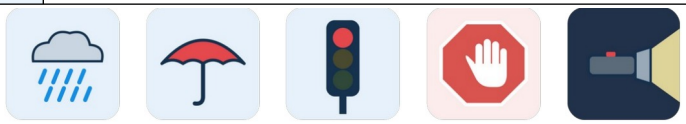
02 · Lesson spec

If This Happens… · 40 minutes · fully unplugged

Goal (I can)	**I can follow an if–then rule.**
Teacher aim	Children follow a simple if– then rule (if red, then stop) and match ‘if’ cards to ‘then’ cards.
Focus	Cause and effect
Key words	if · then · happens · because · stop
Materials	Red, green and rain cards. ‘If’ and ‘then’ cards per group (rain → umbrella, red → stop, dark → torch). Paper red and green ‘buttons’ (optional). A torch with AA batteries, teacher only. Books, crayons.
Before class	Read this plan. Print or draw the cards. Check the torch works and uses AA batteries only, never coin or button cells. Keep the torch with you all lesson.



1. Think (8 min)

- **Ask:** “If it rains, what do we take?” (An umbrella!) “If the light is red, what does the car do?” (Stop!) “If it is dark?” (Switch on a torch.) Say: “A torch only works if it has power. Ayo follows rules like this too.”
- **Extra (not in the Teacher Guide) – hand signs:** if = one finger up, eyebrows up · then = point forward · happens = open hands · because = tap your head · stop = palm out.

2. Move (10 min)

- Button game. Children are Ayo-robots. Show red: they stop. Green: they walk. Rain: umbrella hands. Go slowly, then faster.
- **Then pairs:** one child shows red or green, the friend-robot follows the rule; swap.

3. Code (12 min)

- Groups match each ‘if’ card to its ‘then’ card. Ask: “If it is dark, then…?”
- Then a 2- minute demo: hold the torch and say “If I switch on, then…” Children answer. Only you hold the torch.

4. Book & close (10 min)

- **Activity Book:** children match each ‘if’ to its ‘then’, then draw “If it rains, I…”.
- **Close:** one last button game with red and green: “If red, then stop. If green, then go!”

Activity Book page

- Match each ‘if’ picture to its ‘then’ picture; draw “If it rains, I…”. Not marked.

How we check

- **Look for:** Does the child follow the button rule (red: stop, green: walk) and match ‘if’ to ‘then’?

Common mistake

- Children keep walking on red because they are excited. Play slowly at first. Say: “If red, then…?” and wait for “Stop!” before going on.

Support and stretch

- **Extra help:** Use one rule at a time (red means stop). Hold the child’s hand and stop together. Add green when they are ready.
- **Stretch (optional, not in badges):** Make up your own if–then rule, or watch the teacher pour at one basin (or dry sand in a tray).

No power? No problem

- Fully unplugged: needs no power, device or kit. No torch? Skip the demo and use the dark → torch picture card.

Before and next

- Before: Week 3 Choose the Right Way (choosing); Term 1 W3 stop/go commands. Next: Week 9 bread delivery (if red, then stop); Nursery 2 yes/no choices and on/off switches.

> **Safety**
> Torch: teacher only, AA batteries only (no coin or button cells), cover stays shut. Pouring demo: one basin, teacher pours, wipe spills (or dry sand). Walk in the button game.

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.