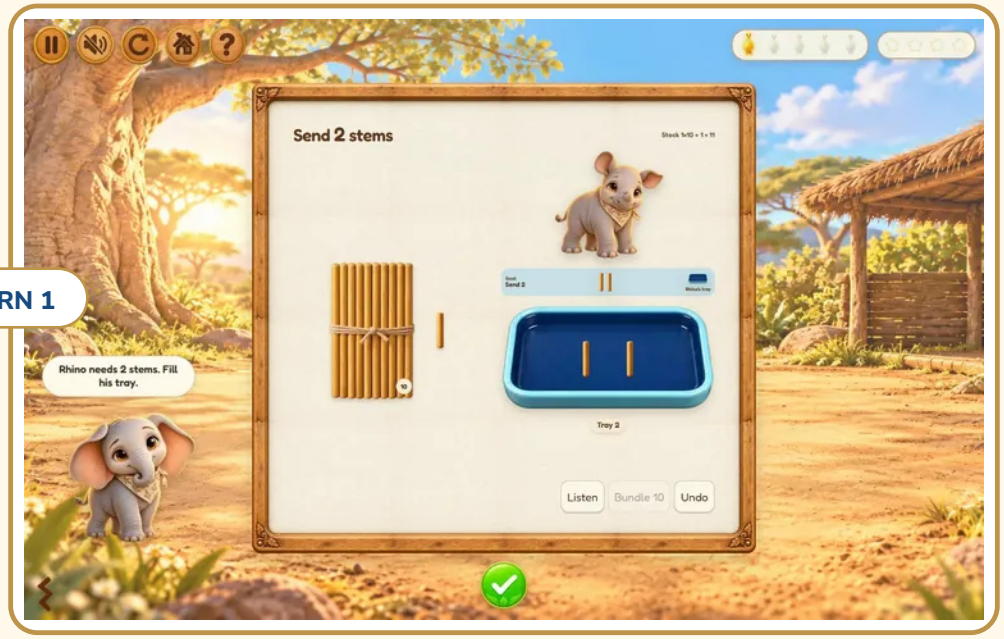
Tapping a loose stem moves it to Rhino's blue tray.

