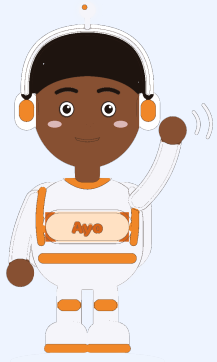
Think • Move • Code!

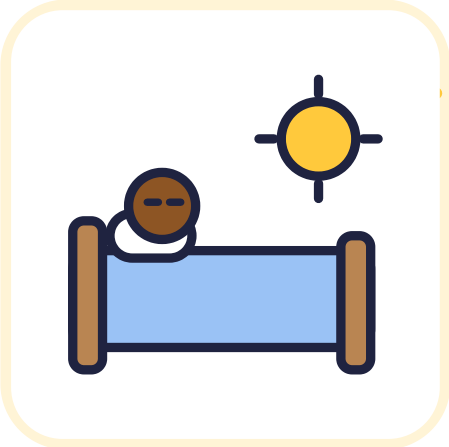
Nursery 1 · Term 1
Printable card pack

All the cards, mats and sheets for Weeks 1–13 in one file. Print on card if you can; an adult does all the cutting. Laminate cards you use every week.



Morning cards

One set per group. Cut along the dashed lines. Print on card if you can.



wake up



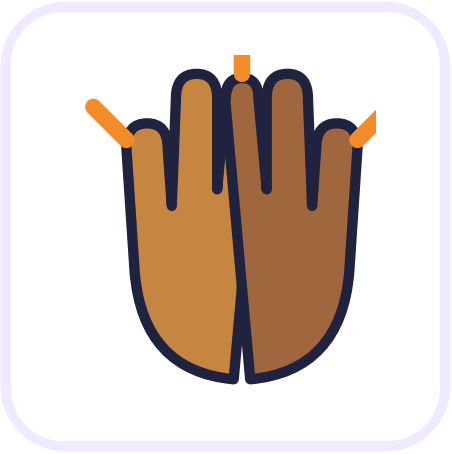
brush teeth



eat breakfast

Robot Says step cards

One set per group. The teacher holds them up: first, next, last.



clap



stamp



turn

Floor labels: first, next, last

Cut out and tape to the floor, left to right, inside the taped boxes.







My 3 steps

Draw three steps of something you do every day. Name: _____

1 **first**

2 **next**

3 **last**

Cut-out Ayo

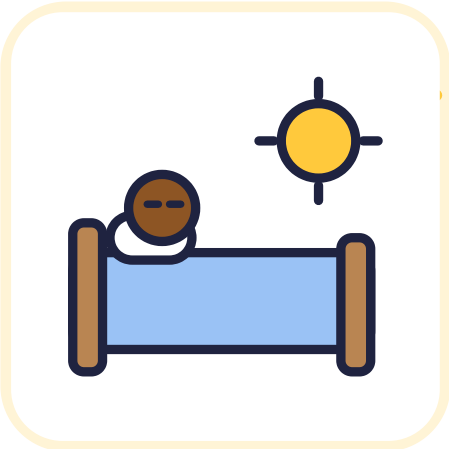
Used all year as the “robot” children program on the floor grid.



1. Print Ayo, colour him in, and glue him onto card (a cereal box works well).
2. Cut him out and tape a folded card strip on the back so he stands up.
3. No card? Draw Ayo on paper and fold the bottom so he stands.

Morning cards

One set per group of 4. Cut along the dashed lines. Print on card if you can.



wake up



get dressed



walk to school

Stretch card and blank cards

Optional. Add “bath” as a 4th step, or let children draw their own morning step on the blank card.



take a bath



my step: _____



my step: _____

Floor labels: first, next, last

Tape beside the floor grid, left to right. Reuse from Week 1 if you still have them.



first →



next →



last ✓

My morning

Draw your morning in 3 boxes: first, next, last. Name: _____

1 **first**

2 **next**

3 **last**

Ayo on his box (optional Build)

Stand cut-out Ayo on a box beside the card row while the class programs his morning.



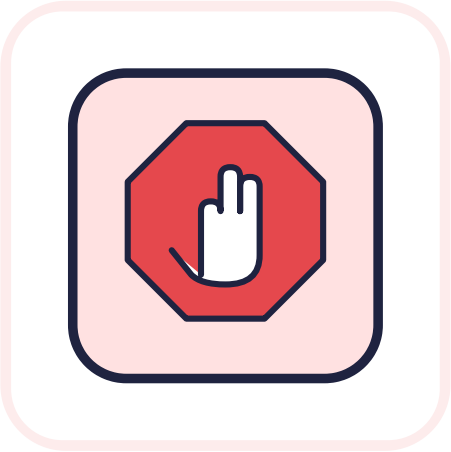
1. Use the cut-out Ayo from Week 1, or print, colour and glue this one onto card.
2. Find a small, sturdy box (a shoe box works). Tape Ayo's stand to the top.
3. Put the box at the start of the card row: Ayo "reads" his program from there.
4. Nobody stands or climbs on the box.

