02 · Lesson spec

Let's Fix Mistakes · 40 minutes · fully unplugged

Goal (I can)	**I can find the wrong step and fix it.**
Teacher aim	Children find the two swapped cards in a 3-card routine and swap them back.
Focus	Detecting wrong order (debugging)
Key words	mistake · wrong · fix · check
Materials	3-card routine sets, one per pair (e.g. wake up, get dressed, walk to school). Socks and shoes for Silly Ayo. Activity Books and crayons.
Before class	Read this plan. Print or draw one routine set per pair. Bring socks and shoes.



1. Think (8 min)

- **Be Silly Ayo:** put a shoe on, then try to pull a sock over it. Ask: "What went wrong?"
- **Say:** "Mistakes are OK. We find them and we fix them." Put the sock on first to show the fix.
- **Extra (not in the Teacher Guide) – hand signs:** mistake = hands on cheeks, "oops!" · wrong = shake your head · fix = twist like a screwdriver · check = finger slides along the cards.

2. Move (10 min)

- **Silly Ayo game:** act 3 morning steps in the wrong order (walk to school, get dressed, wake up).
- Children call "Stop! Fix it!" and tell you the right order. Act it the right way together. Play 3 rounds.

3. Code (12 min)

- **Bug hunt in pairs:** one child swaps two cards in the routine; the partner finds the two in the wrong place and swaps them back. Swap roles. Check by acting it out: one step per card.

4. Book & close (10 min)

- Children circle the cards in the wrong place, then draw Ayo's mistake and draw it fixed in the Oops! and Fixed! halves.
- **Close:** one more Silly Ayo round; everyone shouts "Stop! Fix it!"

Activity Book page

- Circle the pictures in the wrong place; draw the mistake (Oops!) and the fix (Fixed!). Not marked.

How we check

- **Look for:** Can the child find the two swapped cards in a 3-card routine and swap them back?

Common mistake

- Children reshuffle all the cards instead of checking. Say: "Let's act it step by step." Act each card and stop at the first silly one.

Support and stretch

- **Extra help:** Use a routine the child knows well. Point to card 1: "Is this first?" Then card 2, then card 3. Swap the two that are wrong.
- **Stretch (optional, not in badges):** Fix a 4-card routine where two cards were swapped.

No power? No problem

- This lesson needs no power, device or kit. No printer? Draw the 3 routine pictures on the board or on paper.

Before and next

- Before: Week 2 My Day Has Order (routine cards); Week 4 First, Next, Last. Next: Weeks 7–8 games and story order, the Week 9 path, Week 11 build and Week 12 checklist.

> **Safety**
> Silly Ayo is acted sitting down: no hopping in one shoe. Children keep their own shoes on.

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.