02 · Lesson spec

Do It Again! · 40 minutes · fully unplugged

Goal (I can)	**I can do one move again and again (3 times).**
Teacher aim	Children do one move 3 times using the ‘do it again’ card.
Focus	Repeating steps (seed of loops)
Key words	again · repeat · times · dance · same
Materials	‘Do it again’ ↻ cards, 2 per group. Move cards (clap, stamp, jump), one set per group. A taped jumping line (optional). Activity Books and crayons.
Before class	Read this plan. Print or draw cards and move cards for each group of 4–6. Choose an action rhyme the class knows.



1. Think (8 min)

- Clap 3 times. Ask: “What did I do again and again?”
- **Then ask:** “What else do we do again and again?” (brushing teeth, clapping in a song). Say together: “Again, again!”
- **Extra (not in the Teacher Guide) – hand signs:** again / repeat = draw a circle in the air · times = hold up fingers · same = point to two matching things.

2. Move (10 min)

- **Robot dance:** “Clap! Do it again! Do it again!” = 3 claps. Then stamp 3 times and jump 3 times.
- Children hold up 3 fingers to show how many times. Count out loud each time.

3. Code (12 min)

- Show a clap card with two ↻ cards under it. Say: “↻ means do that card again.” Act it: 3 claps.
- Groups choose one move, lay it with 2 ↻ cards and do it while the class counts.

4. Book & close (10 min)

- Children colour the move Ayo repeats, count the claps, then draw Ayo doing one move 3 times. Close with an action rhyme the class knows.

Activity Book page

- Colour the move Ayo repeats; count the claps; draw one move 1, 2 and 3 times. Not marked.

How we check

- **Look for:** Can the child do one move 3 times using the ‘do it again’ card?

Common mistake

- Children keep going and do not stop. Count out loud and hold up fingers: “1, 2, 3, stop!” Each ↻ card means one more time.

Support and stretch

- **Extra help:** Touch each card as the child does the move: clap card, ↻, ↻. Count together. Start with one ↻ card (2 times).
- **Stretch (optional, not in badges):** Repeat a 2-move pattern (step–clap) 3 times.

No power? No problem

- This lesson needs no power, device or kit. No printer? Draw the ↻ and move cards on the board or on paper.

Before and next

- Before: Weeks 1–2 steps in order; Week 4 First, Next, Last; Week 5 Let's Fix Mistakes. Next: Term 2 Weeks 1–2 patterns and the Term 2 Week 11 Robot dance.

> **Safety**
> Small jumps on the spot or over a flat tape line only. No jumping off chairs or boxes. Keep children spread out.

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.