Command cards (1 of 2)

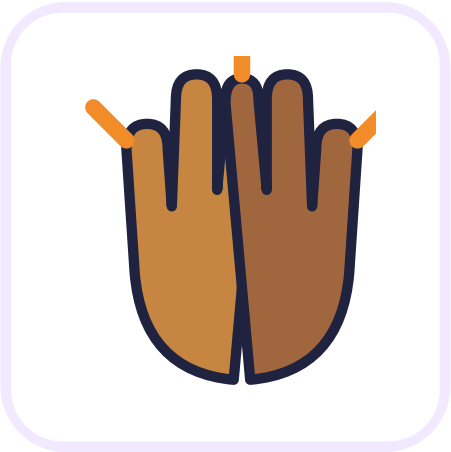
One set per pair. Hold up the card as you say the command.



walk 2 steps



stop



clap

Command cards (2 of 2) and toy

Use a real soft toy if you have one; the teddy card is a back-up.



pick up



teddy to rescue



my command:

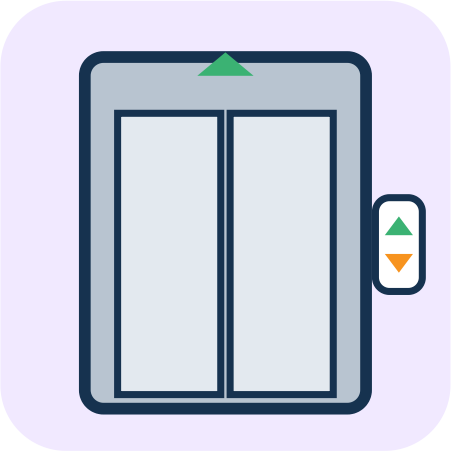
_____

Machines that follow instructions

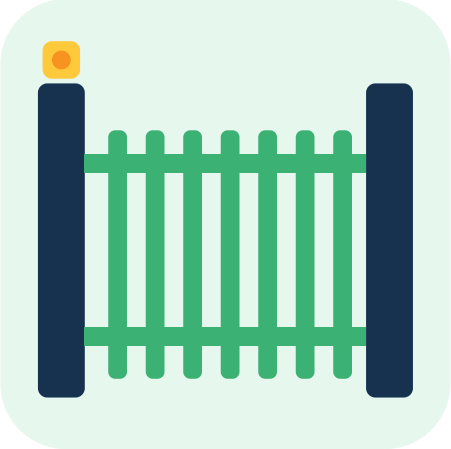
Show these in Think. People tell machines what to do. We only press their buttons with a grown-up.



washing machine



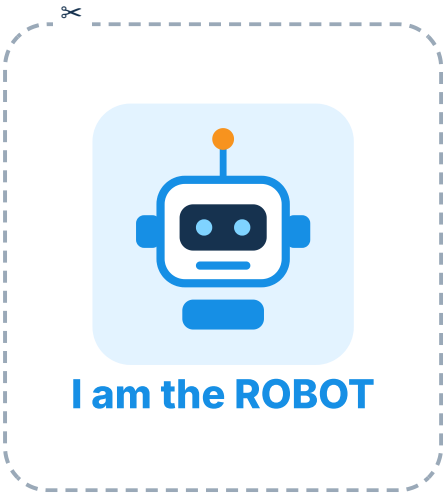
lift

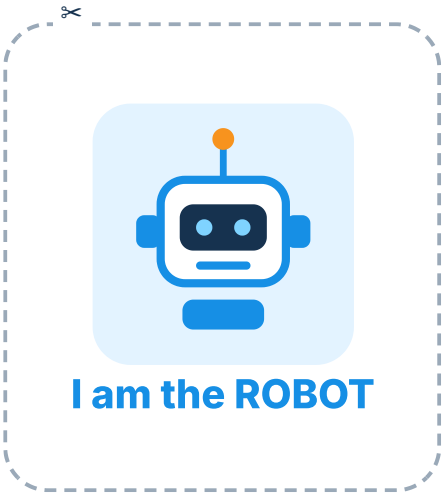


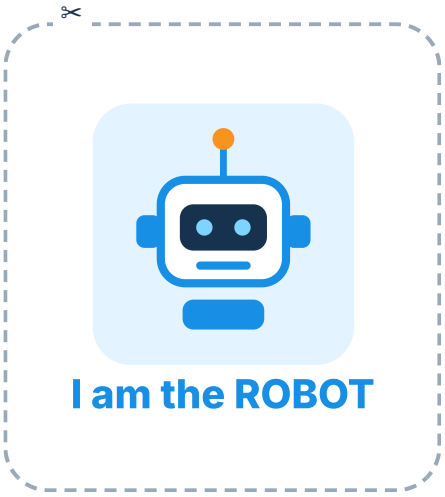
gate

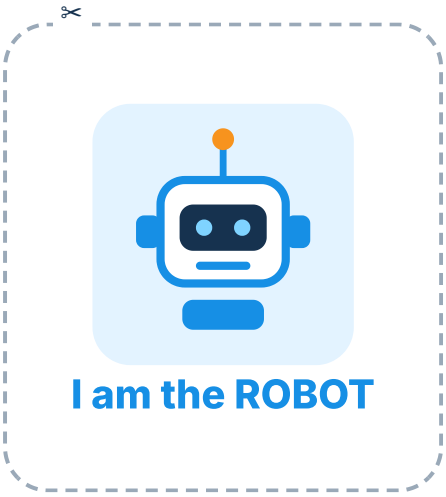
Robot and commander tags (optional Build)

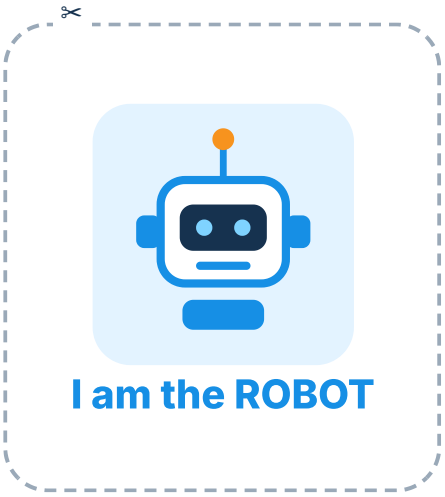
Cut out and tape on with masking tape. These are role tags for the game, not award badges.

