10 · Project sheet · Term 1 Showcase

Showcase · Nursery 1 · Term 1 · Week 13

1. At a glance

Time	About 60 minutes with families (plus a morning catch-up)
Group size	3–4 stations run by children; families visit
Learning goal	I can show and explain how I program Ayo and fix a mistake.
Coding idea	Communicate learning: show the program, explain the steps, fix a bug live.
Week link	https://rhinoxscientifica.com/q/n1-t1-w13

2. Materials needed

Item	Per	Low-cost swap
Week 11 builds (Ayo, paths, targets)	station	Toys and paper paths
Command cards	station	Hand-drawn cards
Badges and certificates	child	Black-and-white print to colour
“My Ayo steps” cards	child	Folded paper
Self-reflection sheet	child	Say the faces aloud

3. Safety and care

- Clear walkways for visitors.
- Children walk at stations.
- Adults supervise doors and the playground.
- Children go home only with their own grown-up.

4. Before the lesson

1. Send the invitation (Guide 05, Part B).
2. Finish the catch-up checks and decide badges.
3. Print badges, certificates and home cards (Printables).
4. Set up the showcase stations.

5. Step-by-step guide

Step	Teacher says	Children do
1	“Families, welcome! Our coders will show you what they learned.”	Stand at their stations
2	“Show your family Ayo’s route.”	Lay 3 cards; run Ayo; say first, next, last
3	“Family, swap two cards. Can your child fix them?”	Find and swap back two cards
4	“Now our badge ceremony!”	Say the Term 1 words with hand signs

Step	Teacher says	Children do
5	“[Name] is a Step Thinker!”	Receive badge and certificate
6	“Take home your My Ayo steps card.”	Explain it to the family

6. Explore it

Question	Can I explain my program to someone who was not in our class?
Predict	“Will your family understand your Ayo steps?”
Try	Explain your 3 cards, then let a family member swap two and fix them.
Observe	“Did your family understand? Did you fix the swap?”
Explain	Telling others what we did helps us understand it better.

7. Talk about it

1a. What can you do now that you could not do at the start?

1b. Which Ayo game did you like best?

1c. What was the hardest?

2a. Show your family your 3-card program.

2b. What does ↻ mean?

2c. What do you want to learn next?

8. Support and stretch

Support	A friend or the teacher stands beside the child at the station; the child can point instead of speaking.
Stretch (optional)	Explain your work to a visitor in full sentences. Celebrated, never assessed.

9. How we check

Self-reflection smileys (not marked). Badges come from the Weeks 11–12 checklist.

I can put 3 steps in order.			
I can say first, next, last.			
I can do it again (↻).			
I can fix a wrong card.			

10. Take-home and parent note

> **Dear parent or carer**

Thank you for coming! Your child has finished Term 1 of Think • Move • Code!
Use the **My Ayo steps** card at home: ask your child to explain their steps and fix a mistake you make on purpose.

11. Show and share

- Children run their stations for families.
- Badge ceremony: **Step Thinker · Term 1**.
- Everyone says: “Things must happen in order!”

