05 · Teacher and parent guide

Extra material, not a book page

Part A is for the teacher. Part B is the take-home note for parents and carers.

Part A · For the teacher

This week in one line: children find a mistake in the order (a "bug"), fix it and check it. This is the first time they **debug**, and it is half of the Nursery 1 year goal.

Get ready (10 minutes before class)

- Print and cut the routine cards (socks, shoes, walk) and reuse the morning cards and strips from Weeks 1 and 4. See Printables PDF.
- Bring a pair of socks and shoes for Silly Ayo.
- Read the Common Mistakes table in the lesson spec.

Key words and hand signs

Word	Say it like this	Hand sign
mistake	"Something that went wrong. That's OK!"	Hands on cheeks: "oops!"
wrong	"Not the right way."	Shake your head
fix	"Make it right again."	Twist like a screwdriver
check	"Look again, step by step."	Slide a finger along the cards

> **RhinoBot tip**
> Make mistakes fun, never shameful. When a child makes a real mistake this week, say: "Great! A bug! Let's fix it." Children who are not afraid of mistakes become good coders.

The big common mistake (watch for it)

Children **reshuffle all the cards** and start again instead of finding the two that are wrong. Stop them gently: "Let's check each card. Act the FIRST one. Is it right?" Debugging means checking step by step.

No power, no device, no kit?

Fully unplugged. No printer? Act the routines with real socks and shoes, or use children standing in a line as the "cards".

Checking learning

Watch, don't test. Tick each child who finds the two swapped cards and swaps them back (Review sheet 06). Each child who does it gets a **Step Star sticker**.

Part B · Take-home note for parents and carers

This week your child learned: when the order is wrong, we find the **mistake** and **fix** it. Coders call this "debugging". Mistakes are OK: we find them, fix them and check!

Try this at home (5 minutes)

1. Play **Silly Grown-up**: put a sock on over a shoe, or try to drink before pouring. Let your child say "Stop! Fix it!" and tell you the right order.
2. Say a routine in the wrong order ("eat, then wash hands, then sit down") and let your child fix it.
3. When something goes wrong at home, say: "That's a mistake. Let's fix it!"

Words to use together

mistake · wrong · fix · check

Play together

Scan the QR code in the book, or visit: https://rhinoxscientifica.com/q/n1-t1-w5

There you will find the printable cards and a picture game (optional; screen time is never needed for this lesson).