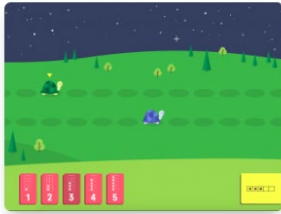
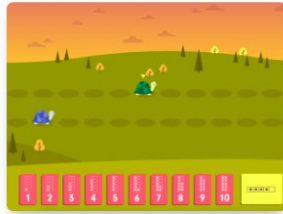


EXPLORE GAMES

Level 1 Games

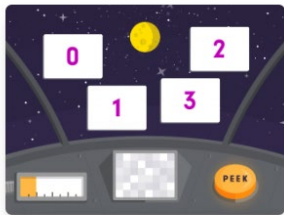


Help the Turtle Get Home: Counter (Small Numbers)



Help the Turtle Get Home: Counter (10)

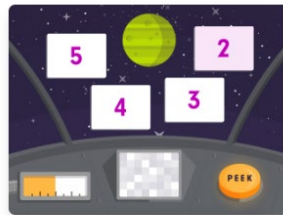
Can your child say number words, usually in order, but not always give you the right number of items if you ask for more than 4?
Try these!



Subitize! Planets: Small Collection Namer



Subitize! Planets: Perceptual Subitizer to 4

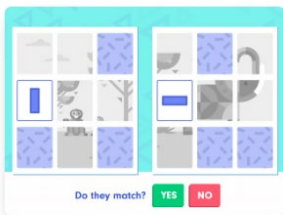


Subitize! Planets: Perceptual Subitizer to 5

If you show your child 7 fingers quickly, can they tell you how many you held up? If yes, move to the next level!
If not, try these!

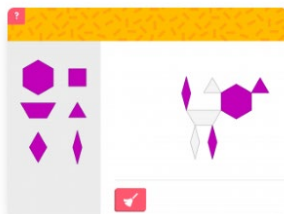


Concentrate: Exact Matches Basic Shapes



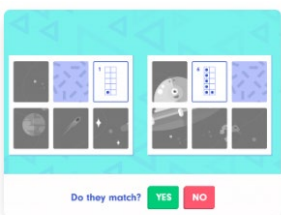
Concentrate: Turned Basic Shapes

Can your child match shapes if they are in the same orientation, but has a harder time if they are turned? If yes, try these!
If no, move to the next level.

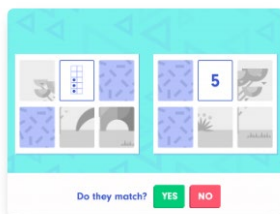


Shape Puzzles: Piece Assembler

If your child can match up similar shapes, try Piece Assembler. This is also a good activity for children new to drag and drop types of games.



Concentrate: Counting Cards to Counting Cards 1-6

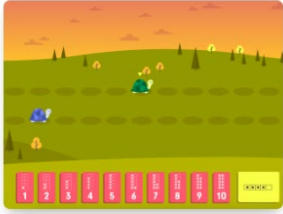


Concentrate: Tens Frame to Numeral 1-6

Can your child easily count to 6 and recognize numerals up to 6? If no, try these!
If yes, move to the next level.

Level 2 Games

EXPLORE GAMES



Help the Turtle Get Home: Counter (10)



Help the Turtle Get Home: Producer (Small Numbers)

Can your child count in order to 20 and accurately you give you 5 - 10 objects? If yes, move to the next level!

If not, try these!



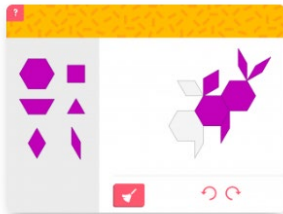
Subitize! Planets: Perceptual Subitizer to 5



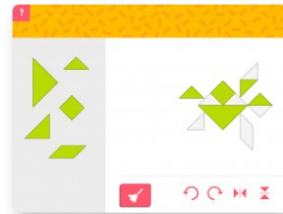
Subitize! Planets: Conceptual Subitizer to 5

If you roll dice – a 5 and a 2 – can your child *quickly* tell you it was 7? If yes, move to the next level!

