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: the integration week. Children put Term 1 together: **plan** the cards first, **run** them with Ayo on a straight path, then **fix** any wrong card. Forward and stop only, no turns.

Get ready (15 minutes before class)

- Tape a straight path of 3–5 boxes (one child's step each) for every team. Put a box "school gate" and the zebra-crossing picture at the end.
- Print forward and stop cards (Printables PDF); find walk and wave cards from earlier weeks.
- Charge a phone or tablet to photo each team's card row.
- Read the lesson spec the evening before and lay out the cards.

Key words and hand signs

Word	Say it like this	Hand sign
path	"The way Ayo walks."	Trace a straight line in the air
forward	"One step to the front."	Push both hands forward
stop	"Freeze!"	Palm out
plan	"Decide all the cards before we move."	Tap your head, then point to the cards
follow	"Do exactly what the cards say."	Point along the cards

> **RhinoBot tip**
> Insist on "all cards down before anyone moves". This one rule turns a game into programming: the plan is the program, and running it is testing it.

Team roles (rotate every run)

Role	What they do
Planner	Lays 3 cards before anyone moves
Robot	Moves cut-out Ayo (or walks) one box per card
Checker	Says "first, next, last" and spots a wrong card

Assessment evidence

Take one **photo of each team's card row** with the children's names (on a sticky note in the photo). Keep the photos for Week 12.

No power, no device, no kit?

Fully unplugged. No camera? Write each team's cards on paper. No tape? Use sheets of paper or chalk boxes.

Checking learning

Tick each child who plans, runs and fixes a 3-card path (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 planned a path for Ayo with picture cards: forward, forward, stop. They planned first, ran the plan, and fixed any wrong card. That is how real coders work: plan, run, fix!

Try this at home (5 minutes)

1. Put a toy a few steps away. Your child plans the steps out loud first (“forward, forward, forward, stop”), then you walk them exactly.
2. Make one mistake on purpose. Can your child find and fix it?
3. On the way to school, talk about the zebra crossing: we cross only there, holding a grown-up’s hand.

Words to use together

path · forward · stop · plan · follow

> **Play together**
>
> Scan the QR code in the book, or visit: https://rhinoxscientifica.com/q/n1-t1-w9
>
> There you will find the printable cards and a path game (optional; screen time is never needed for this lesson).