09 · Question bank

> **How to use (Teacher Guide only)**
> Nursery 1 has **no written test**. Read each question aloud and show the pictures; the child points or says the answer.
> Use for oral checks and the Week 10 revision. Never for badges. Stretch items are optional and never assessed.
> Answer keys stay in the Teacher Guide, not the Activity Book.

Section A · Objective (picture-supported)

1. What is a program for Ayo?
A. A song
B. A box of toys
C. A sleep
D. Cards in the right order
Answer: D

2. What do we do before we push Ayo?
A. Lay all the cards
B. Hide the target
C. Throw the cards
D. Nothing
Answer: A

3. How many steps does Ayo take for one forward card?
A. 3
B. 1
C. 2
D. None
Answer: B

4. Forward, forward, stop. The target is 2 boxes away. Does Ayo reach it?
A. No, too far
B. Yes
C. No, he goes back
D. No, too short
Answer: B

5. A partner swapped two cards. What does the team do?
A. Start a new team
B. Shuffle everything
C. Find them and swap them back
D. Go home
Answer: C

6. What does the checker do?
A. Sleeps
B. Eats the cards
C. Hides Ayo
D. Checks the cards are in order
Answer: D

7. Which word means “cards that tell Ayo what to do, in order”?
A. Program

B. Gate
C. Story
D. Market
Answer: A

8. In our presentation we say “Ayo goes…”
A. Hello, goodbye
B. First, next, last
C. Up, down, up
D. Red, blue, green
Answer: B

9. Which target can Ayo go to?
A. The moon
B. The sky
C. The school gate or the market stall
D. The sea
Answer: C

10. Ayo stopped one box too soon. What do we do?
A. Add or fix a card
B. Shout
C. Push him by hand
D. Give up
Answer: A

11. Forward, ↻, stop. How many steps does Ayo take?
A. 4
B. 2
C. 1
D. 3
Answer: B

Section B · Talk questions (oral)

1a. What is your team’s Ayo program?
1b. Where does Ayo go?
1c. Show me: push Ayo one step per card.

2a. I swapped two cards. Which ones?
2b. Swap them back.
2c. Run it again. Does Ayo reach the target?

3a. What was your job in the team?
3b. What did your team do well?
3c. What would you add next time?