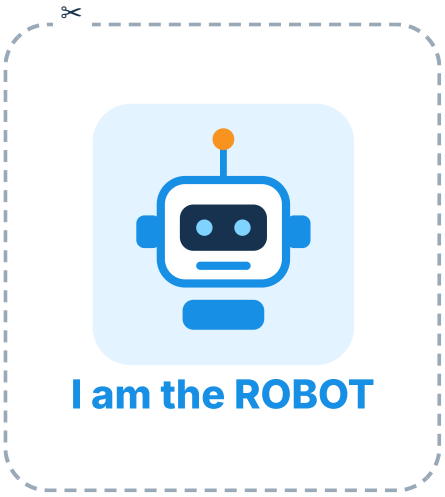


















Toy rescue

Draw the commands you gave and Ayo reaching the toy. Name: _____

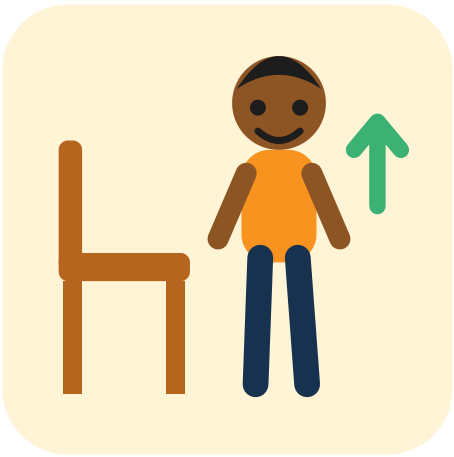
1 command 1

2 command 2

3 Ayo reaches the toy

Action cards

One set per pair. Lay them on the FIRST–NEXT–LAST strip.



stand up



walk



wave goodbye

FIRST–NEXT–LAST strips

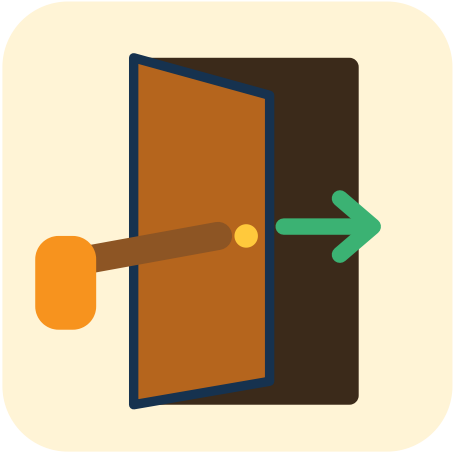
Two strips per page, one per pair. Cut along the dashed lines.

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

Stretch card and blank cards

Optional. Add “open the door” as a 4th step, or draw your own step.



open the door



my step: _____



my step: _____

Making bread

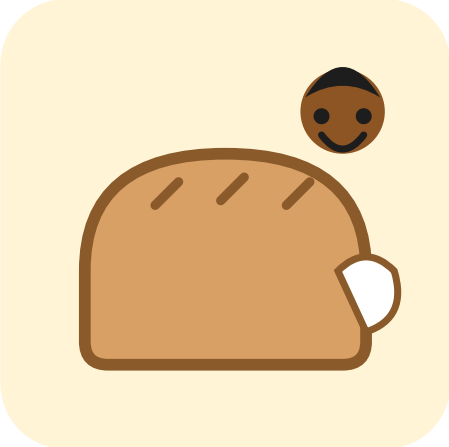
For the Book & close task: first mix, next bake, last eat.



first: mix



next: bake



last: eat

Making bread

Draw making bread: first mix, next bake, last eat. Name: _____

1 **first: mix**

2 **next: bake**

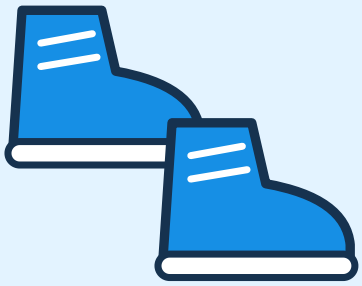
3 **last: eat**

Getting-ready cards

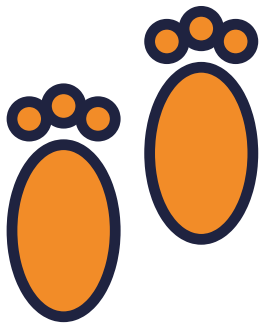
One set per pair for the Bug Hunt. Use with the FIRST–NEXT–LAST strip from Week 4.



