

# Look, Check, Try Again.

Four five-minute games for ages 4-7. No books or signup needed.

## 01 · LOOK BEFORE YOU GUESS

### What did you actually see?

**You need:** two people and a little imagination.

1. One person acts out a grin, a yawn, or a worried look.
2. The other says what they can see: “Your mouth is open.” Then offers two possible explanations: “You might be tired. Or you might be pretending to be a lion.”
3. Ask the actor what they were imagining. Swap roles.

**Say together:** “I saw \_\_\_\_\_. I guessed \_\_\_\_\_. I could ask \_\_\_\_\_.”

Story connection: In *It Had to Be Ben!*, Bea thinks her brother's grin tells her everything. What else could a grin mean?

---

## 02 · CHECK WITHOUT BREAKING

### Ten in more than one way

**You need:** paper and crayons.

1. Draw a big cookie. Add ten chocolate-chip dots, counting as you go.
2. Ask a partner to check your count. They can point, mark each dot lightly, or draw a loop around groups.
3. Find two groups that make ten: five and five, then another pair. Keep the paper cookie whole.

**Ask:** “What are we trying to find out? How can we check and still keep what we need?”

Story connection: The helpers in *Ten Chips Exactly* get the count right but turn the cookies into crumbs.

---

Choose one game, take turns, and help each other. These are play ideas, not a test.

**Find the books and more free activities at Story Crumb Books.**

# Look, Check, Try Again.

Four five-minute games for ages 4-7. No books or signup needed.

## 03 · MAKE A GUESS, THEN TRY IT

### Will it fit?

**You need:** two differently sized books and an empty box.

1. Look at the books and the box. Guess which book will fit inside lying flat.
2. Try each one gently. Does turning the book change the answer?
3. Describe what helped you decide. A guess that changes is part of the game.

**Say:** “I thought \_\_\_\_\_. When we tried it, we found \_\_\_\_\_.”

Story connection: In the forthcoming *The Ribbon Knows!*, Theo trusts his measuring ribbon so much that he forgets he can try on a crown.

---

## 04 · PAUSE AND NOTICE

### Ready for the pretend parade?

**You need:** a toy animal, blocks, and a piece of paper.

1. Build a short pretend parade route on a table or floor. Put the paper across part of the route.
2. Move the toy along slowly. When a partner spots something in the way, they say, “Good catch!”
3. Pause together, move the obstacle, and carry on. Swap who notices and who moves the toy.

**Ask:** “What did stopping for a moment make easier?”

Story connection: In the forthcoming *No Time Now!*, Finn learns to listen when Rosie spots a small problem. Keep this game pretend; a grown-up handles real repairs.

---

Choose one game, take turns, and help each other. These are play ideas, not a test.

**Find the books and more free activities at Story Crumb Books.**