Fix A Move



3 on tray | 0 loose | 13 total

RETURN 1

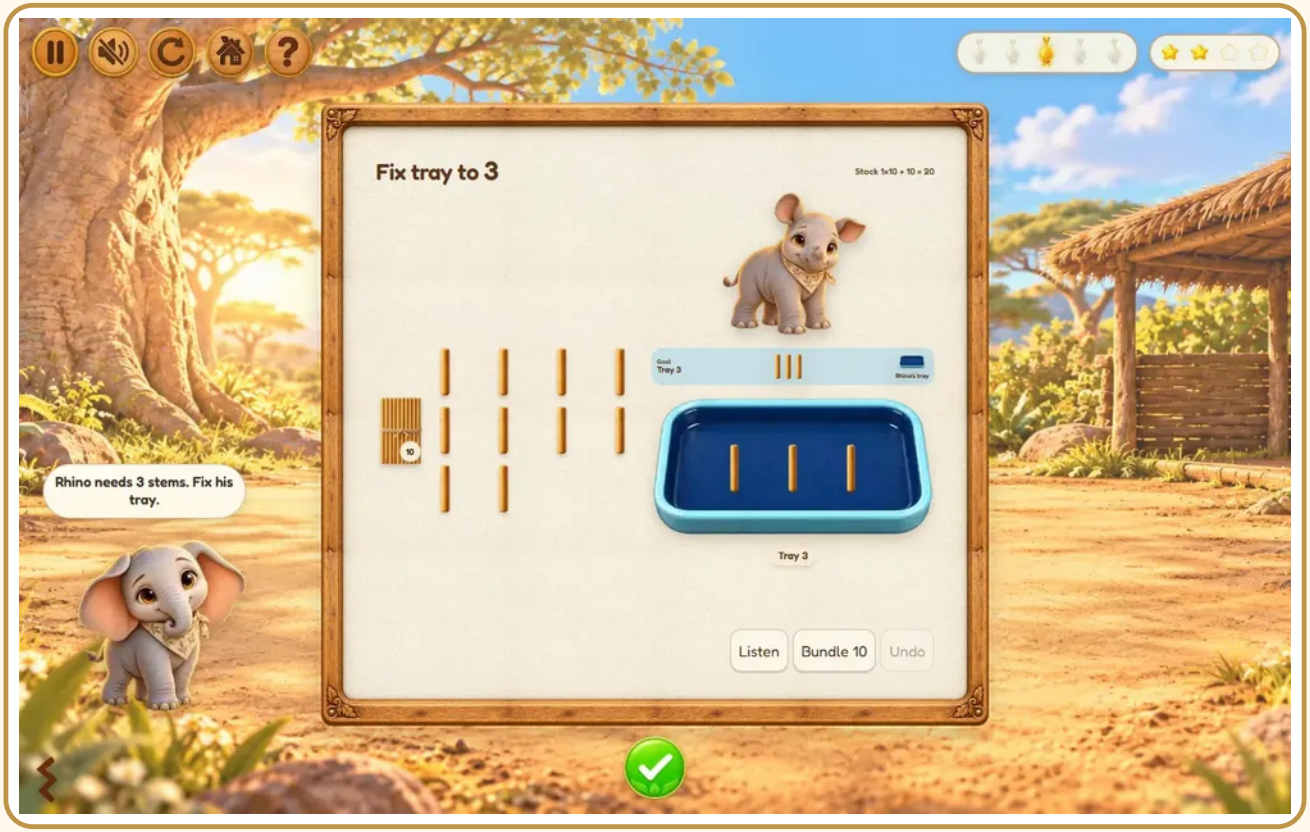


2 on tray | 1 loose | 13 total

Too many? A wrong OK shows the excess. Return one, then press OK yourself.

The returned stem goes back to stock; the total stays the same.

