02 · Lesson spec

Move in Patterns · 40 minutes · fully unplugged

Goal (I can)	**I can move in a pattern like a robot.**
Teacher aim	Children move in a repeating 2-move pattern and continue it with 2 more moves.
Focus	Physical coding
Key words	pattern · move · march · jump · dance
Materials	Move cards (march, jump, clap, stamp), one set per group of 4. A masking tape line on the floor. Cut-out Ayo. Open floor space. Activity Books and crayons.
Before class	Read this plan. Tape a long straight line on the floor. Print or draw move cards for each group. Practise march, jump, march, jump once.



1. Think (8 min)

- **Hold up cut-out Ayo and act his dance:** march, jump, march, jump. Freeze and ask: “What will Ayo do next?” Do it together. Ask: “Can our bodies make patterns too?”
- **Extra (not in the Teacher Guide) – hand signs:** march = knees up · jump = hands up · dance = sway · move = wiggle arms · pattern = tap left, tap right.

2. Move (10 min)

- Children line up on the tape line. Say “March, jump, march, jump!” and everyone moves along the line. Then change to “Clap, stamp, clap, stamp!” Go slowly.
- No turning moves; skipping is for Stretch only.

3. Code (12 min)

- Lay 4 move cards on the floor: march, jump, march, jump.
- The class dances them, then a child adds 2 more cards.
- Then groups of 4: the leader shows a 2-move pattern; the group copies and continues it. Swap leaders.

4. Book & close (10 min)

- **Activity Book:** children circle Ayo’s next dance move (march or jump) and draw it, then draw their own 2-move pattern in the A, B, A, B boxes and show a friend.
- **Close:** the whole class dances one robot pattern together.

Activity Book page

- Circle and draw Ayo’s next move; draw your own A, B, A, B pattern. Not marked.

How we check

- **Look for:** Can the child move in a repeating 2-move pattern (march, jump) and keep it going?

Common mistake

- Children speed up and the pattern falls apart, or they do the same move twice. Chant slowly together (“march… jump…”) and point to each card.

Support and stretch

- **Extra help:** Hold the child’s hands and do the moves together while saying them. Then let go and let them try alone.
- **Stretch (optional, not in badges):** Make a 3-move dance pattern, or a skip–hop pattern.

No power? No problem

- This lesson needs no power, device or kit. No tape? Draw a chalk line on the floor.

Before and next

- Before: Week 1 What is a Pattern? (AB patterns) and Term 1 Week 6 Do It Again! (repeat a move). Next: Week 8 Make Your Own Pattern and the Week 11 Robot dance build.

> **Safety**
> Small jumps on the spot on a flat floor. Space children apart along the line. No spinning or turn cards.

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.