Rhino: Pass the Ten Along



A picture guide. With Rhino and Elephant: choose, place, and check.

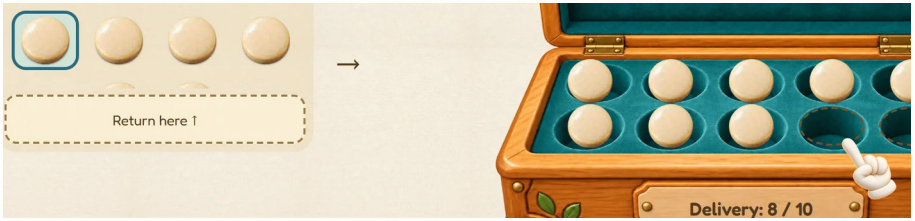
Rhino needs a delivery.



Look at Rhino's order. Stock stays here. Delivery goes to Rhino.

Watch the hand.

Choose an item



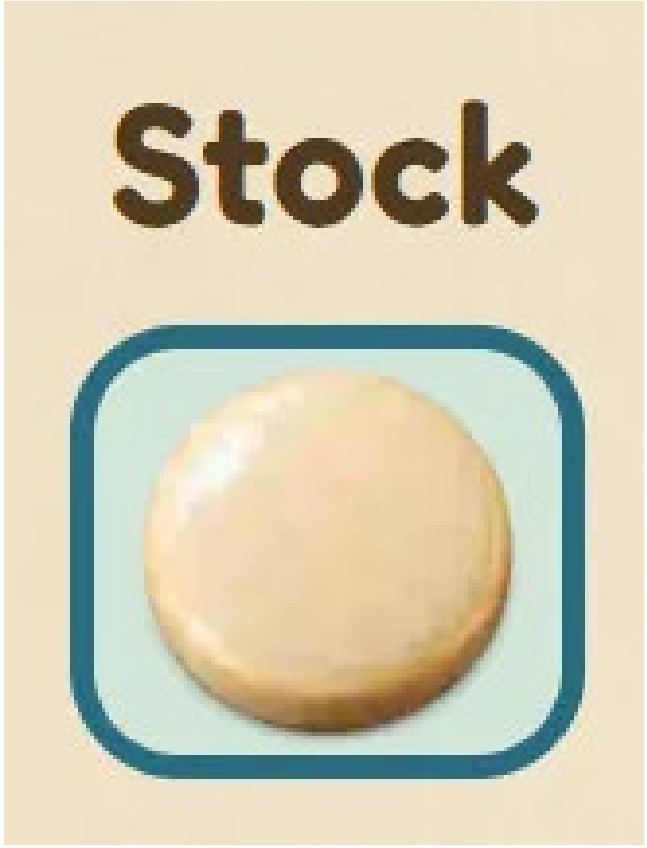
Touch the big chest



The hand shows an item, its place, and OK. Then it is your turn.

One place is empty.

Choose



Place: nine and one make ten



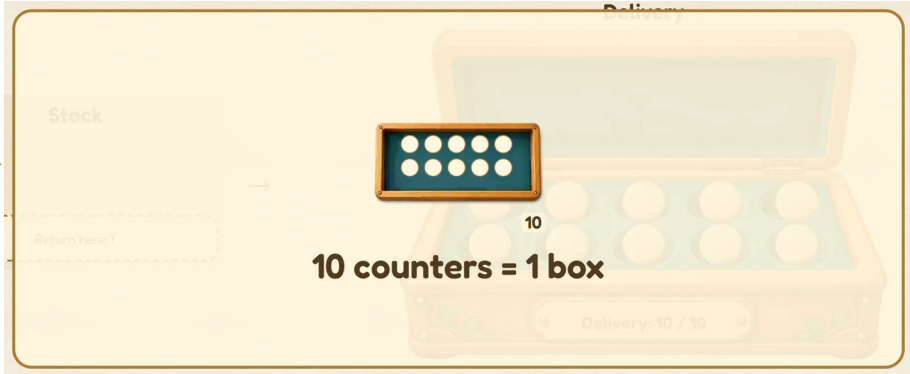
Choose the waiting counter. Touch the big chest, or drag the counter there.