socks



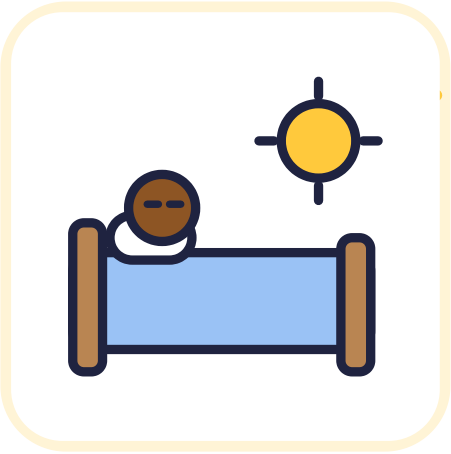
shoes



walk

Morning cards (second routine)

Reuse your Week 1 cards if you have them. A second routine to swap and fix.



wake up



brush teeth



eat breakfast

Fix-it signs

Hold up "oops" when you spot a mistake and the tick when it is fixed. The blank card is for a Stretch 4th step.



oops! a mistake



fixed!



my step: _____

FIRST–NEXT–LAST strips

Spare strips if you need more than Week 4. Two per page.

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

Mistake and fixed

Draw Ayo's mistake, then draw it fixed, then draw yourself checking it. Name: _____

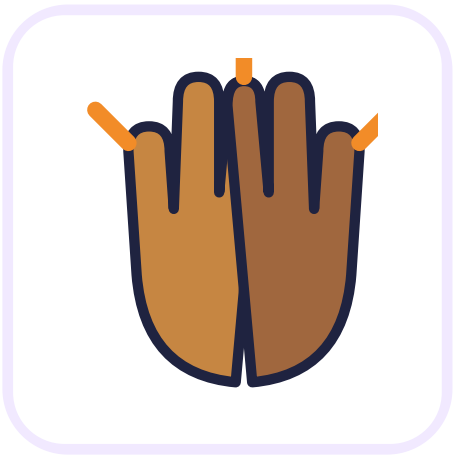
1 Ayo's mistake

2 fixed!

3 I check it

Move cards

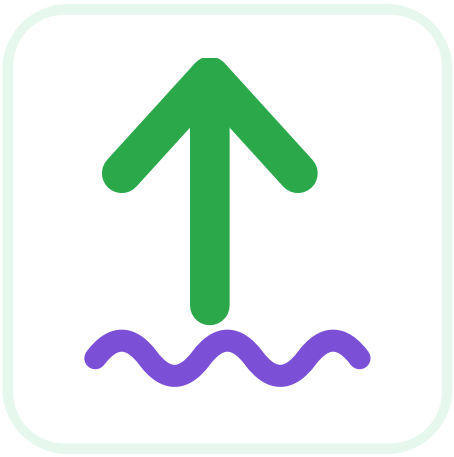
One set per group. Lay one move card, then ↻ cards under it.



clap



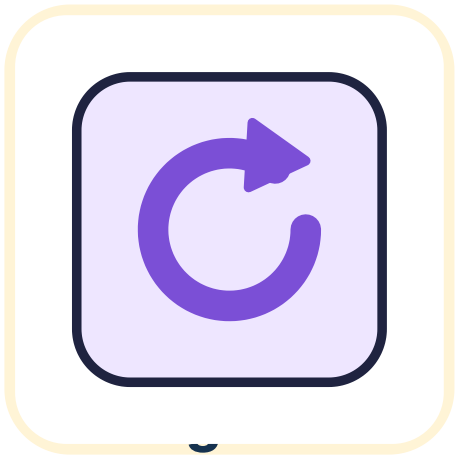
stamp



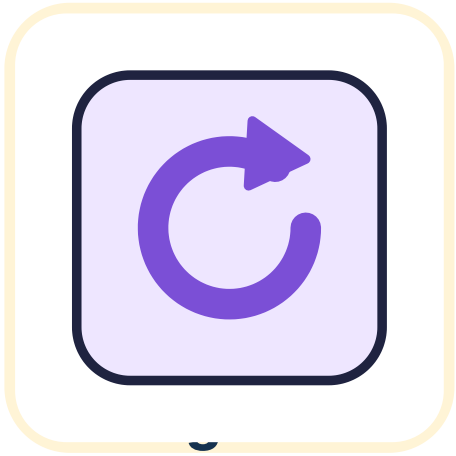
jump

“Do it again” cards

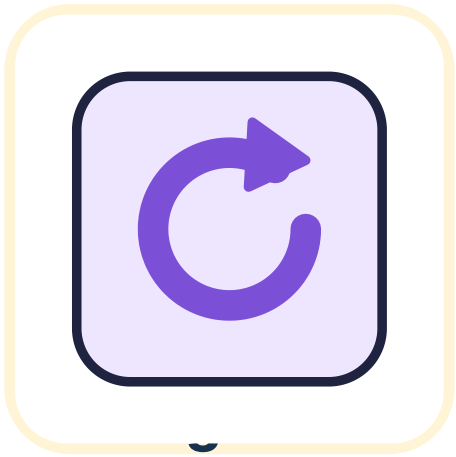
Two or three per group. ↻ always means “do that card again”.