If not, try these!



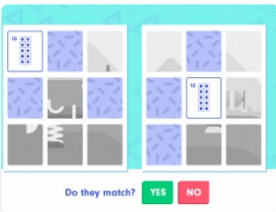
Shape Puzzles: Piece Assembler 2



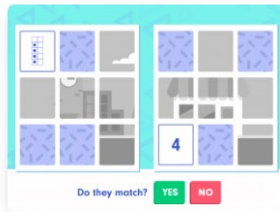
Shape Puzzles: Picture Maker

Can your child match shapes into a puzzle and fit them by turning, sliding, or flipping them?

Even if they can, just try these... they are a blast! 😊



Concentrate: Counting Cards to Counting Cards 1-12



Concentrate: Tens Frame to Numeral 1-12

Can your child easily count past 10 and recognize numerals past 10? If no, try these!

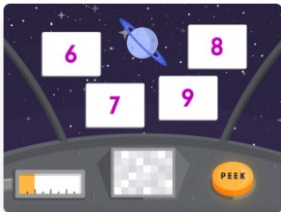
If yes, move to the next level.



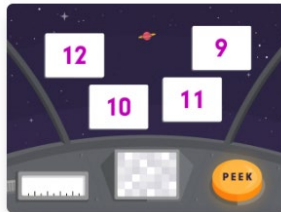


Help the Turtle Get Home: Counter On Using Patterns

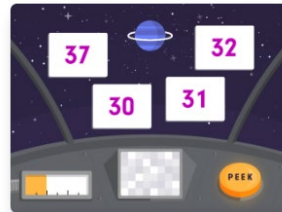
Counter on Using Patterns is an early addition strategy.



Subitize! Planets: Conceptual Subitizer to 10



Subitize! Planets: Conceptual Subitizer to 20

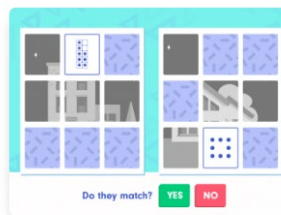


Subitize! Planets: Conceptual Subitizer Place Value

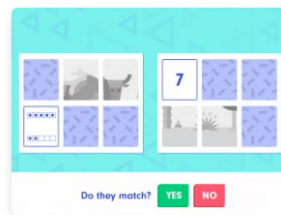
These subitizing games teach early base-ten understanding.

They can be tough!

We hope your child likes the alien at the end!



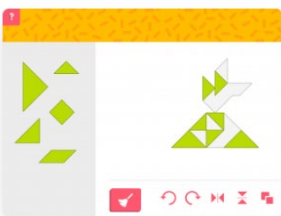
Concentrate: Tens Frame to Domino Patterns 1-12



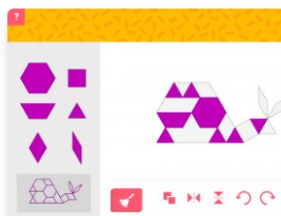
Concentrate: Match Sums

Subitizing (pronounced SOO-Buh-Tie-Zing) is more difficult when presented in novel configurations.

These games ask children to match familiar with novel configurations and sum configurations to match with numerals.



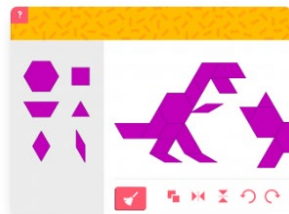
Shape Puzzles: Shape Composer



Shape Puzzles: Substitution Composer

In Shape Composer, the game is increasingly more challenging because the pictures are larger and more complex and there are no lines to guide children's composition.

In Substitution Composer, children try the puzzle twice to see how they can solve the same problem in multiple ways.



Shape Puzzles: Free Explore

Free Explore is fun for any level, especially for pairs of children or a child and an adult.

In this activity, one person in the pair creates a puzzle and the other person fills in the shape in their own way.

Level 3 Games