

A quick guide for parents and caregivers

Rhino: Pass the Ten Along

Activity: ages 5–7

The goal: prepare Rhino's exact delivery. Packing changes groups, not the amount.

Playful practice, not a test.

5 ways to help without giving the answer

1. **Let the hand finish.**
   Replay the demonstration in Help if needed.
2. **Look at the order.**
   Ask what Rhino needs. Wait for a point or gesture.
3. **Choose and place.**
   Let your child move an item from Stock to Delivery.
4. **Compare.**
   "Does your delivery match Rhino's order?"
5. **Keep the work.**
   Offer Return to Stock, Undo, and another try.

Your tiny play plan

5

minutes

is plenty

No timer

Stars earned

Try again

Sit beside your child; you do not need to take over.

5 signs the math is happening

- **Notices a missing place**
  Fills a ten-place box without losing counters.
- **Keeps a remainder**
  Leaves loose counters outside the pack.
- **Explains a ten**
  Shows that one ten contains ten ones.
- **Opens to reach one**
  Plans the exchange needed to send one.
- **Checks the order**
  Leaves extra items in Stock and sends exactly what is needed.

Try it away from the screen today

Put out 11 counters. Use large paper counters. → **Pack ten.** Move ten into a clear container. → **Open and compare.** The same 11 counters are still there.

- ✓ **No app**
- ✓ **No ads, ever**
- ✓ **Nothing collected from your child**

wondermaths.app

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Readiness matters more than age. A correct tap alone does not prove understanding. Ask for a second example or a gesture.