do it again



do it again



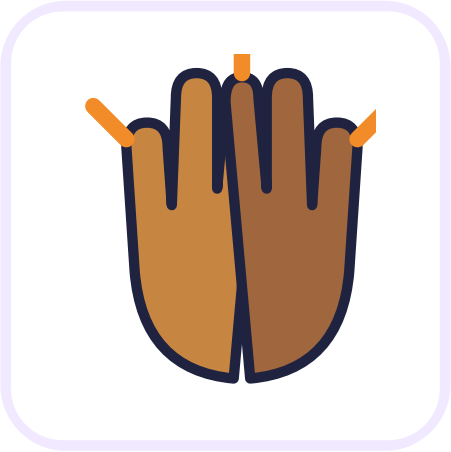
do it again

Stretch cards

Optional: step–clap pattern three times, and a blank card for your own move.



step



clap



my move: _____

Ayo does it again

Draw Ayo doing one move 3 times. All 3 pictures are the same! Name: _____

1 1 time

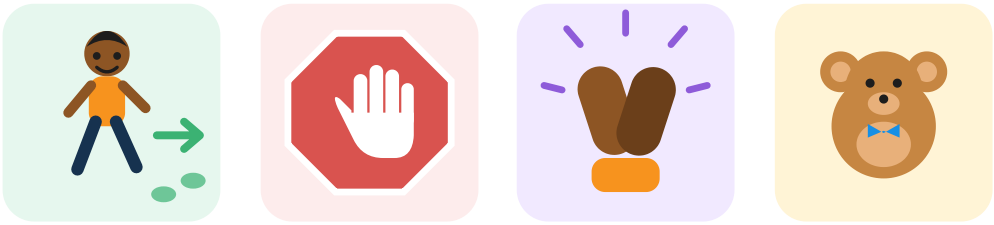
2 2 times

3 3 times

Game station signs

Cut out and place one sign at each station. Groups move on two claps.

A Robot Says



Follow 3 commands. Then give 2 commands to a friend-robot.

Replays Weeks 1 and 3 · Core: Move

B Morning Order



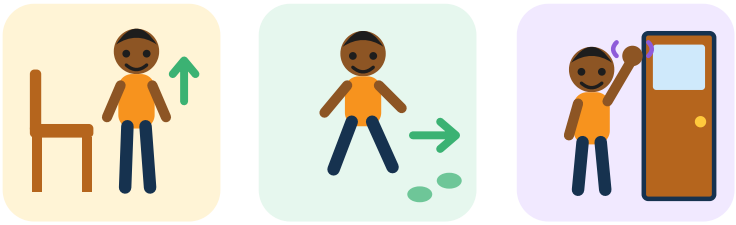
Put the morning cards in order. Act them!

Replays Week 2

Game station signs

Cut out and place one sign at each station. Groups move on two claps.

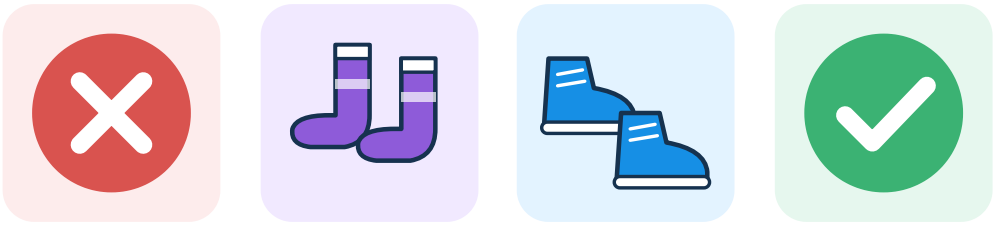
C First–Next–Last line-up



Three friends: stand, walk, wave. Say first, next, last.

Replays Week 4

D Silly Ayo + Card challenge



Lay 3 cards. A partner swaps two. Find them and swap them back!

Replays Week 5 · Core: Code · Teacher station

Game station signs

Cut out and place one sign at each station. Groups move on two claps.

E

Robot dance



One move + ↻ ↻ = 3 times. Count together!

Replays Week 6 · Core: Move

My favourite Robot Says game

Draw your favourite game and you playing it. Name: _____

Ayo’s market trip (4 cards)

One set per group. Mix them up in an envelope before class.



leave home



ride the bus



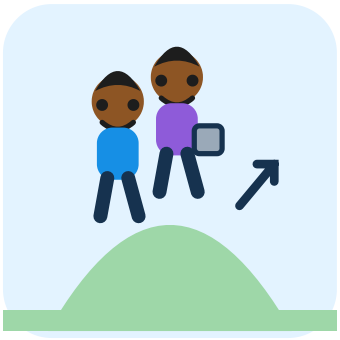
buy bread



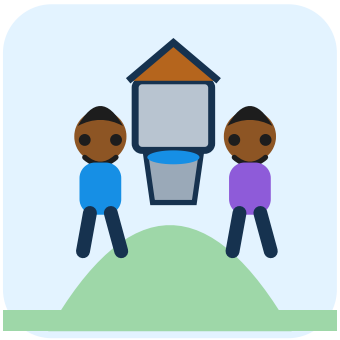
come home

Jack and Jill (4 cards)

For the whole-class rhyme. The teacher swaps two for “Fix it!”.



up the hill



fetch water

oops!

fall down



tumble after

Story strips

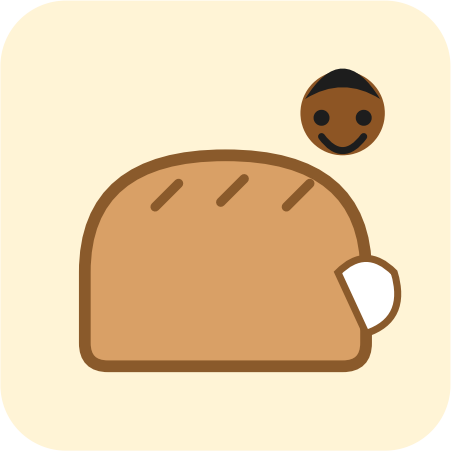
One per group. Optional Build: glue the ordered cards onto a cereal-box strip (an adult cuts the box).

