

A quick guide for parents and caregivers

Hippo: Guess, Group, Discover

Ages 5-7

The goal: Keep a first estimate, then use groups of ten to check the amount. Playful practice, not a test.

5 ways to help without giving the answer

1. **Let your child guess.**
   Any whole number from 0 to 50 can be a first idea.
2. **Keep the first mark.**
   Do not erase a guess while checking the seeds.
3. **Ask about ten.**
   Where could one full group of ten go?
4. **Wait for the repair.**
   Let your child change only the counted result.
5. **Stop after one discovery.**
   A satisfying check is enough for today.

Tiny play plan

5

minutes

is plenty

No timer

Try again

Pause anytime

Notice, wait, ask.

5 signs the math is happening

1. **A guess comes first**
   Your child makes and keeps an estimate.
2. **Counting has a place**
   Seeds stay inside groups of ten.
3. **Tens and ones appear**
   Your child uses full groups and loose seeds.
4. **Spreading is noticed**
   The same seeds do not seem to become more.
5. **A fix is explained**
   Your child points to objects when changing a result.

Try it away from the screen today

Gather 18 safe objects.
An adult chooses a size that is safe.

> **Guess, then group ten.**
Keep the first guess beside the count.

> **Count the rest.**
Write the checked total beside the guess.

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An extra challenge for parents and caregivers

Hippo: Guess, Group, Discover

Ages 6-7 challenge

The goal: Predict from a known count, prove the result, and reverse a small change. Reasoning matters more than speed.

5 ways to stretch the thinking

1. **Predict from a known count.**
   Use the previous total as a reference.
2. **Compare distances.**
   Discuss closeness without judging the guess.
3. **Ask for two views.**
   Show the same count in another arrangement.
4. **Plant one wrong count.**
   Invite a check against the visible seeds.
5. **Invent a count puzzle.**
   Choose a small join or leave change.

Tiny play plan

10

minutes

is plenty

No timer

Explain why

Create one

Ask for the rule, not only the answer.

5 signs deeper reasoning is growing

1. **The guess is not 'wrong'**
   Your child explains why an estimate is allowed.
2. **A reference helps**
   Your child selects a useful known count.
3. **Both layouts are checked**
   Spacing does not replace counting.
4. **An error is repaired**
   The data stays while the result changes.
5. **A change is reversed**
   +3 and -3 are connected.

Try it away from the screen today

Start with a known pile.
Let your child predict a small change.

> **Make two arrangements.**
Ask why the amount stays the same.

> **Reverse the change.**
Let your child explain the return to the start.

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