Giraffe: Narrow the Guess

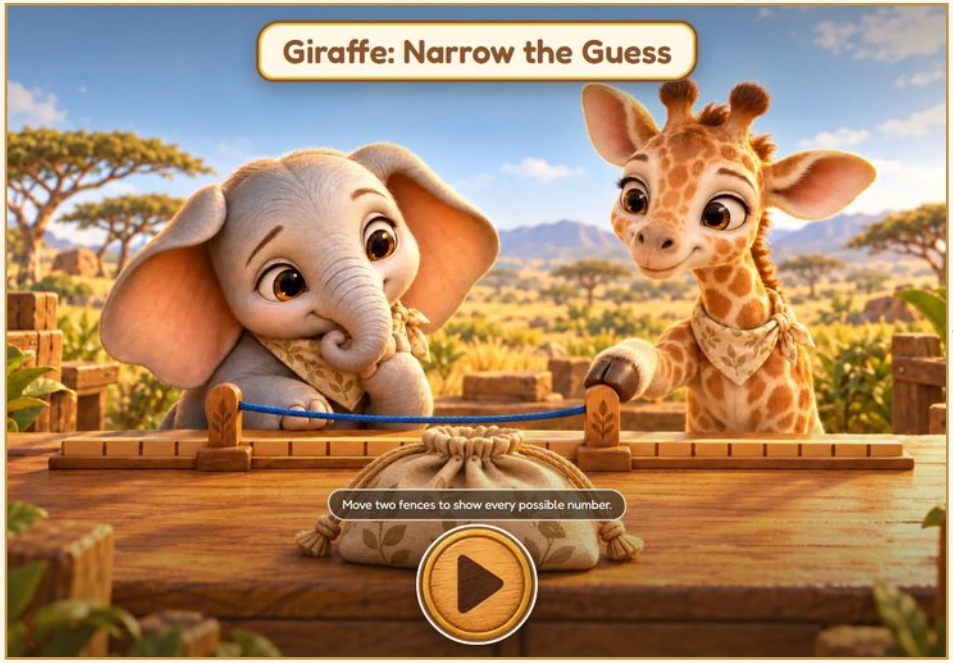
A picture guide for little players



Look. Move. Check.

Watch the hand.

START



WATCH



Tap Play. The hand shows where to move and when to press OK. You can watch again from Help.

Move a fence.





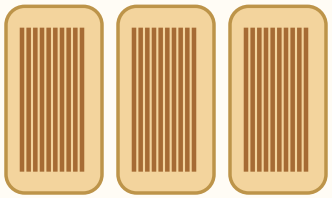
Slide the wooden fence, or tap + and –. The numbers between the fences are your possible totals.

Keyboard: Tab to a fence; use arrow keys. Tab to OK; press Enter.

Look at what is known.



What is known



3 bundles = 30 rods

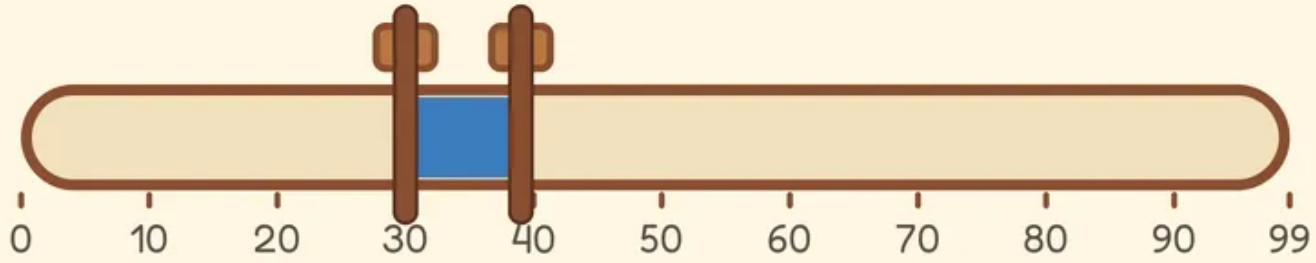


capacity 0–9

A bundle holds ten rods. A closed pocket shows how many it can hold. It does not show what is inside.