1 start	2 next	3 then	4 end
put a card here	put a card here	put a card here	put a card here

1 start	2 next	3 then	4 end
put a card here	put a card here	put a card here	put a card here

Stretch card and blank card

Optional 5th picture, or draw your own ending.



eat the bread at home



my ending:

_____

The end of Ayo’s story

Draw what happens last in Ayo’s story. Name: _____

Forward cards

Print 2 pages per team (6 forward cards). One card = one box on the path.



forward



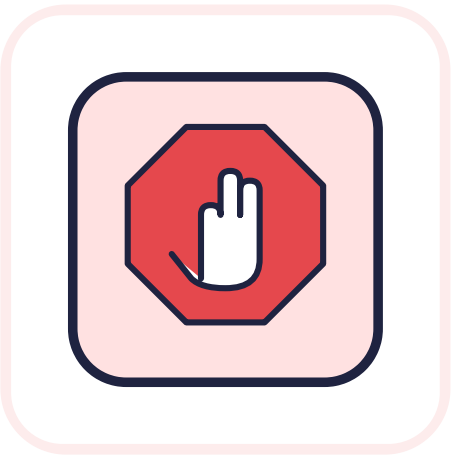
forward



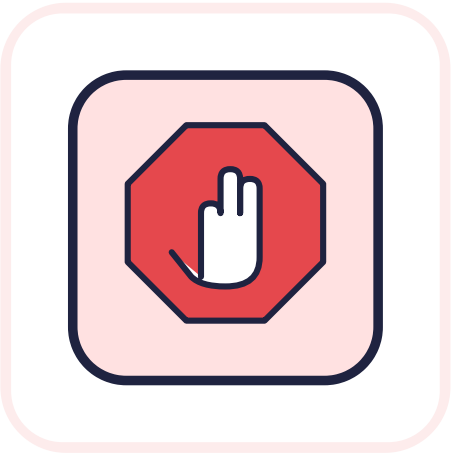
forward

Stop cards and school gate

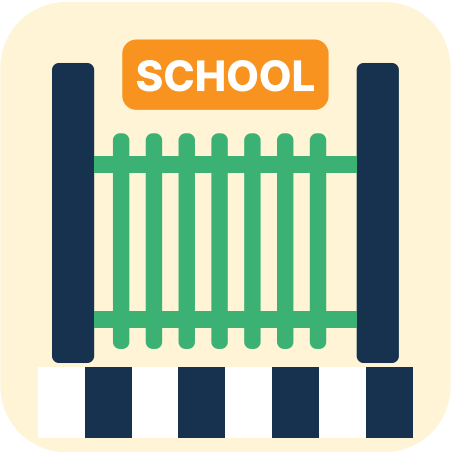
Each team needs at least one stop card. Stick the gate sign on a box at the end of the path.



stop



stop



school gate

Path strips (plan your cards here)

The planner lays the cards in the boxes before anyone moves. Photo each finished row.

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

1 FIRST	2 NEXT	3 LAST
put a card here	put a card here	put a card here

Ayo’s path

Draw the 3 cards you used, then Ayo at the school gate. Name: _____

1 **card 1**

2 **card 2**

3 **card 3 + Ayo at the gate**

Smart Review station signs

Place one sign at each station. About 6 minutes each.

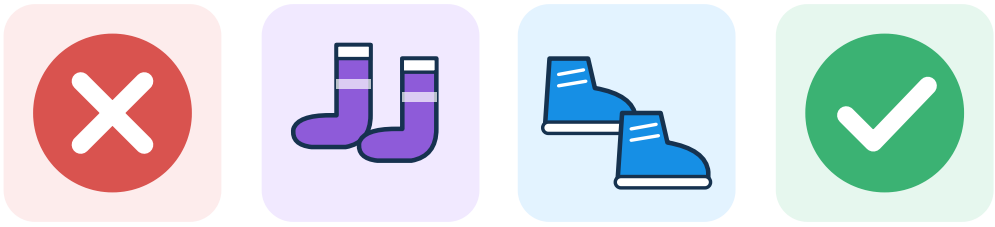
1 Order the Cards



Put 3 cards in order from memory. Say first, next, last. Act them!

Checklist: orders 3 steps · uses first, next, last

2 Fix Silly Ayo



A friend swaps two cards. Find them and swap them back!

Checklist: fixes a wrong card · Teacher station

Smart Review station signs

Place one sign at each station. About 6 minutes each.