Check Your Delivery





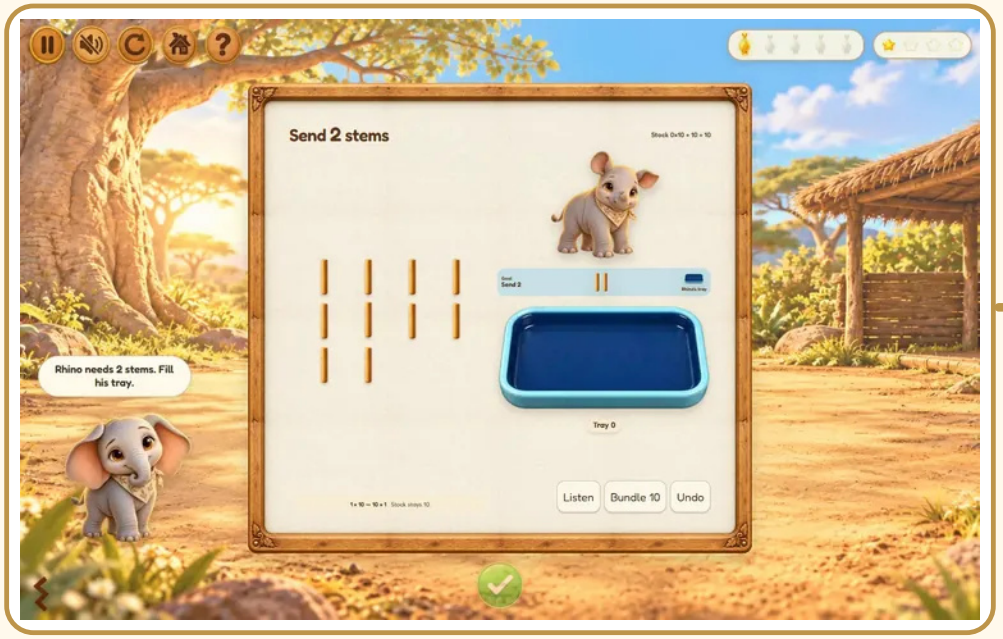
Green OK

Tray 3 matches goal

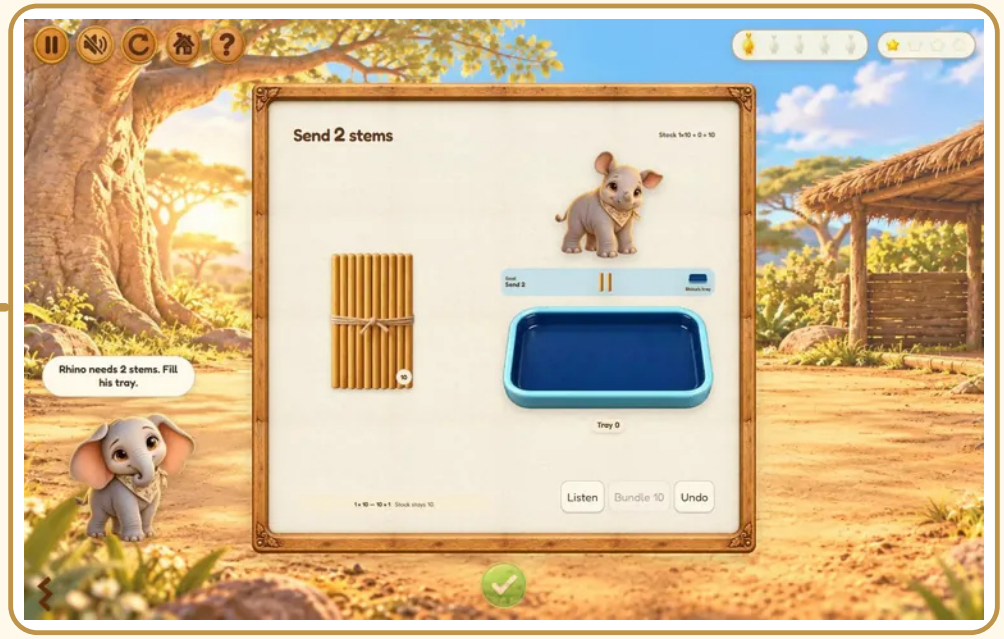
Tray 3 already matches the repair goal. Do not move anything; press OK yourself.

This repair task starts with a matching tray, so checking is the whole task.

