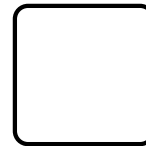
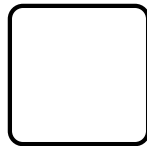
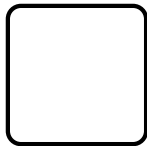
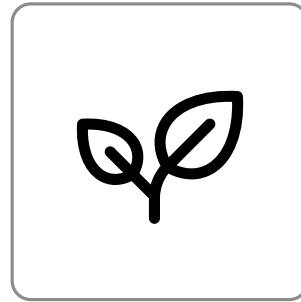
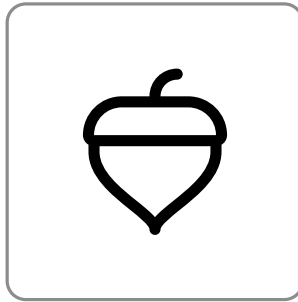
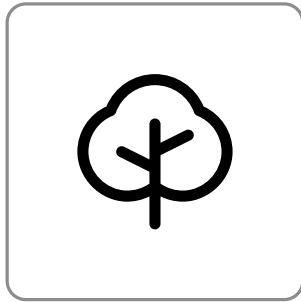


THINK LIKE A SCIENTIST • PATTERNS & SORTING

Write 1, 2, 3. First is 1.

An acorn, a small plant, a tree.

F10 put in order

☐ Every box has a number.

FOR GROWN-UPS

Three pictures, shuffled. Number 1 goes on what happens first, wherever it sits in the row.

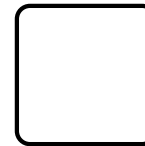
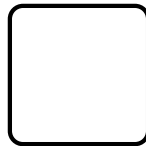
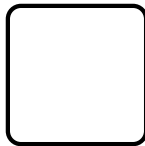
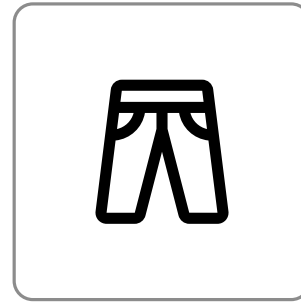
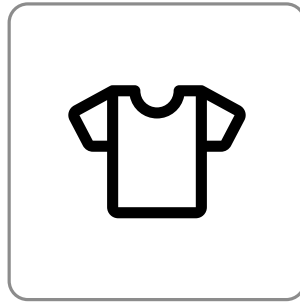
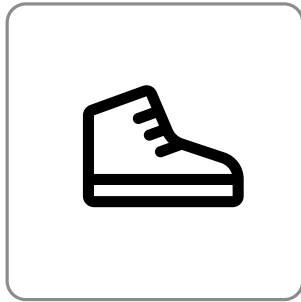
Ask: "Which one has to happen before the others can?"

In the garden: find something small that will be big.

THINK LIKE A SCIENTIST • PATTERNS & SORTING

Write 1, 2, 3. First is 1.

Getting dressed in the morning.

F10 put in order☐ Every box has a number.

FOR GROWN-UPS

An order the child knows from their own body. Shirt or pants first is a fair argument. Shoes are last.

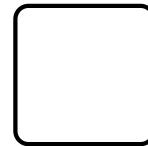
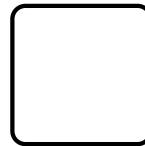
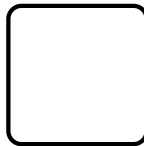
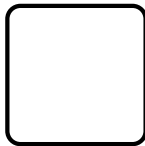
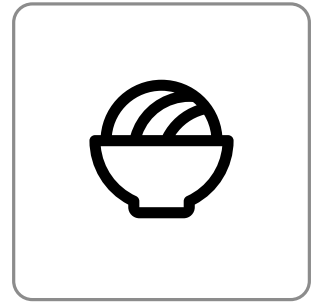
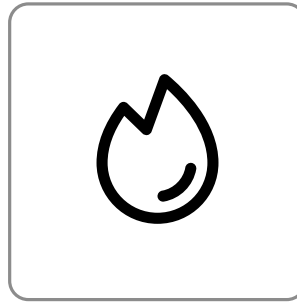
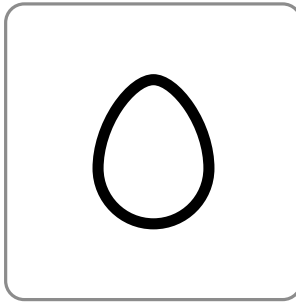
Ask: "What do you put on last?" Start from the end if the start is hard.

Tomorrow morning: say each thing as it goes on.

