Benny’s Everyday Detectives · Explore together

Explore with Benny, try it together, then let your child lead. Twenty little mysteries turn cups, cloths, blocks, torn pictures and treasure maps into ways to notice, compare, reason and explain.

For ages 4–7 with a grown-up. Point, show, speak in a home language or direct an adult. Home games take about 5–10 unhurried minutes; classroom guides offer flexible 15-minute plans. No timer or score.

Look together

Read the opening and inspect the objects. Say or show what you notice.

Make room for an idea

Pause at the question. A first guess is welcome; it does not need to be right.

Check the clue

Compare the result. Go back a page, count, pair, align or change the view when the story invites it.

Try with real things

Read the adult setup, gather the named safe materials and play one short round.

Let the child lead

Swap roles. The child can choose, point, explain or direct while the grown-up follows.

Intro

Start with Something changed, or choose a question that interests your child. Four optional journeys connect the twenty stories. They are routes to try, not a curriculum test or a required sequence.

Unexpected

If the result differs, look at the actual objects and the named rule. Check counts, starting places and views. Welcome another reasonable rule when it is clearly explained; do not force the pictured answer onto a different setup.

Classroom

Prepare materials before the 15-minute session. Model once, let pairs swap roles, then invite a description or gesture showing the clue. Share the complete guide with any assisting adult.

Inclusion

Keep objects within comfortable reach. Offer fewer choices, larger items, pointing, showing, home-language words or adult-directed movement. Touching, remembering unaided and speaking aloud are optional. The story alone is useful if the hands-on setup is unsuitable.

Equipment

Use the materials listed for each discovery: large safe household objects, plastic dishes, cloths and adult-prepared paper shapes. Adults handle preparation tools and put them away. No glass, sharp items, small loose parts, blindfolds or climbing.

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Record

Use the optional discovery record to draw or write what changed, what stayed the same and which clue helped. Keep it at home or school; no upload or child account is needed.

Print

Choose A4 or US Letter individual stories, compact two-up journey cards, a complete companion or low-ink guides. Complete artwork and credits are preserved from 1080 × 1350 pages; these are reading and activity printouts, not native high-resolution wall posters.

Scope

Benny's source book brings observation, counting, matching, sequencing and sharing into a forest mystery. These household games are new editorial adaptations. They have not been tested as an intervention or used to measure child outcomes.

4 discovery journeys

Look closely

Notice what moved or disappeared, compare a useful detail, then change your view. Benny invites children to show what helped them decide.

Choose one story for today. Return to another when you want a new way to explore the same skill. Each stands on its own.

01. Something changed. · Notice and describe a change

12. The missing picnic thing · Notice what changed

02. Find the real match. · Notice matching details

13. The tiny-detail hunt · Match a tiny detail

06. Hidden… or gone? · Change your viewpoint

Find the rule

Continue a repeating pair, make groups with a named rule, then use two clues together. Children can explain a choice by pointing, showing or talking.

Choose one story for today. Return to another when you want a new way to explore the same skill. Each stands on its own.

04. What comes next? · Find a repeating pattern

05. What's your sorting rule? · Sort and explain a rule

08. Two clues. One choice. · Use two clues together

Check your idea

Count, align, turn, fit, build and reveal. Choose a check that fits the question, and make room to change a first idea.

Choose one story for today. Return to another when you want a new way to explore the same skill. Each stands on its own.

03. Longer row. More things? · Check by counting

07. Which is longer? · Compare from the same starting point

10. Turn it. Still a triangle? · Recognize a shape when it turns

17. The torn-picture mystery · Fit parts into a whole

14. Copy, cover, check · Build and compare

20. Build from my clues · Describe, listen and check

15. What's in the mystery bag? · Feel, describe and check

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Take the lead

Retell a plan, lead gentle moves, share objects and guide a hunt. Let the child choose, direct and check while the grown-up follows.

Choose one story for today. Return to another when you want a new way to explore the same skill. Each stands on its own.

09. First. Next. Ready. · Plan and tell steps in order

19. Copy my secret moves · Remember a short action sequence

11. One for each. · Make two equal groups

16. Follow the picture clues · Follow and make clues

18. The little treasure map · Connect a simple map with real places

Each discovery has its own complete family/teacher guide. Start at
https://kiddos.ai/explorations/benny-everyday-detectives/print

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Our discovery record

Point, draw, speak or ask a grown-up to write. Keep this record with you; nothing needs to be uploaded.

Discovery / date: _____

My question or prediction

What we kept the same / what changed

What I noticed

What I think now / what to try next