Keep every possibility.

Move both fences, then press OK



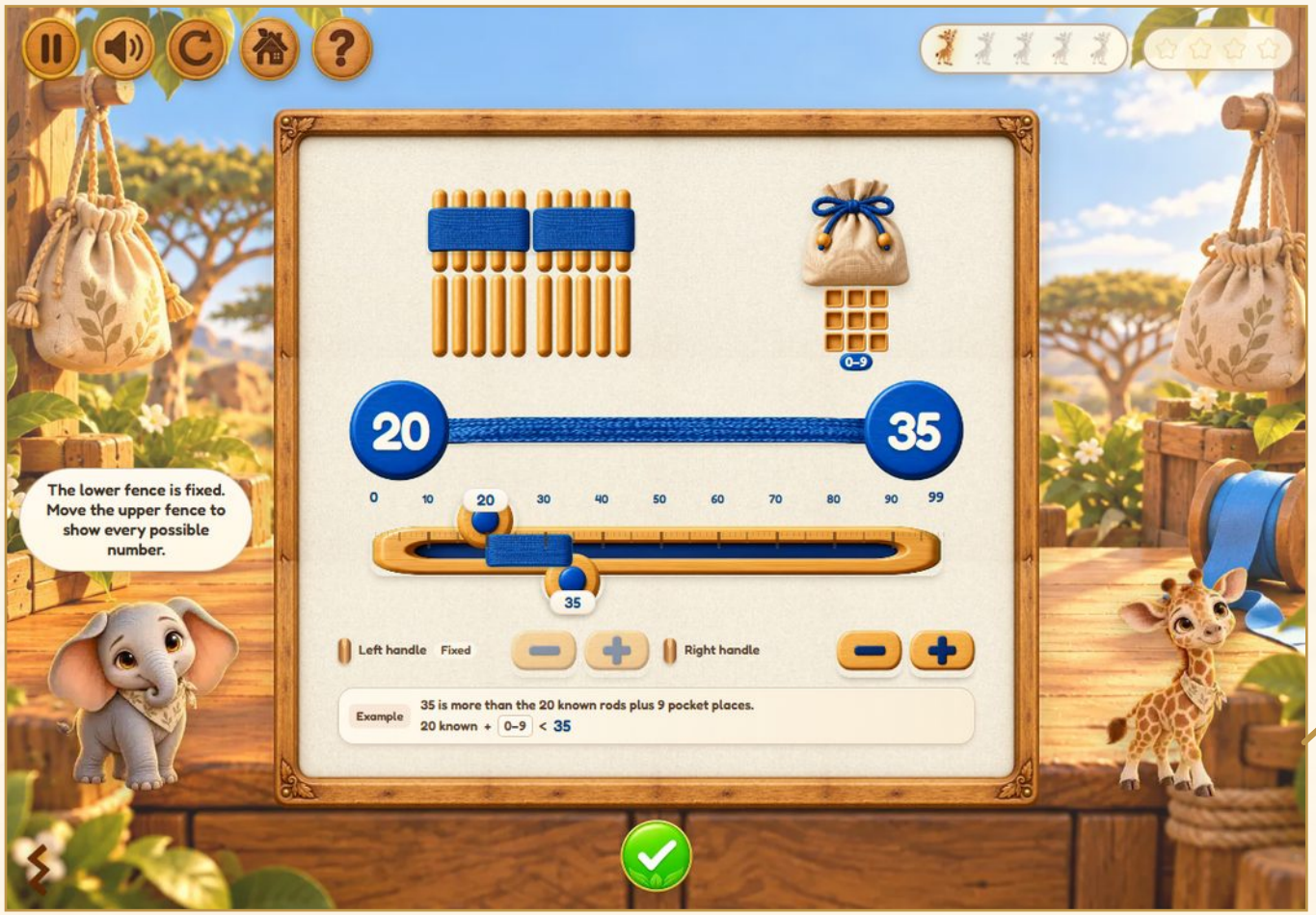
30–39

3 bundles = 30 + **pocket 0–9** = **30–39**

30 … 39

Three tens and one pocket holding 0–9 rods give 30–39. Leave room for an empty pocket and a full one.

