02 · Lesson spec

Practice & Play: Help Ayo Move · 40 minutes · fully unplugged

Goal (I can)	**I can move Ayo with 3 cards and fix a wrong card.**
Teacher aim	No new concept. Children replay straight 3-card routes, find another way and swap back swapped cards.
Focus	Grid coding replay: straight routes, another way, fixing
Key words	forward · stop · path · another way · fix
Materials	3×3 taped grid. Forward, stop and ‘go round’ cards per team. Cut-out Ayo. A box market stall. A ‘road closed’ box. Activity Books and crayons.
Before class	Read this plan. Tape the 3×3 grid (more than one if you have space). Put the box stall at FINISH. Plan teams of 3: card-layer, robot, checker.



1. Think (6 min)

- Show Ayo on START and the stall at FINISH. Ask: “Which cards will help Ayo get there?” Lay forward, forward, stop together.
- **Say:** “No new work today. We play our route games again!”

2. Move (12 min)

- Grid robots. Children walk one square per ‘forward’ card and freeze on ‘stop’. Put down the ‘road closed’ box. Ask: “What now?”
- Swap in the ‘go round’ card and walk round it.

3. Code (14 min)

- Teams of 3 (card-layer, robot, checker) lay forward, forward, stop and push cut-out Ayo one square per card.
- A partner swaps two cards; the team swaps them back. Rotate roles. Sit with children who need more help.

4. Book & close (8 min)

- **Activity Book:** children draw Ayo’s path on the grid, one square per ‘forward’ card, then fix Silly Ayo’s wrong card and draw his straight way to the market.
- **Close:** one team shows its route as everyone says the cards.

Activity Book page

- Draw Ayo’s path; fix Silly Ayo’s wrong card; draw his straight way to the market. Not marked.

How we check

- **Look for:** Does the child lay a 3-card straight route, run it with Ayo, and swap back two cards a partner swapped?

Common mistake

- Children push Ayo straight to the stall and ignore the cards. Say: “One card, one square.” Touch each card before moving Ayo.

Support and stretch

- **Extra help:** Start with 2 cards (forward, stop). Move Ayo together, touching each card. Swap only one card, then two.
- **Stretch (optional, not in badges):** Make the straight route longer (4–5 cards) or add a ‘do it again’ card.

No power? No problem

- Fully unplugged: needs no power, device or kit. No tape? Lay 9 sheets of paper on the floor as the grid.

Before and next

- Before: Term 1 W9 Following a Path and W5 fixing; Weeks 3–4. Next: the Week 11 build (guide Ayo to the ramp); Nursery 2 Term 1 Instructions & Directions (turning arrows).

> **Safety**
> Tape flat; walk one square at a time; road-closed box light and empty; space between grids.

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.