

A small guide for grown-ups

Help without giving the answer

Ages 5-7

The goal: predict the next number, adding or subtracting two.

1. Notice the current number.

This number is the starting point. It is not a hop.

2. Follow the +2 or −2 arrow.

One hop changes the number by two. Ask which number belongs in the empty stone.

3. Choose, then press OK.

A choice fills the empty stone. Zebra waits for OK.

4. Keep confirmed numbers.

Each right hop joins the visible number trail.

5. Check one step at a time.

A whole route has four to six hops. No need to rush.

Your small play plan

5

minutes is plenty



No speed target.
Keep useful attempts.
Stop while it feels good.

1. Predicts before moving.

Chooses a new number before Zebra makes a hop.

2. Keeps the current value.

Adds two to the current number, not to the start.

3. Repeats the same change.

Adds two or takes two away in one hop.

4. Crosses ten or twenty.

For example, nine plus two gives eleven.

5. Tries another choice.

A mistaken choice stays until your child changes it.

Away from the screen

Start with one small pile of counters. Predict how many after adding two, then check. Try removing two in a separate game. Your child can point, use fingers, or move the counters; no spoken answer is needed.



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Extra reasoning

Ages 5-7

The goal: predict the next number, adding or subtracting two.

1. Predict the next term.

From seven, ask for two more before choosing.

2. Change the starting point.

Try one, then two. Continue by adding two.

3. Notice the direction.

Follow the arrow right for +2, left for –2.

4. Follow the history.

Point to the confirmed numbers in order.

5. Show a reason.

Two fingers or two small counters can explain a choice.

Your small play plan

10

minutes is plenty



No speed target.
Keep useful attempts.
Stop while it feels good.

1. Changes the next value.

Corrects a candidate without erasing earlier hops.

2. Keeps the same rule.

Odd and even starts both add or subtract two.

3. Separates direction and size.

The arrow shows direction; +2 or –2 shows the change in one hop.

4. Clears only a choice.

The back arrow keeps all confirmed numbers.

5. Completes a longer trail.

Reaches a numbered goal over four to six hops.

Away from the screen

Start with one small pile of counters. Predict how many after adding two, then check. Try removing two in a separate game. Your child can point, use fingers, or move the counters; no spoken answer is needed.