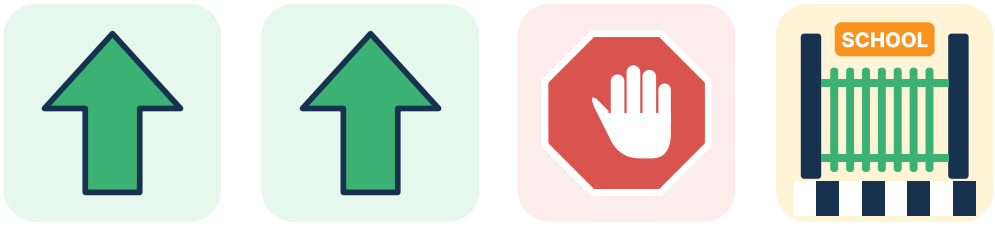
3 Do It Again



One move + ↻ ↻ = 3 times. Count together!

Checklist: does one move 3 times with ↻

4 Straight Path

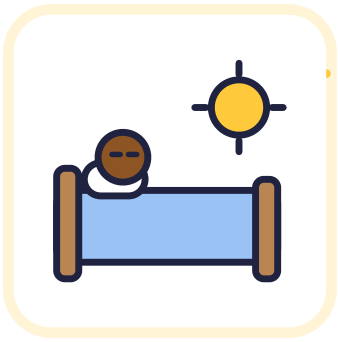


Plan the cards, run them on the line, fix any wrong card.

Checklist: orders 3 steps · fixes a wrong card

Harder station cards (Stretch, 4 cards)

Optional for Stations 1 and 2.



wake up



socks



shoes



walk to school

My favourite Ayo game this term

Draw your favourite game from Term 1. Name: _____

Build card: Robot Says with Ayo

One per team. The teacher reads each step.

1



Stand Ayo at the start of the path

2



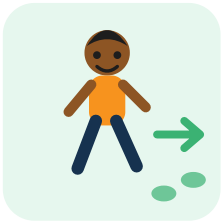
Put your target at the end

3



Lay 3 cards: first, next, last

4



Act it, then push Ayo one step per card

5



A partner swaps two cards

6



Find them, fix them, run again!

Picture build checklist

Two per page, one per team. Tick each box when you have done it. Not marked.

✂

Our build Team: _____



order ☐



act ☐



check ☐



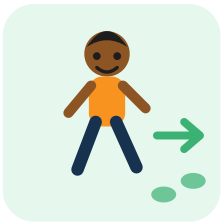
fix ☐

✂

Our build Team: _____



order ☐



act ☐



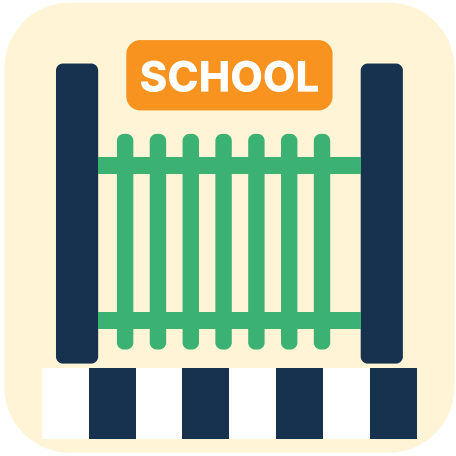
check ☐



fix ☐

Target signs

Stick one on a light, empty box at the end of each path.



school gate



market stall

Our Robot Says team

Stick your team photo here (or draw your team) for the Week 13 showcase.

team photo or drawing here

Our team: _____

Our program: first _____ next _____ last _____

Station check signs

Three stations. About 10 minutes each; two claps to move.

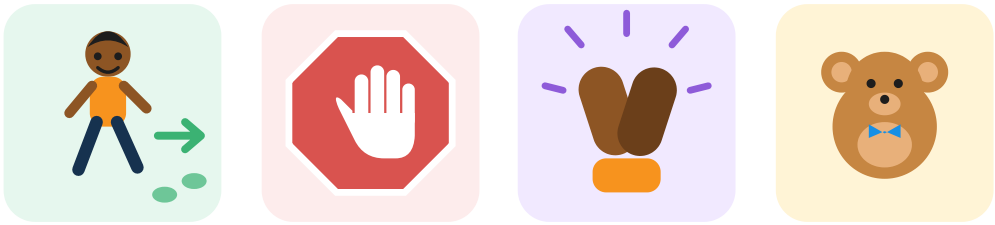
1 Ayo game with Teacher



Order the cards, say first–next–last, do it again, fix Silly Ayo.

Teacher · 3–4 children at a time · about 4 minutes

2 Robot Says practice



Give and follow commands. Just for fun!

Assistant or self-running · not judged

Station check signs

Three stations. About 10 minutes each; two claps to move.

✂

3

Me and Ayo

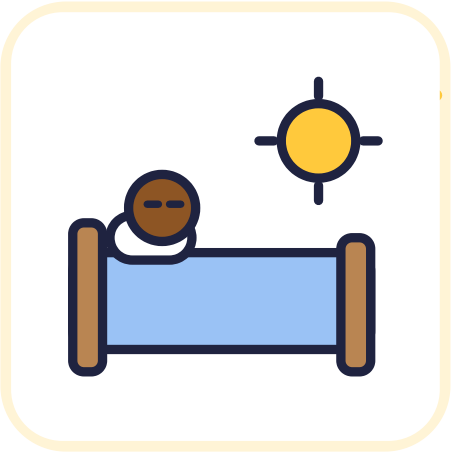


Draw yourself and Ayo playing a game.

