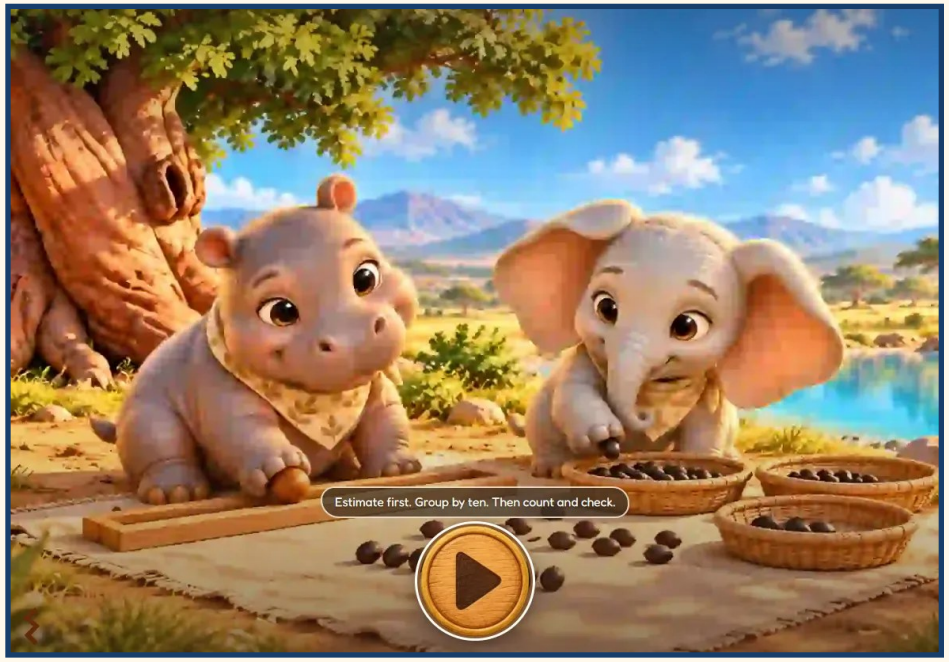
Hippo: Guess, Group, Discover

How to play and discover



wondermaths.app

Try it in three steps

1. **Watch**
   See the demonstration, then make your own choice.

2. **Try**
   Guess, group ten, and set the result.

3. **Check**
   Keep the guess and repair one count if needed.

Meet the explorers

Hippo makes the first guess. Elephant helps without taking over.

Start with a short, unscored hand demonstration. Watch first; then make your own choice.

2



Make a guess, then keep it

Choose any number from 0 to 50. The first marker stays in place.



3 Use the number rail or step buttons. A blocked number is accepted only when you confirm it.

Build groups of ten

Move seeds into groups. Undo a move if you want to try another place.

The seed count never changes when the same seeds move. A group of ten waits as a full row or basket.

4



Show what you counted

Set the second marker to the counted result, then choose the separate OK.



5 The green OK is separate from moving the marker. A fast repeated tap cannot create two stars.

Check and fix one thing

Keep the first guess and repair only the shown result. The worksheet example keeps guess 30 and repairs count 38 to 28.



6 A useful error keeps the first idea. Change only the counted result and explain what the groups show.

Use what you already know

Try rows and baskets. A +3 or -3 change connects the old and new total.



7 Four stars show the four tasks in one level. Five level props show the whole run of five levels.

Pause, help, and try again

Pause keeps the attempt. Help shows the idea. Restart starts a new run. Sound can be muted.

These are the five controls in the activity.



Pause keeps this attempt. Sound mutes audio. Restart begins a fresh run. Home opens the portal. ? shows picture help.

Companion links: 4 worksheets | Answer key | Parent guide | Coloring | Rhyme | Story