Bundling Is Optional



0 bundles | 10 loose



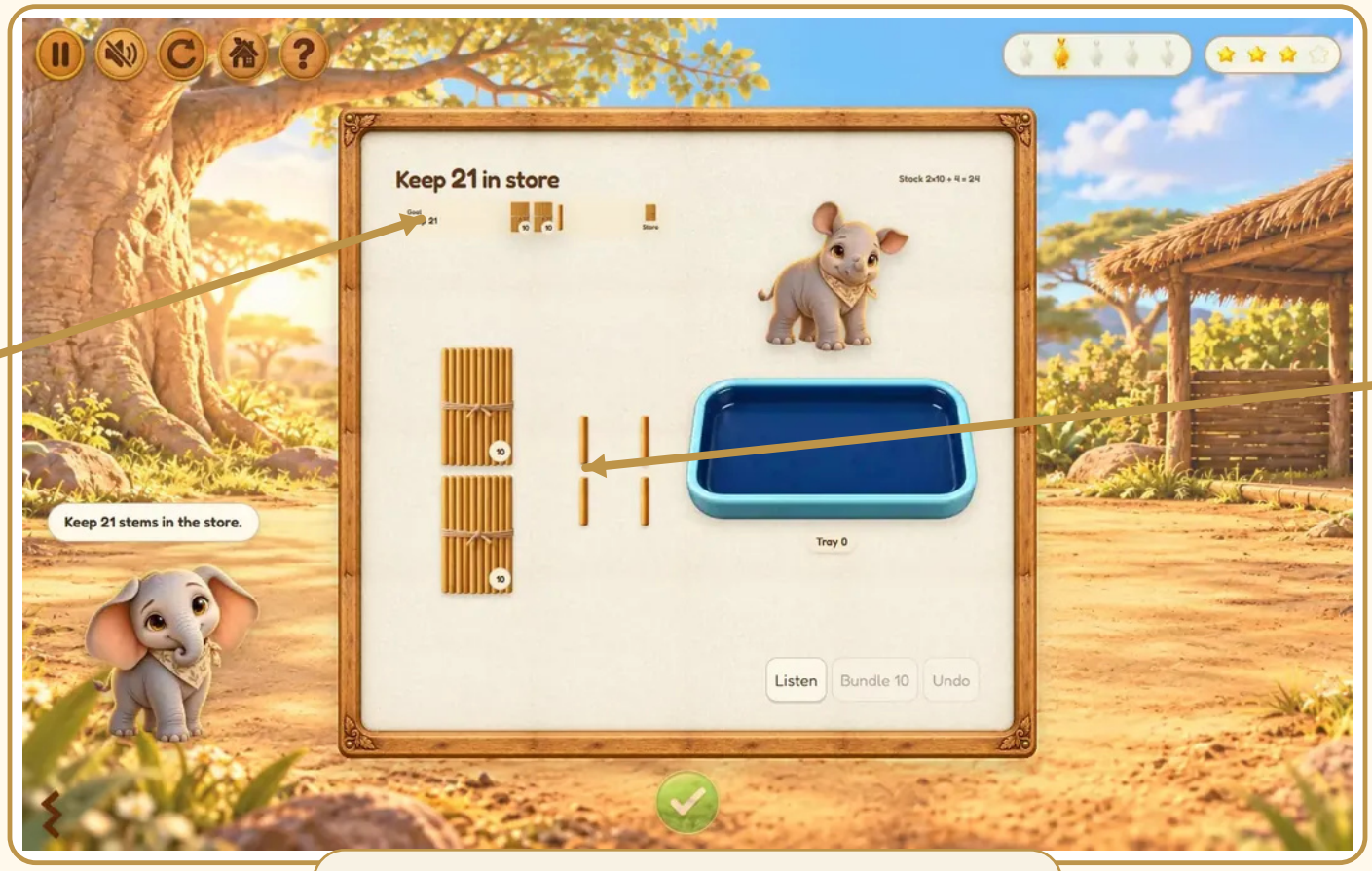
1 bundle | 0 loose

OPTIONAL

One bundle equals ten loose stems. Leave either form; tying is optional.

Both forms keep the same total. Open again only if you need loose stems.

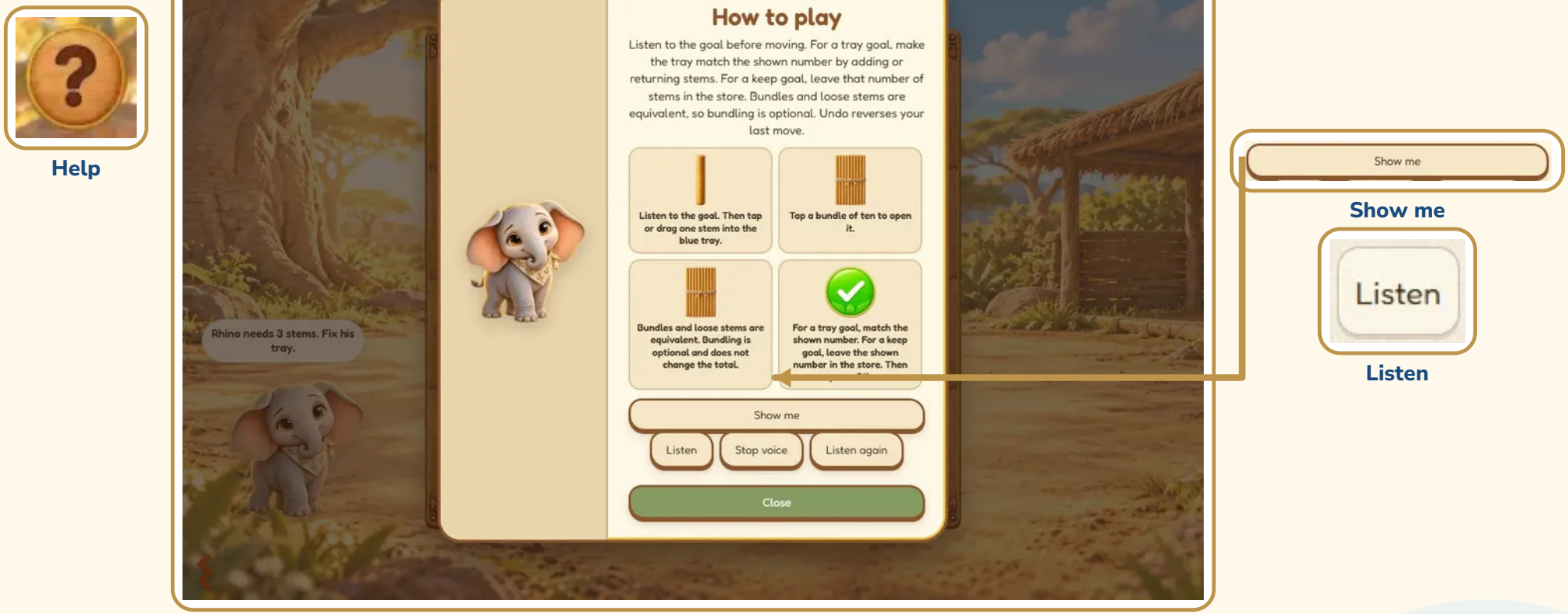
Keep The Stock



A keep goal names the stock to leave. Keep 21, so send 3.