Self-running

Station 1 cards: routine

Use these for items ①, ② and ④.



wake up



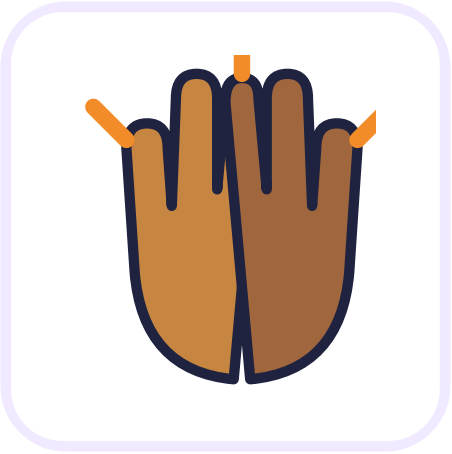
brush teeth



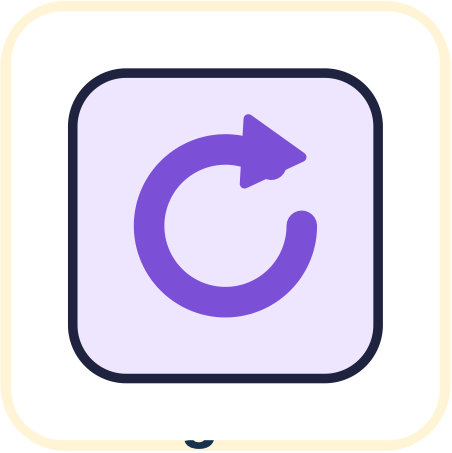
eat breakfast

Station 1 cards: do it again

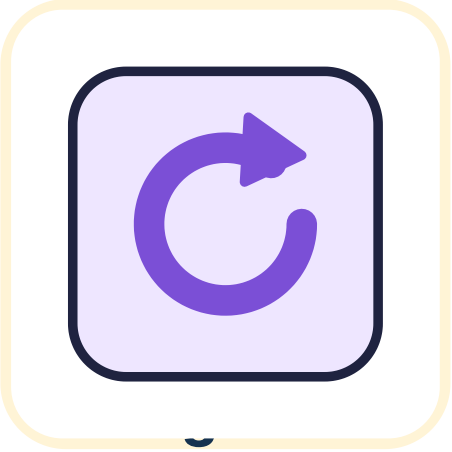
Use these for item ③: clap + ↻ + ↻.



clap



do it again



do it again

Teacher clipboard checklist (with Ayo icons)

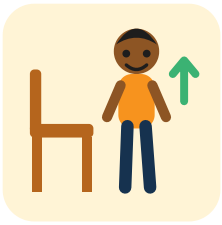
Two per page. Write E, D, S or X in each box.

✂

Name: _____ Team: _____



① order ☐



② first–next–last ☐



③ do it again ☐



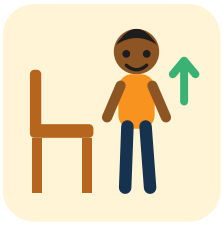
④ fix it ☐

✂

Name: _____ Team: _____



① order ☐



② first–next–last ☐



③ do it again ☐



④ fix it ☐

Me and Ayo

Station 3: draw yourself and Ayo playing a game. Name: _____

RHINOX SCIENTIFICA · THINK • MOVE • CODE!

Certificate of Achievement



This is to celebrate that

_____

has earned the **Step Thinker · Term 1** badge.
I can put 3 steps in order, say first, next, last, do it again and fix a wrong card.

_____ _____

Teacher Date

Nursery 1 · Term 1 · Foundation of Sequencing

Step Thinker · Term 1 badges

Cut out and pin or stick on. Full-size artwork is in the badge PNG/SVG files.



Step Thinker · Term 1



Step Thinker · Term 1



Step Thinker · Term 1

“My Ayo steps” take-home cards

Two per page. Children draw or stick their 3 cards, then take the card home.

✂

My Ayo steps

Name: _____

first	next	last

Ask me: “What are your Ayo steps?” · “What does ↻ mean?” · “How do you fix Silly Ayo?”

✂

My Ayo steps

Name: _____

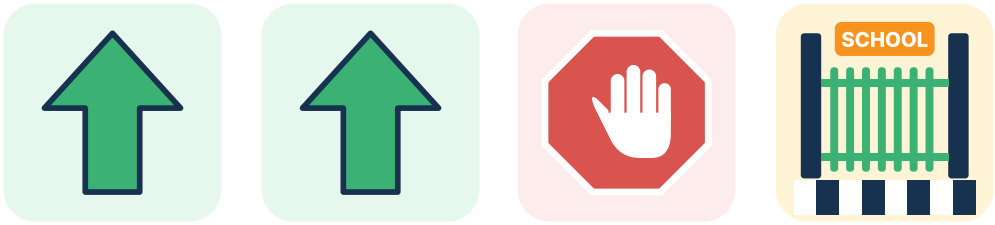
first	next	last

Ask me: “What are your Ayo steps?” · “What does ↻ mean?” · “How do you fix Silly Ayo?”

Showcase station signs

Children run these stations for families.

1 Ayo's route



Watch me program Ayo to the school gate!

Run by our coders

2 Fix Silly Ayo



Swap two of my cards. I will fix them!

Families: try it!

Step Star stickers · Nursery 1 · Term 1

Optional. Give a star when a child can do it on their own. Print on round 2-inch (50 mm) sticker paper, or cut out.

