A quick guide for parents and caregivers



Zebra: The Same Ones Elevator

Adventure: ages 5-7

The goal: make reachable orders while the ones stay fixed. | **Playful practice, not a test.**

5 ways to help without giving the answer

1. **Look at the lock.**
   Ask what can stay the same.
2. **Point to a whole ten.**
   Count the bundle as ten.
3. **Wait for a choice.**
   Let your child try a ticket.
4. **Compare both models.**
   Ask what can change.
5. **Welcome a repair.**
   A new choice keeps the work.

Your tiny play plan

5 minutes

is plenty

- No timer
- Any order
- Try again

Ask what changed and what stayed.

5 signs the math is happening

1. **Fixed ones**
   The child leaves the ones alone.
2. **Whole tens**
   One move changes ten, not one.
3. **Checking quantities**
   They compare the ticket and cabin.
4. **Choosing a lift**
   They move a ticket that cannot fit.
5. **Repairing a trial**
   They change the model before OK.

Try it away from the screen today

Keep seven beads.
Put them in a clear cup.

→

Move bundles of ten.
Use ten sticks in each bundle.

→

Make a ticket.
Can this lift make it?

No app	No ads, ever	Nothing collected from your child

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