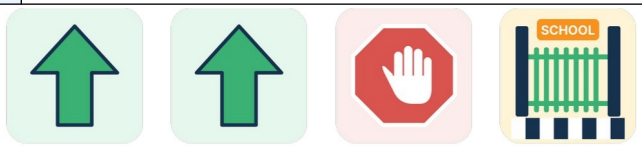
02 · Lesson spec

Following a Path · 40 minutes · fully unplugged

Goal (I can)	**I can plan 3 cards and guide Ayo along a straight path.**
Teacher aim	Children plan 3 cards before acting, run them on a straight path and fix a wrong card.
Focus	Plan, follow and fix a straight card route
Key words	path · forward · stop · plan · follow
Materials	Forward and stop cards per team. Masking tape for a straight path. A box school gate. A zebra-crossing picture. Cut-out Ayo. Activity Books and crayons.
Before class	Read this plan. Tape straight paths (no turns). Put a box gate and a zebra picture at the end of each. Print or draw the cards; plan teams of 3.



1. Think (8 min)

- Stand Ayo at the start of the path. Say: “Ayo must walk straight to the school gate. Before he moves, we plan all the cards.” Lay forward, forward, stop. Ask: “What if one card is wrong?”
- **Extra (not in the Teacher Guide) – hand signs:** forward = both hands push forward · stop = palm out · plan = tap your head, then point to the cards · path = trace a straight line in the air.

2. Move (8 min)

- **Walk the line:** children walk the straight path like robots, one step per ‘forward’ card, and freeze on ‘stop’. No turns.
- Small groups take turns while the others count the steps.

3. Code (14 min)

- Teams of 3 (planner, robot, checker). The planner lays 3 cards before anyone moves.
- The robot child walks the path one step per card (one team uses cut-out Ayo). The checker says if the gate was reached. Fix any wrong card; rotate roles.

4. Book & close (10 min)

- Children trace Ayo’s path, circle the stop card, then draw the path and the 3 cards he used (or circle them).
- **Close:** one team shows plan, run, fix to the class.

Activity Book page

- Trace Ayo’s 2 steps to the school gate; circle the stop card; draw the path and the 3 cards, or circle them. Not marked.

How we check

- **Look for:** Does the child plan 3 cards before acting, run them on a straight path and fix a wrong card?

Common mistake

- Children start moving Ayo before the plan is finished. Say: “Plan first! Hands off Ayo until all 3 cards are down.” Then run it.

Support and stretch

- **Extra help:** Use 2 cards (forward, stop) first. Walk the path beside the child, touching each card as you step.
- **Stretch (optional, not in badges):** Make the path longer with 4–5 cards, or add a ‘do it again’ card.

No power? No problem

- This lesson needs no power, device or kit. No printer? Draw the forward and stop cards on paper. Masking tape or a chalk line works for the path.

Before and next

- Before: Week 3 commands, Week 4 First, Next, Last, Week 5 fixing, Weeks 7–8 games. Next: the Week 11 Robot Says build; Term 3 Week 2 Break It Small.

> **Safety**
> The path stays inside the classroom; the gate is a box, not a real road. Walk, never run. In real life, cross only at a zebra crossing with a grown-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.