Press the green OK.

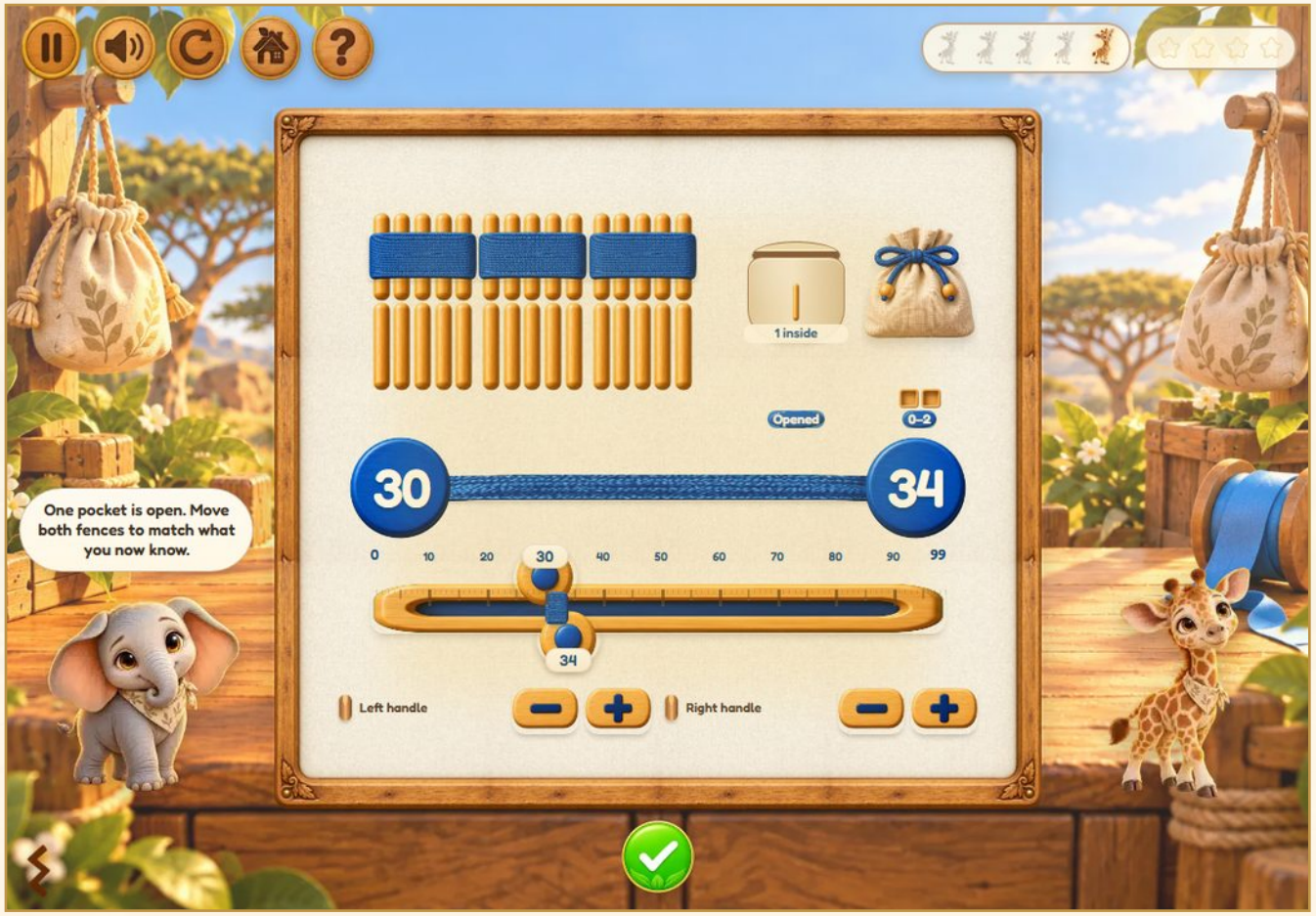




OK

Set the fences first. Then press OK. A useful example helps you repair a range that is too small or too wide.

Open one pocket.



