10 · Project sheet · Game Rotation

Robot / Maker Lab practical · Nursery 1 · Term 1 · Week 7 · Practice & Play

1. At a glance

Time	40 minutes (25 minutes of rotation)
Group size	Groups of 4–6 rotating through 5 stations
Learning goal	I can play Robot Says games and fix a wrong card.
Coding idea	No new idea: replay steps, order, commands, first–next–last, fixing and repeating as games.
Week link	https://rhinoxscientifica.com/q/n1-t1-w7

2. Materials needed

Item	Per	Low-cost swap
Five station signs	class	Say the station name and show one example
Card sets from Weeks 1–6	station	Hand signs and acting
FIRST–NEXT–LAST strips; ↻ cards	station	Three sheets of paper; circle hand sign
Soft toy (Robot Says station)	station	Any soft object
Class checklist (Guide 05)	teacher	Your class register
Step Star stickers	child	Washable marker star on the hand

3. Safety and care

- Spread the stations out; walk between them.
- Small jumps only at the dance station.
- Door line-up only with the teacher nearby.
- Large cards only (choking rule).

4. Before the lesson

1. Print and place the station signs (Printables pages 1–3).
2. Put each station's cards in a labelled envelope or box.
3. Decide the groups and a helper for Stations A and E.
4. Read the lesson spec the evening before and lay out the cards.

5. Step-by-step guide

Step	Teacher says	Children do
1	"It's game week! Here are our five robot games." (show signs)	Look and listen
2	"One clap means stop. Two claps means move to the next station."	Practise the clap signal

Step	Teacher says	Children do
3	“Everyone gets a turn to be Ayo and the commander.”	Groups go to their first station
4	(Two claps every 4–5 minutes)	Groups move clockwise
5	At Station D: “Partner, swap two cards. Can your friend fix them?”	Find and swap back two cards
6	“Back to the carpet! Which game was your favourite?”	Share and say the Term 1 words

6. Explore it

Question	Can we catch Silly Ayo’s mistakes in every game?
Predict	“Will you find the two swapped cards?” Thumbs up or down.
Try	At Station D, a partner swaps two cards; you check each one and swap them back.
Observe	“How did you know which cards were wrong?”
Explain	We check each step in order. The wrong ones stand out, and we swap them back.

7. Talk about it

1a. Which game did you like best?

1b. Were you Ayo or the commander?

1c. What did you have to do?

2a. Did you catch a mistake?

2b. Which cards were wrong?

2c. How did you fix them?

8. Support and stretch

Support	Extra turns at the teacher’s Station D; start with 2 cards; pair with a kind helper.
Stretch (optional)	Lay 4 cards and swap two for a friend to fix. Never assessed.

9. How we check

Observation only, not marked. Use the class checklist in Guide 05.

Look for	Secure	With prompts	Not yet
Follows 3 commands and gives 2	☐	☐	☐
Orders 3 cards	☐	☐	☐
Swaps back two swapped cards	☐	☐	☐

10. Take-home and parent note

> **Dear parent or carer**
>
> This week was **Game Week**. Your child played all our robot games again to practise what we learned this term.
>
> At home: ask your child to teach you their favourite robot game!

11. Show and share

- Back on the carpet: each group says its favourite station.
- Sing out the Term 1 words with hand signs.
- Every child who played and fixed a wrong card 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.