Your little maths mission

Pick one thing to help with: a pretend game choice, a number trade, or a paper project. Draw, tell, point, type or use your usual way. A willing helper can record exactly what you choose.

Start small. Make one useful choice, then check it. Change your idea, keep it private, pause or come back later. No race. You do not need a printer, a device or tiny objects.

The count lab uses pretend replies. Try an own table before you ask it to check. A checked number is help, not a score for your thinking.

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