Example after opening

first pocket: 1

30 + 1 + 0..2

→

31–33

second pocket: 2

31 + 2

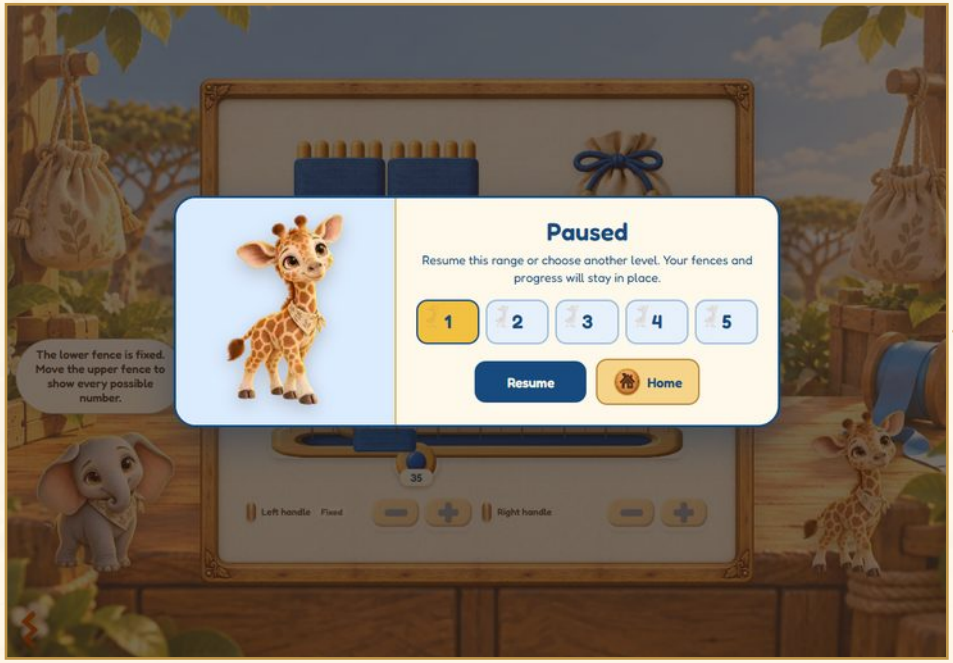
33–33

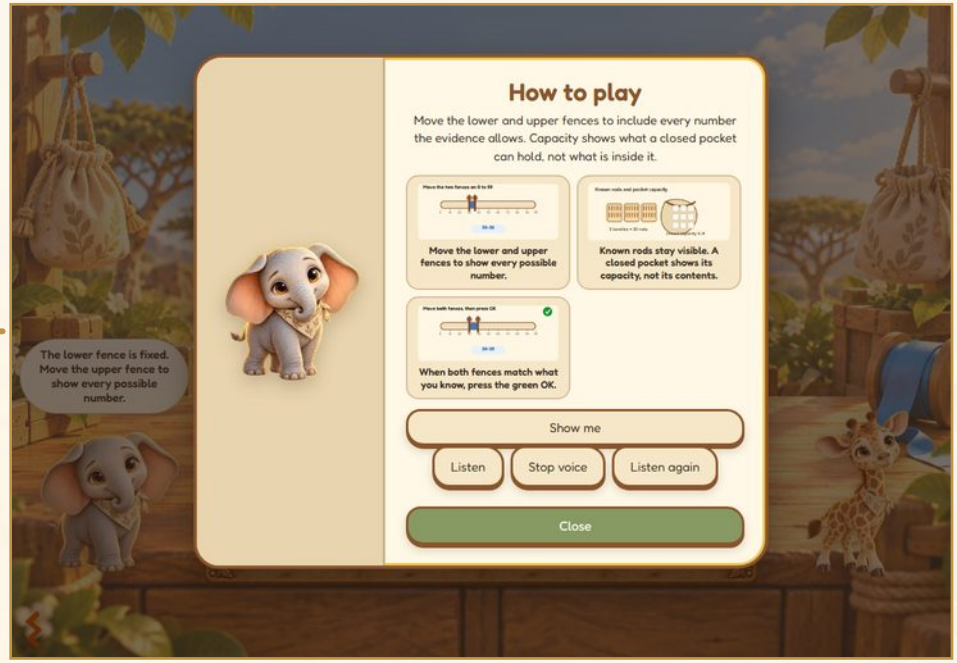
Later, choose either pocket when it lights up. Keep the known rods and narrow the range. Open the other pocket when asked.

Pause or ask for help.

PAUSE

HELP

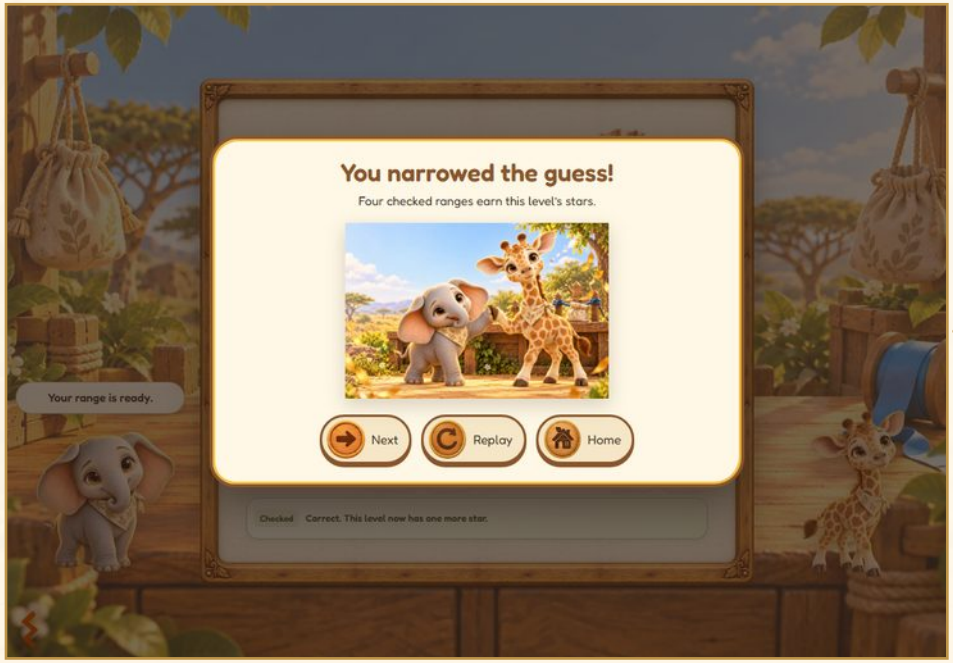




Tap Pause to rest. Tap ? to see the guide or watch the hand again. Sound can be turned off.

Four stars, then onward.

REWARD



FINISH



There are four tasks in each of five levels. Finish the last level for a high five and a song. Take your time.

Keep exploring.





More picture practice

Website

wondermaths.app

Draw on four companion cards, or print them. When you are unsure, say what you know and check one clue.