02 · Lesson spec

Mini-project: Robot Says with Ayo · 40 minutes · fully unplugged

Goal (I can)	**I can program Ayo with 3 picture cards and fix a wrong one.**
Teacher aim	Teams program cut-out Ayo with 3 picture cards, check the order and swap back two swapped cards.
Focus	Term build: program cut-out Ayo with 3 picture cards
Key words	program · first · next · last · fix
Materials	Cut-out Ayo (one per team if you can make them; otherwise teams share and take turns). Picture cards. Box targets (gate or market stall). Masking tape for straight paths. Station 1 checklist. Activity Books, crayons.
Before class	Read this plan. Tape straight paths and place box targets. Plan support, core and stretch groups. Print the checklist; choose the first Station 1 group.



1. Think (5 min)

- **Ask:** “What does Ayo need from us?” Hold up 3 cards: “Three cards in the right order…” Mix them up: “…and a check for mistakes!”
- **Give out role cards:** card-layer, robot, checker.

2. Code & Build (15 min)

- Teams stand cut-out Ayo at the start of the path and add a box target. The card- layer lays a final 3-card program.
- A partner swaps two cards; the team swaps them back. Stretch: 4 cards or a ↻ card.

3. Move (10 min)

- Teams act their program as friend-robots, then move cut-out Ayo one step per card to the target.
- Meanwhile take one small group at a time to Station 1 (about 4 min each) and tick the checklist.

4. Present & close (10 min)

- **Teams present:** “Ayo goes first…, next…, last…”
- Children colour their build checklist and draw their 3 cards. Show another class if you can.

Activity Book page

- Build checklist: colour order, act, check, fix; draw my 3 program cards. Not marked.

How we check

- **Look for:** Can the team order, act, check and fix their 3-card program? Tick the Station 1 checklist for 8–12 children.

Common mistake

- One child does everything. Give each child a role card (card-layer, robot, checker) and swap roles after each run.

Support and stretch

- **Extra help:** Support group: use 2 cards with an adult beside them. Point to each card as Ayo moves: “This one… then this one.”
- **Stretch (optional, not in badges):** Add one extra step or target to the build.

No power? No problem

- This lesson needs no power, device or kit. No printer? Draw the cards on paper. Any box can be Ayo’s target.

Before and next

- Before: all Term 1 learning, especially Week 9 Following a Path. Next: the Week 11–12 station check and the Week 13 showcase.

> **Safety**
> Light, empty box targets; no climbing; adults cut any cardboard; teams spread out on separate paths.

Hand signs (where shown) and the Safety box are Lesson Plan extras added by Rhinox. Everything else follows the Teacher Guide and the Activity Book.