THINK LIKE A SCIENTIST • PATTERNS & SORTING

Write 1, 2, 3, 4. First is 1.

Baking a cake.

F10 put in order☐ Every box has a number.

FOR GROWN-UPS

Four steps. Egg, bowl, heat, cake. Say the story once before any number goes down.

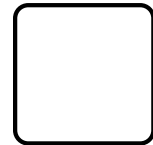
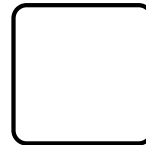
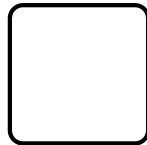
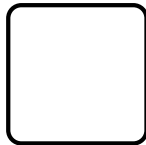
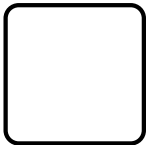
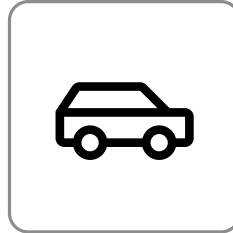
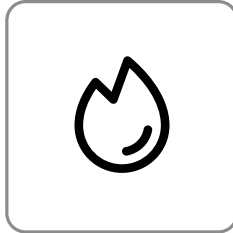
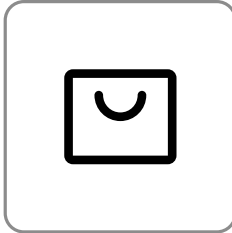
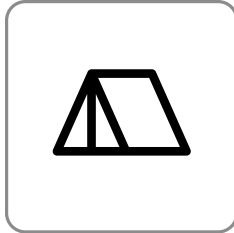
Ask: "What do you need before you can mix anything?"

Next time you bake: photograph each step and shuffle the photos.

THINK LIKE A SCIENTIST • PATTERNS & SORTING

Write 1 to 5. First is 1.

A camping trip, from packing the bag to the fire at night.

F10 put in order

☐ Every box has a number.

FOR GROWN-UPS

Five steps is the most on these sheets. Let them find first and last, then fill the middle.

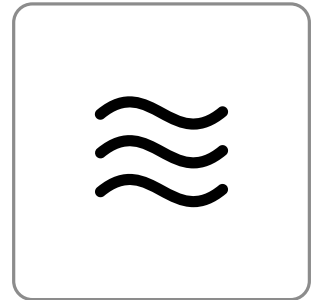
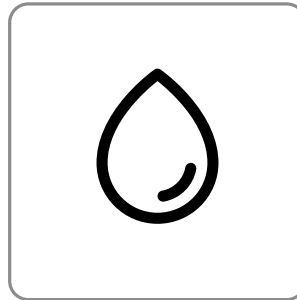
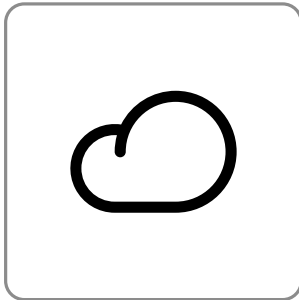
Ask: "What happens right after the car?"

Before any trip: ask what has to happen before you can leave.

THINK LIKE A SCIENTIST • PATTERNS & SORTING

Two numbers are swapped. Cross them out and write them again.

The numbers are written. Two of them are in the wrong boxes.

F10 put in order

1

3

2

4

☐ Every box has a number.**FOR GROWN-UPS**

Checking an order is a different skill from making one. Read the numbers as a story and find where it breaks.

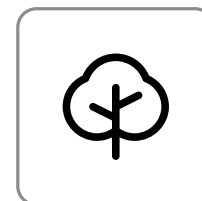
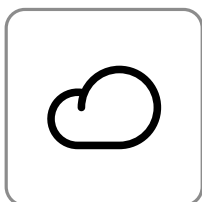
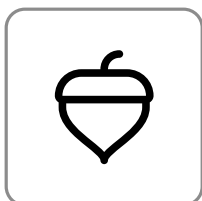
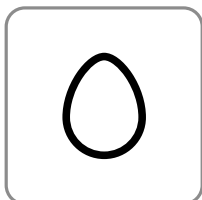
Ask: "Read it to me in number order. Does that make sense?"

Tell a bedtime routine with two steps swapped and let them catch it.

THINK LIKE A SCIENTIST • PATTERNS & SORTING

Draw a line from what happens first to what happens next.

Each picture on the left turns into one on the right.

F1 match☐ I drew every line.**FOR GROWN-UPS**

Cause and effect, one pair at a time. Every left-hand picture becomes exactly one right-hand picture.

Ask: "What does this one turn into?"

On a walk: find one thing that used to be something else.