05 · Teacher and parent guide

Extra material, not a book page

Part A is for the teacher (with the Station 1 record sheet). Part B is the take-home note for parents and carers.

Part A · For the teacher

This week in one line: the last term build of Nursery 1. Teams plan, build and test a ramp or tower and guide Ayo to it with 3 cards, while you start the final **Week 11–12 station check**.

Get ready (before class: about 25 minutes)

- **Make one base per group:** a ramp board on 1 big block, or a 2-block tower base. Teams will add 2–3 big blocks.
- Tape a 3×3 grid near each base so the ramp sits at the end of a straight row (2 squares from START).
- Check the toy car's wheels. Print the build card, picture checklists, plan cards and photo frames (Printables PDF).
- Set up Station 1 in a quiet corner (kit below). Read the lesson spec the evening before and lay out the cards.

Running the build with support, core and stretch groups

- **Support teams:** base nearly finished; add one block and test; teacher lays the first route card.
- **Core teams:** plan cards, 2–3 blocks, test and fix, 3-card route.
- **Stretch teams:** an extra step or a second target.

Station 1 kit and script (about 4 minutes per small group)

1. Show the blocked-path picture: "What is Ayo's problem? Tell me the small steps." (step cards) → item ①
2. Put the road-closed box on a short taped route: "What now?" (go-round card) → item ②
3. A small block tower that wobbles: "Test it. What will you change?" → item ③
4. "Lay forward, forward, stop." Swap two: "Fix them!" → item ④ (MVL)

Station 1 record sheet (write E, D, S or X for each item)

Name	① Says the problem and its small steps	② Finds another way (go round)	③ Changes a ramp or tower after a test	④ MVL: orders 3 cards and swaps back two

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E = Emerging · D = Developing (with prompts) · S = Secure (on own, familiar task) · X = Extending (adapts it in a new situation; no effect on the badge). Week 12 completes the check and records the MVL.

> **RhinoBot tip**
> Keep Station 1 calm and playful: "Let's play a quick Ayo game." Children show more when it feels like a game, not a test.

Part B · Take-home note for parents and carers

This week your child's team built a ramp for Ayo's bread car, tested it, fixed it, and guided Ayo to it with 3 picture cards.

Try this at home (5 minutes)

5. Ask: "What was Ayo's problem? How did your team solve it?"
6. Make a ramp with a book and roll a toy car or bottle. If it falls off, what will you change?
7. Make 3 paper squares to the ramp: "Forward, forward, stop!"

Words to use together

problem · plan · build · test · fix

Coming up

Week 12: a gentle station check (games, no written test). Week 13: showcase, the **Step Thinker · Term 3** badge and the end of Nursery 1!

> **Play together**
> Scan the QR code in the book, or visit: https://rhinoxscientifica.com/q/n1-t3-w11
> Printable build card and a route game (optional; screen time is never needed).