Check the stock total after moving; the blue tray takes the other 3.

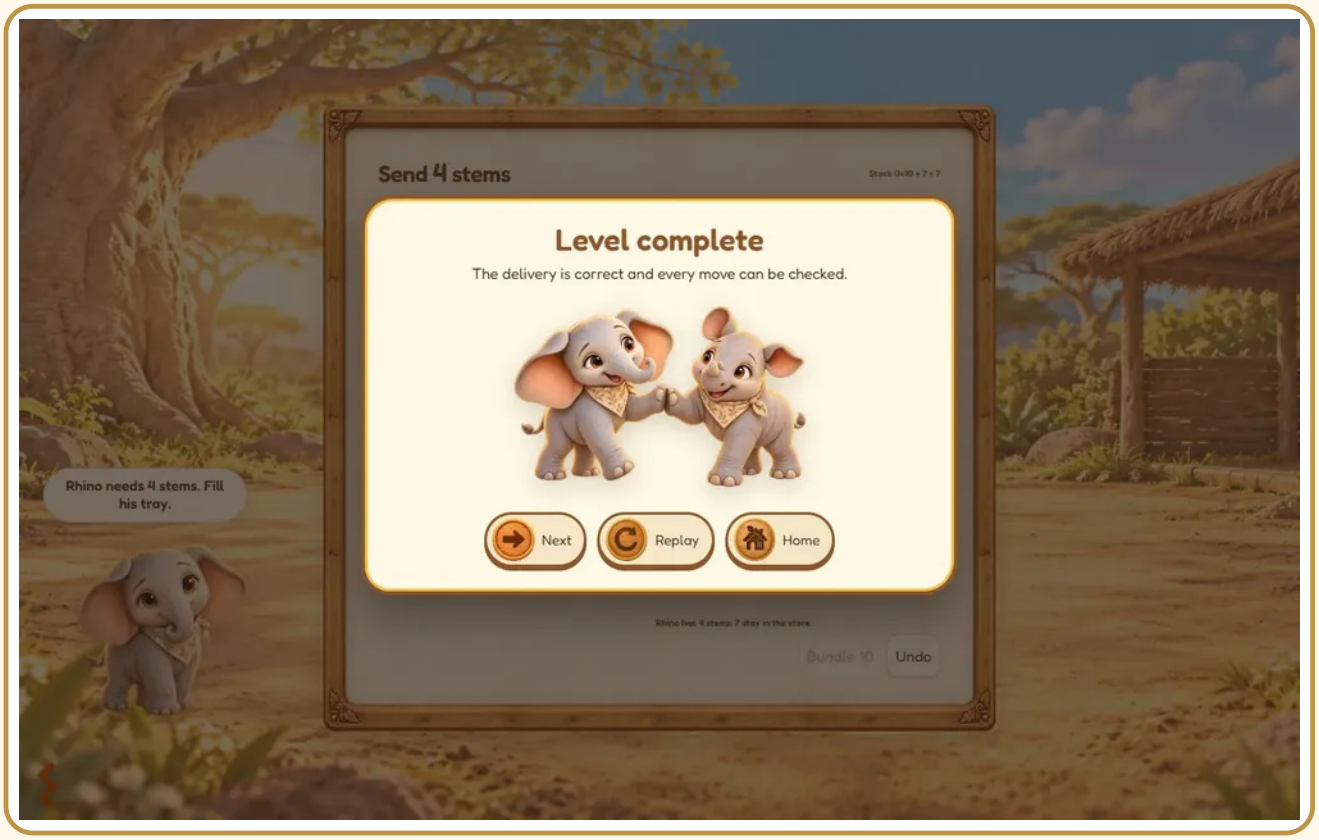
Listen And Help



Use Listen, Stop voice, or Listen again. Help pauses; Show me keeps your progress.

Show me is optional and does not erase the current attempt.

Keep Exploring



Homepage

wondermaths.app

4 stars

You did it! Try another task and keep exploring.

Earn four stars for a level. Scan the code to visit our home page.