Ready? Press OK.

Ready to check



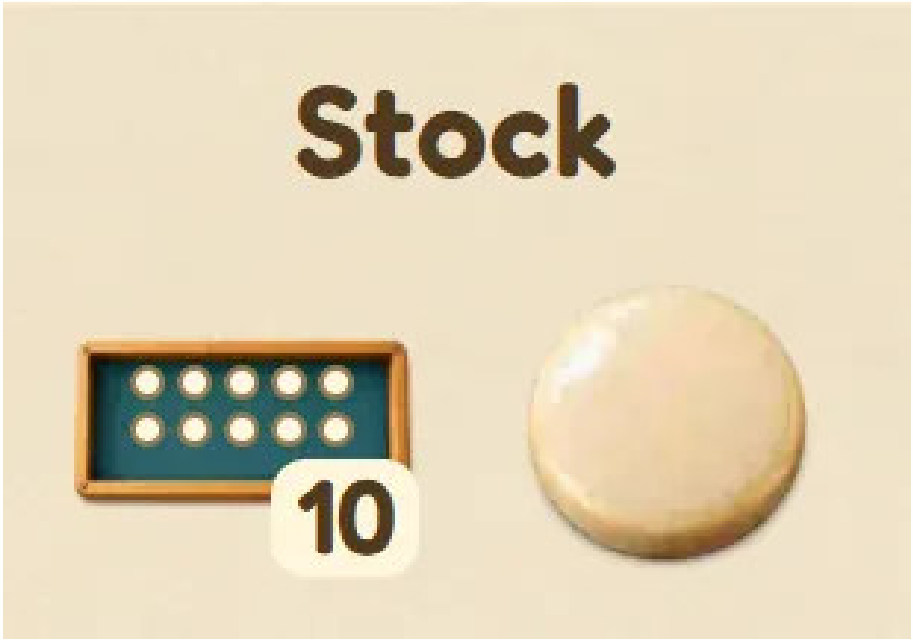
Ten counters = one box



Ten counters fill one box. Press the green OK to check your delivery.

Send ten and one.

Ten and one



One box and one counter



Send the full tray of ten. Then send the loose counter. Eleven counters reach Rhino.

Ten boxes make one hundred.

One box still needed



Ten boxes of ten



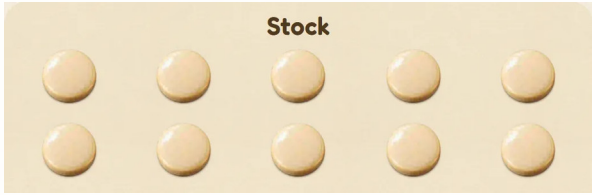
Fill the big chest with ten boxes of ten. All one hundred counters stay inside.

Open a lid to reach one.

Open lid



Ten counters



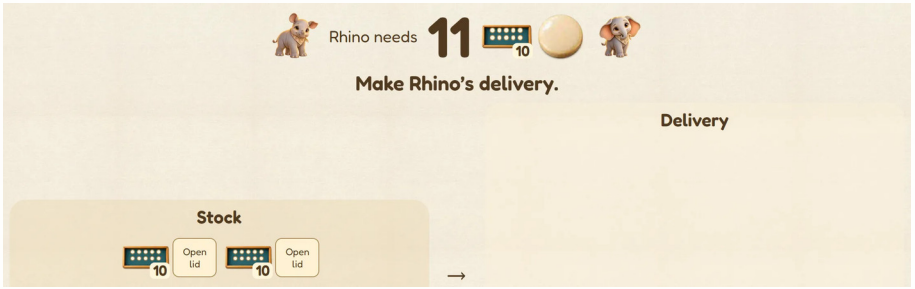
One delivered



Open a box. Choose one loose counter for Delivery. The others stay in Stock.

