

A quick guide for parents and caregivers

Giraffe: Narrow the Guess

AGES 5–7

GOAL Enclose every possible total, then move the fences when new evidence appears.
Ages 5–7 · Ready for tens and ones **Playful practice, not a test.**

5 ways to help

① **Ask what you know.**
Point to the visible bundles.

② **Try both ends.**
Use an empty pocket, then a full pocket. Let your child move the fences.

③ **Use one counterexample.**
Ask for one number the range leaves out or includes by mistake.

④ **Make it easier.**
Use one pocket and fix the lower fence; do one task together.

⑤ **Extend it.**
Ask your child to invent a wrong range and prove why it fails.

Your tiny play plan

10

minutes is plenty

No timer. Try again. Pause any time.

Printed cards are optional. Work on the tablet or print at 100%.

Your role: ask, wait, and let your child act.

Cards 1–4: building bounds, examples, repairs, new evidence. One card at a time. Pointing and adult scribing are welcome.

5 signs the math is happening

① **Finds known tens.**
Points to visible bundles first.

② **Keeps zero open.**
Includes the empty-pocket possibility.

③ **Checks the top.**
Tests the greatest possible total.

④ **Uses an example.**
Names a number to repair a fence.

⑤ **Updates the range.**
Changes it after a reveal without recounting hidden rods.

Try it away from the screen today

① **Put 2 counters on a tray.**
Hide 0–2 more in a cup.

② **Place two paper markers.**
Show the smallest and largest totals.

③ **Lift the cup.**
Move both markers to the exact total.

✓ No ads ✓ No child account needed ✓ Take breaks together

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50 mm · Print at 100%

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