02 · Lesson spec

Finish What Comes Next · 40 minutes · fully unplugged

Goal (I can)	**I can say what comes next.**
Teacher aim	Children predict the next item or move in a pattern, then check.
Focus	Prediction
Key words	next · predict · guess · check · missing
Materials	Pattern strips with a gap. Large card counters (bigger than a toilet-roll opening) and a plastic cup per pair. Cut-out Ayo. Activity Books and crayons.
Before class	Read this plan. Make pattern strips with a gap, and one set of large card counters and a cup per pair. Count the counters so you can count them back in.



1. Think (8 min)

- **Act Ayo:** step, clap, step, clap… freeze! Ask: “What will Ayo do next?” Then: “How did you know?” Say: “Let’s check!” and do the step.
- **Extra (not in the Teacher Guide) – hand signs:** predict = tap your head then point forward · check = thumbs up · missing = open empty hands · next = point forward · guess = shrug and smile.

2. Move (10 min)

- Guess and check. You are the robot: do a pattern (march, jump, march, jump…) and freeze.
- Children whisper the next move to a partner, then you show it. Cheer when they are right. Repeat with new patterns.

3. Code (12 min)

- Show a strip with a gap. Say “1–2, 1–2” and point; children choose the missing card.
- **Then pairs:** one makes a card-counter pattern and hides the next counter under a cup; the partner predicts, then lifts the cup. Large counters only.

4. Book & close (10 min)

- **Activity Book:** children draw what comes next and circle the missing piece, then draw a pattern with the last box empty for a friend to finish. Close: one class Freeze and Guess.

Activity Book page

- Draw what comes next; circle the missing piece; draw a pattern for a friend to finish. Not marked.

How we check

- **Look for:** Can the child say what comes next in a pattern before it is shown?

Common mistake

- Children say the last thing they saw, not the next. Say “1–2, 1–2” together while pointing to each piece, then stop and ask: “Which one comes now?”

Support and stretch

- **Extra help:** Use a short, clear pattern of 4 pieces. Say it together twice before asking what comes next.
- **Stretch (optional, not in badges):** Spot the mistake in a pattern.

No power? No problem

- This lesson needs no power, device or kit. No counters? Cut big card squares in 2 colours; any cup or bowl will do.

Before and next

- Before: Weeks 1–4 copy and continue colour, move, sound and shape patterns. Next: Week 9 Patterns Are Everywhere and the Week 12 checklist (says what comes next).

> **Safety**
> Large card counters only, no bottle caps. Count counters out and back in. Plastic cups only.

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.