

A quick guide for parents and caregivers

Zebra: Slide the Number Map

Ages 5–7

The goal: Repair the map so the letter reaches its address.
Playful practice, not a test.

5 ways to support without giving the answer

1. **Tap the letter.**
   Hear the address before moving.
2. **Find the loose row.**
   Ask which strip is not fixed.
3. **Preview each +10.**
   Watch the numbers as the row moves.
4. **Stop at the mismatch.**
   Compare the blocked number with the address.
5. **Replay the goal.**
   Tap the letter, then try another move.

Your play plan

5

minutes

is plenty

No timer. Try again.
Your job is to stay curious.

5 signs the math is growing

1. **Reads the address**
   Uses the letter before choosing a move.
2. **Checks one across**
   Recognizes +1 in the same row.
3. **Checks ten below**
   Looks for +10 in each column.
4. **Reverses a move**
   Moves back instead of erasing the try.
5. **Keeps fixed anchors**
   Changes one loose row at a time.

Try it away from the screen today

1. Build two rows.
Start with 21, 22, 23 above 31, 32, 33.

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2. Loosen one row.
Move the whole strip. Keep the other fixed.

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3. Reach 33.
Fix +1 across and +10 down.