Make the exact order.

Look at the order



Eleven delivered



Rhino needs eleven. Choose one box and one counter. Leave the extra items in Stock.

You can change your delivery.

First touch the big chest

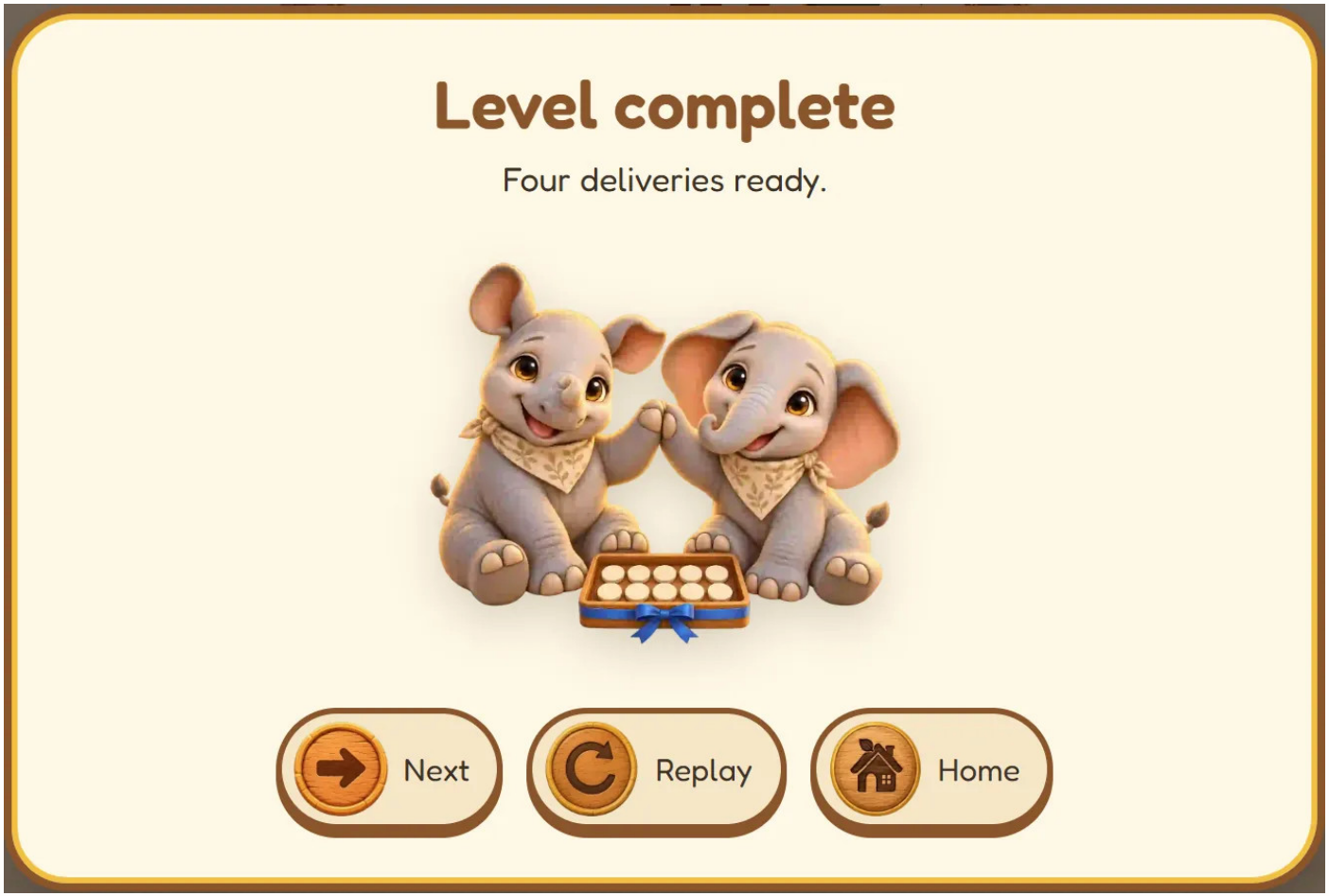


Then touch Return here



To return one, touch the big chest first. Then touch Return here in Stock. You can also use Undo. Your work stays after a mismatch.

