10 · Project sheet · Bug Hunt

Robot / Maker Lab practical · Nursery 1 · Term 1 · Week 5

1. At a glance

Time	40 minutes (fits the lesson; 15 min if used on its own)
Group size	Pairs, with the whole class checking by acting
Learning goal	I can find the wrong step and fix it.
Coding idea	A wrong order is a "bug". Check each step, find the two wrong cards, swap them back, then run it again to check.
Week link	https://rhinoxscientifica.com/q/n1-t1-w5

2. Materials needed

Item	Per	Low-cost swap
3-card routine set (socks, shoes, walk)	pair	Draw them, or use real socks and shoes
Morning cards from Week 1 (wake up, brush teeth, eat)	pair	Draw them
FIRST–NEXT–LAST strip from Week 4	pair	Three sheets of paper
A pair of socks and shoes	teacher	Act it with your own shoes
Step Star stickers	child	Washable marker star on the hand

3. Safety and care

- Act Silly Ayo sitting down; no hopping in one shoe.
- Children keep their own shoes on.
- Large cards only (choking rule).
- Mistakes are fine: no teasing when someone gets it wrong.

4. Before the lesson

1. Print and cut the routine cards (Printables pages 1–2); find the Week 4 strips.
2. Bring socks and shoes for the Silly Ayo demo.
3. Read the Common Mistakes table in the lesson spec.

5. Step-by-step guide

Step	Teacher says	Children do
1	"Silly Ayo swapped two cards! Let's hunt the bug." (lay shoes, socks, walk)	Look at the strip
2	"Let's check. FIRST: shoes. Is that right?" (act it)	"No! Socks come first!"
3	"Which two cards are in the wrong place?"	Point to shoes and socks
4	"Swap them back. Now check again, step by step."	Swap; act socks → shoes → walk

Step	Teacher says	Children do
5	"Your turn: one friend swaps two cards secretly."	Partner hides eyes; friend swaps two cards
6	"Bug hunter, find and fix it! Then swap jobs."	Partner finds, fixes and acts it

6. Explore it

Question	How do we find a mistake in the order?
Predict	"If we check each card one by one, will we find the bug?" Thumbs up or down.
Try	Check the swapped strip card by card, acting each step. Then fix it and act it again.
Observe	"Which card felt silly when we acted it?"
Explain	We find bugs by checking each step. We fix them by swapping the wrong cards back. Then we check again.

7. Talk about it

1a. What did Silly Ayo do wrong?

1b. Which two cards were in the wrong place?

1c. How did you fix it?

2a. Is it OK to make a mistake?

2b. What do we do when we find one?

2c. How do we check it is fixed?

8. Support and stretch

Support	Only one card is wrong (the FIRST one). The teacher points to each card and asks "Is this right?"
Stretch (optional)	Fix a 4-card routine with two cards swapped: wake up → socks → shoes → walk. Never assessed.

9. How we check

Observation only, not marked.

Look for	Secure	With prompts	Not yet
Finds the two cards in the wrong place	☐	☐	☐
Swaps them back (does not reshuffle all the cards)	☐	☐	☐
Acts the routine again to check	☐	☐	☐

10. Take-home and parent note

> **Dear parent or carer**

> Today we went on a **Bug Hunt**. Your child found two cards in the wrong order and fixed them. Coders call this debugging.
> At home: do something in a silly order (a sock over a shoe!) and let your child say "Stop! Fix it!"

11. Show and share

- Two pairs show their bug hunt; the class acts the fixed routine together.
- Everyone says: "Mistakes are OK. We find them and fix them!"
- Every child who found and fixed the swapped cards gets a **Step Star sticker**.



The Step Star is a weekly sticker, not a badge. The term badge "Step Thinker · Term 1" is awarded in Week 13.