05 · Teacher and parent guide

Extra material, not a book page

Part A is for the teacher (with the Station 1 record sheet). Part B is the take-home note for parents and carers.

Part A · For the teacher

This week in one line: teams build and program a cut-out Ayo to reach a target, while you start the **Week 11–12 station check** with small groups at Station 1.

Get ready (20 minutes before class)

- Make one cut-out Ayo per team (or use toys). Tape one straight path per team with a light box target at the end.
- Print the build card, picture build checklists and target signs (Printables PDF).
- Set up **Station 1** in a quiet corner: routine cards, two ↻ cards, a move card, and the record sheet below.
- Read the lesson spec the evening before and lay out the cards.

Station 1 script (about 4 minutes per small group)

1. "Put these 3 cards in order." (wake up, brush teeth, eat breakfast) → item ①
2. "Tell me: which is first, next, last?" → item ②
3. "Make clap happen 3 times with these cards. Show me." → item ③
4. Swap two cards. "Silly Ayo swapped two cards. Can you fix them?" → item ④

Station 1 record sheet (write E, D, S or X for each item)

Name	① Orders 3 routine cards	② Says first, next, last	③ Does one move 3 times with ↻	④ Swaps back 2 swapped cards

E = Emerging (needs a lot of help) · D = Developing (with prompts) · S = Secure (on own, familiar task) · X = Extending (adapts it, e.g. an unfamiliar routine; no effect on the badge). Not a pass/fail: Term 1 records "working towards the MVL".

> **RhinoBot tip**
> Keep Station 1 calm and playful: “Let’s play a quick Ayo game.” Children show more when it feels like a game, not a test.

No power, no device, no kit?

Fully unplugged. Toys or boxes work as Ayo; paper sheets work as the path.

Part B · Take-home note for parents and carers

This week your child’s team built a program for a cut-out Ayo: three picture cards that move him to the school gate or the market. They tested it and fixed it when cards were swapped.

Try this at home (5 minutes)

5. Ask your child: “What was your Ayo program?” Let them say “first…, next…, last…”
6. Make a “path” with paper on the floor. Your child programs you with 3 steps to reach a toy.

Words to use together

program · first · next · last · fix

Coming up

Week 12: a gentle station check (games, no written test). Week 13: showcase and the **Step Thinker · Term 1** badge!

> **Play together**
> Scan the QR code in the book, or visit: https://rhinoxscientifica.com/q/n1-t1-w11
> Printable build card and a program-Ayo game (optional; screen time is never needed for this lesson).