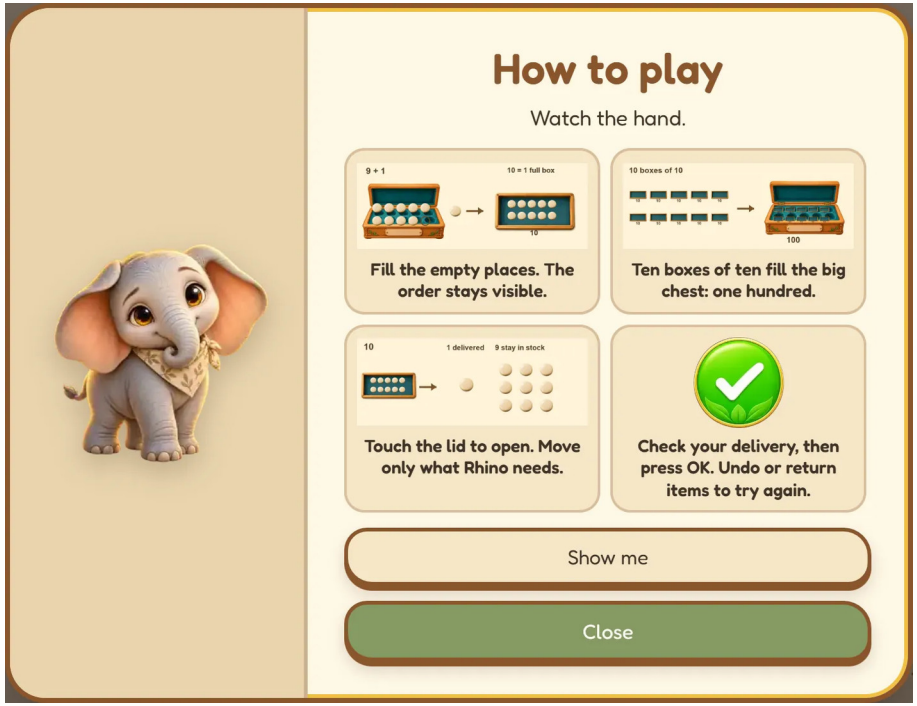
Four deliveries in each level.



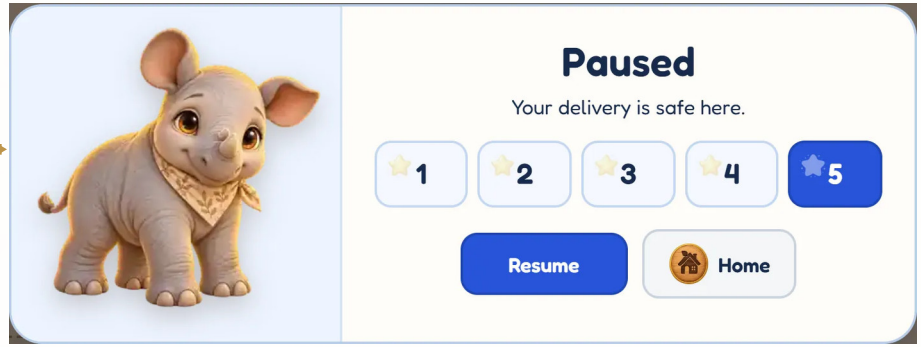
A ready delivery earns one star after OK. Finish all five levels for the final celebration.

Help is here.

Help shows the steps



Pause keeps your work



Pause for a break. Help can show the hand again. You can take your time.

wondermaths.app