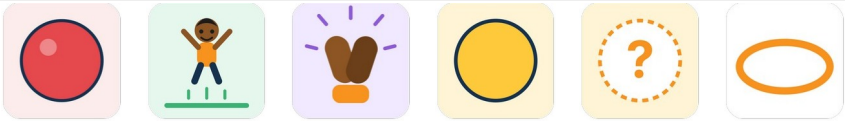
02 · Lesson spec

Practice & Play: Pattern Games · 40 minutes · fully unplugged

Goal (I can)	**I can play pattern games and say what comes next.**
Teacher aim	Children practise copying, continuing and predicting AB patterns and sorting by one rule.
Focus	Practice games for Weeks 1–6 (no new concept)
Key words	pattern · repeat · next · shape · sort · rule
Materials	Hoops; pattern strips with gaps; the Week 4 shape track; large card counters; move, sound and colour cards; game signs. Activity Books and crayons.
Before class	Read this plan. Re-lay the Week 4 shape track. Set out 6 game spots. Count pieces in and out.



1. Think (5 min)

- **Ask:** “Which pattern game do you like best?” Show the game signs and name each one. Say: “Today we play them all again!” No new game this week.

2. Move (15 min)

- Game rotation in groups of 4–6: Pattern Line, Robot Dance copy-and-continue, Clap Back, Pattern Hop on the shape track, Freeze and Guess, Sorting Robots.
- Stay with children who need more help continuing patterns.

3. Code (10 min)

- **Card challenge in pairs:** one lays a 4-card AB pattern with a gap; the partner fills the gap and adds 2 more. Then swap.
- Every child continues one move pattern and one card pattern.

4. Book & close (10 min)

- Children colour what comes next and draw their favourite game (or circle it) in the Activity Book.
- **Close:** one Freeze and Guess with the whole class.

Activity Book page

- Colour what comes next; draw your favourite pattern game, or circle it. Not marked.

How we check

- **Look for:** Can the child copy and continue an AB pattern, say what comes next and sort by one rule?

Common mistake

- Children rush between games and stop listening. Use one signal (a clap pattern) to stop and move. Groups move only when you say “Go!”

Support and stretch

- **Extra help:** Sit with children who struggle at one game. Do the pattern together, saying it aloud, then let them add the next piece.
- **Stretch (optional, not in badges):** Spot and fix the mistake in a pattern strip.

No power? No problem

- This lesson needs no power, device or kit. No hoops? Draw chalk circles. No printer? Draw the cards by hand.

Before and next

- Before: Weeks 1–6 colour, move, sound and shape patterns; predicting; sorting. Next: Week 8 Make Your Own Pattern and the Week 9 pattern hunt.

> **Safety**
> Large objects and card counters only (nothing smaller than a toilet-roll tube opening). Count pieces in and out. Walk between stations.

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.