02 · Lesson spec

Practice & Play: Robot Says Games · 40 minutes · fully unplugged

Goal (I can)	**I can play Robot Says games and fix a wrong card.**
Teacher aim	Children replay Weeks 1–6: follow and give commands, order 3 cards and swap back two swapped cards.
Focus	Practice games for Weeks 1–6 (no new concept)
Key words	step · order · command · first · next · last · fix · again
Materials	All Term 1 card sets (routine, command, first–next–last, ↻). Game station signs. Open floor space. Cut-out Ayo. Activity Books and crayons.
Before class	Read this plan. Set up the 5 game stations with signs. Choose the children who need more help to play with you first.



1. Think (5 min)

- **Ask:** “Which Ayo game do you like best?” Show the station signs and name each game.
- **Say:** “No new game today. We play our robot games again and catch Silly Ayo’s mistakes!”

2. Move (15 min)

- Groups of 4–6 rotate round the games: Robot Says, Morning Order, First–Next–Last line-up, Silly Ayo: Stop! Fix it!, Robot dance. Clap to move groups. Sit with the children who need more help.

3. Code (12 min)

- **Card challenge in pairs:** one child lays 3 routine or command cards; the other acts them.
- Then the first child swaps two cards; the partner swaps them back.
- Swap roles so every child is Ayo and commander.

4. Book & close (8 min)

- Children circle the 2 cards in the wrong place in each row and draw their favourite Robot Says game (or circle the game card they like best). Close: one big Robot Says round together.

Activity Book page

- Circle the card in the wrong place; draw or circle my favourite game. Not marked.

How we check

- **Look for:** Does the child follow 3 commands, give 2, order 3 cards and swap back two swapped cards?

Common mistake

- The same confident children always give the commands. Use a turn rule: each child is commander once before anyone goes again.

Support and stretch

- **Extra help:** Join the child's group. Play with 2 cards first, then 3. Do the moves beside them, then let them try alone.
- **Stretch (optional, not in badges):** Lay 4 cards and swap two for a friend to fix.

No power? No problem

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

Before and next

- Before: Weeks 1–6 steps, order, commands, first–next–last, fixing and do it again. Next: the Week 9 path and the Week 11 Robot Says build.

> **Safety**
> Spread stations around the room. Walk between stations. Small jumps only at the dance station. The teacher keeps an eye on any door line-up.

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.