10 · Project sheet · Term 1 Station Check

Practical check · Nursery 1 · Term 1 · Week 12 · Assessment

1. At a glance

Time	40 minutes per period; as many periods as needed in Weeks 11–12
Group size	Groups of 4–6 rotating; 3–4 children at a time at Station 1
Learning goal	I can put 3 steps in order, say first, next, last, do it again and fix a wrong card.
Coding idea	Show what we know: sequencing, first–next–last, repetition and debugging.
Week link	https://rhinoxscientifica.com/q/n1-t1-w12

2. Materials needed

Item	Per	Low-cost swap
Routine cards (wake up, brush teeth, eat breakfast)	Station 1	Draw them
Clap card + two ↻ cards	Station 1	Hand signs
Record sheet (Guide 05) and a pencil	teacher	Your register
Robot Says command cards	Station 2	Spoken commands
Paper and crayons	Station 3	Pencils
Three station signs	class	Say the station names

3. Safety and care

- Stations spread out; walk between them.
- Robot Says moves stay small.
- Keep it calm and kind: it is a game, not a test.

4. Before the lesson

1. Set up three stations and print the signs (Printables).
2. Prepare the Station 1 kit and the record sheet.
3. List the children still to be seen after Week 11.

5. Step-by-step guide (Station 1)

Step	Teacher says	Children do
1	“Let’s play a quick Ayo game!” (mixed routine cards)	① Order the 3 cards
2	“Point and tell me: first, next, last.”	② Say first, next, last
3	“Make clap happen 3 times with these cards.”	③ Clap card + ↻ ↻; do it
4	(Swap two cards) “Silly Ayo swapped two. Fix	④ Find and swap back

Step	Teacher says	Children do
	them!”	
5	Write E, D, S or X for each item.	—
6	“Thank you! Off to the next station.”	Move to Station 2 or 3

6. Explore it

Question	(Extending only) Can the child order and fix a routine they have not seen before?
Predict	“Can you put the hand-washing cards in order?”
Try	Tap on → soap → rinse, mixed; then swap two.
Observe	Does the child order and fix it alone?
Explain	If yes, write X. It is celebrated but has no effect on the badge.

7. Talk about it

1a. Which Ayo game did you play today?

1b. What did you put in order?

1c. How did you fix Silly Ayo?

2a. Tell me about your drawing.

2b. What is Ayo doing?

2c. What are you doing?

8. Support and stretch

Support	If a child is unsure, record what they did (E or D) and plan extra play in Term 2. Never turn the check into teaching.
Stretch	None this week. Celebrate Stretch work at the Week 13 showcase.

9. How we check

Observation and practical only; record E / D / S / X.

Look for	Secure	With prompts	Not yet
① Orders 3 routine cards	☐	☐	☐
② Says first, next, last	☐	☐	☐
③ Does one move 3 times with ↻	☐	☐	☐
④ Swaps back 2 swapped cards	☐	☐	☐

10. Take-home and parent note

> **Dear parent or carer**

> This week your child played our Ayo games while the teacher watched what they can do. There was **no written test**.
> Next week is our showcase and badge day!

11. Show and share

- Children show their “Me and Ayo” drawings to a friend.
- Save the drawings for the Week 13 showcase wall.
- Every child who took part gets a **Step Star sticker** for doing their best.



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