10 · Project sheet · Smart Review Stations

Robot / Maker Lab practical · Nursery 1 · Term 1 · Week 10 · Revision

1. At a glance

Time	40 minutes (25 minutes of stations)
Group size	Groups of 4–6 rotating through 4 stations
Learning goal	I can put steps in order and fix a mistake.
Coding idea	Retrieval: remember and use every Term 1 idea without being shown first.
Week link	https://rhinoxscientifica.com/q/n1-t1-w10

2. Materials needed

Item	Per	Low-cost swap
Four station signs	class	Say the station name
Card sets from Weeks 1–9	station	Acting and hand signs
↻ cards; forward/stop cards	station	Hand signs: circle; push forward; palm out
Taped straight path + box gate	class	Paper sheets; a chair as the gate
Term 1 checklist (Guide 05)	teacher	Your register
Step Star stickers	child	Washable marker star on the hand

3. Safety and care

- Spread the stations out; walk between them.
- Small jumps only at Do It Again.
- The straight path stays inside the classroom.
- Large cards only (choking rule).

4. Before the lesson

1. Print and place the station signs (Printables pages 1–2).
2. Put each station's cards in a box.
3. Print the Term 1 checklist.
4. Read the Common Mistakes table in the lesson spec.

5. Step-by-step guide

Step	Teacher says	Children do
1	(Hold up a card) "First, next or last?"	Say it and act it
2	"Four stations today. Two claps means move on."	Groups go to their first station
3	Station 1: "Put the cards in order from memory."	Order 3 cards; act them
4	Station 2 (teacher): "A friend swaps two. Fix them!"	Find and swap back two cards

Step	Teacher says	Children do
5	Station 3: “One move, ↻, ↻. Count!” · Station 4: “Plan, run, fix on the path.”	Do it 3 times · Guide Ayo to the gate
6	“Back to the carpet. Draw your favourite game.”	Draw and share

6. Explore it

Question	Can we remember our Term 1 games without help?
Predict	“Can you put the morning cards in order without looking at a poster?” Thumbs up or down.
Try	Order the cards from memory, then act them to check.
Observe	“Did acting it show any mistake?”
Explain	Checking by acting finds mistakes. Then we fix them.

7. Talk about it

1a. Which station did you like best?

1b. What did you have to remember?

1c. Did you fix a mistake?

2a. What does the ↻ card mean?

2b. What does the stop card do?

2c. What do we do before Ayo moves on the path?

8. Support and stretch

Support	Extra turns at the teacher’s station; start with 2 cards; then 3.
Stretch (optional)	Harder station cards with 4 cards. Never assessed.

9. How we check

Observation only, no quiz. Use the Term 1 checklist.

Look for	Secure	With prompts	Not yet
Orders 3 steps	☐	☐	☐
Uses first, next, last	☐	☐	☐
Does one move 3 times with ↻	☐	☐	☐
Fixes a wrong card	☐	☐	☐

10. Take-home and parent note

> **Dear parent or carer**
> This week we **reviewed all of Term 1** at four game stations.
> At home: ask your child to show you their favourite Ayo game.

11. Show and share

- Children show their “favourite game” drawings.
- Everyone says the Term 1 words with hand signs.
- Every child who ordered steps and fixed a mistake gets a **Step Star sticker**.



The Step Star is a weekly sticker, not a badge. The term badge “Step Thinker · Term 1” is awarded in Week 13.