10 · Project sheet · Pattern Game Rotation

Robot / Maker Lab practical · Nursery 1 · Term 2 · Week 7 · Practice & Play

1. At a glance

Time	40 minutes (six stations, about 4 minutes each)
Group size	Groups of 4–6 rotating; the teacher stays at Station E
Learning goal	I can play pattern games and say what comes next.
Coding idea	No new idea: a pattern is a sequence that repeats, so we can continue it, fill its gaps, and sort by a rule.
Week link	https://rhinoxscientifica.com/q/n1-t2-w7

2. Materials needed

Item	Per	Low-cost swap
Six station signs	class	Say the station name and show one example
Card sets from Weeks 1–6	station	Claps, stamps and children's bodies
Gap pattern strips	pair	Draw them on paper
W4 shape track	class	Chalk shapes on the floor
2–3 hoops + big objects	station	Chalk circles
Step Star stickers	child	Washable marker star on the hand

3. Safety and care

- Large objects and card counters only: nothing smaller than a toilet-roll tube opening.
- Count pieces in and out.
- Walk between stations; small hops only on the shape track.
- Spread stations around the room with space to move.

4. Before the lesson

1. Print and place the six station signs; put the card sets at each station.
2. Re-lay the W4 shape track; lay the hoops flat.
3. Count the counters. Print the class checklist (Guide 05).

5. Step-by-step guide

Step	Teacher says	Children do
1	"It's game week! Here are our six pattern games." (show signs)	Look and listen
2	"Two claps: move to the next station."	Practise moving on two claps
3	"At each station, everyone continues a pattern."	Play the game; take turns

Step	Teacher says	Children do
4	At Station E: “Fill the gap, then add 2 more.”	Fill the gap; add 2 cards; swap
5	“Which game was your favourite?”	Tell a friend
6	“Count the cards back in!”	Help count pieces in

6. Explore it

Question	Can we always know what comes next in a pattern?
Predict	“Red, blue, red, blue… what comes next?”
Try	Fill the gap in a 4-card pattern and add 2 more.
Observe	“Does it still say red, blue, red, blue?”
Explain	A pattern repeats, so we know what comes next.

7. Talk about it

1a. Which game was your favourite?

1b. What came next in your pattern?

1c. How did you know?

2a. What was missing in the gap?

2b. What did you add after it?

2c. What rule did you use at Sorting Robots?

8. Support and stretch

Support	At the teacher’s station: start with 2 cards and say the pattern aloud together before adding.
Stretch (optional)	Spot and fix the mistake in a pattern strip. Never assessed.

9. How we check

Observation only, not marked.

Look for	Secure	With prompts	Not yet
Copies and continues an AB pattern	☐	☐	☐
Says what comes next	☐	☐	☐
Sorts by one rule	☐	☐	☐

10. Take-home and parent note

> **Dear parent or carer**
> Today we played **all our pattern games** again.
> At home: clap, stamp, clap, stamp… stop! Ask “What comes next?”

11. Show and share

- Each group shows one pattern from its favourite station; the class says what comes next.
- Everyone says: “Patterns repeat!”
- Every child who continued a pattern gets a **Step Star sticker**.



The Step Star is a weekly sticker, not a badge. The term badge “Step Thinker · Term 2” is awarded in Week 13.