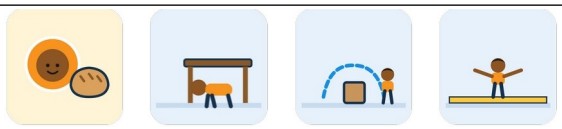
# 02 · Lesson spec

*Practice & Play: Big Challenge · 40 minutes · fully unplugged*

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|---|---|
| **Goal (I can)** | **I can plan and solve a challenge with my team.** |
| **Teacher aim** | Children plan a route with 3 step cards, test it with their team, and try another way when it is blocked. |
| **Focus** | Plan, then combine Term 3 skills (no new concept) |
| **Key words** | plan · challenge · obstacle · team |
| **Materials** | One floor-level course: a table, boxes, a taped line and the W5 ramp. A paper copy of the course per table. Step cards, ‘go round’ cards and a plan card. Cut-out Ayo. Activity Books and crayons. |
| **Before class** | Read this plan. Before class, adults set out the course and move any boxes and tables. Draw a simple paper copy of it for each table. Floor level only; no climbing. |



## 1. Think (6 min)

- **Say:** “Ayo must take bread through the course.”
- **Ask:** “What is the problem? What are the small steps? Which way is best? What if it is blocked?”
- **Say:** “No new work today. We use all our Term 3 thinking.”

## 2. Move (10 min)

- Obstacle walk, at most 6 children on the course at once: crawl under the table, walk round the boxes, step along the line, then slide the bread down the ramp. Others watch and cheer. Remind them: “No climbing on boxes.”

## 3. Code (16 min)

- At tables, teams plan the route with 3 step cards and test it with cut-out Ayo on the paper course. Then teams walk the floor course in turn.
- **Block one part:** they swap in ‘go round’ and test again. Help those who need it.

## 4. Book & close (8 min)

- **Activity Book:** children draw Ayo’s way under, round and along, then draw their team’s obstacle course.
- **Close:** “We planned, we tested, we fixed. We solved the challenge!”

## Activity Book page

- Draw Ayo’s way through the course; draw your team’s obstacle course. Not marked.

## How we check

- **Look for:** Does the child plan 3 steps with the team, try another way when blocked, and test the plan?

## Common mistake

- Teams rush onto the course before planning. Say: “Plan first!” Check their 3 cards before anyone moves.

## Support and stretch

- **Extra help:** Give the child one clear job in the team (e.g. holding the bread). Walk the course beside them, naming each step.
- **Stretch (optional, not in badges):** Add a second obstacle.

## No power? No problem

- Fully unplugged: needs no power, device or kit. Small room? Run the course on a table with books and cut-out Ayo.

## Before and next

- Before: Weeks 1–6 (problems, small steps, choosing, another way, building, if–then); Week 7 route games. Next: Week 9 bread delivery; Week 11 ramp-and-route build.

> **Safety**
> Floor level only. No climbing on boxes or the table. At most 6 children on the course. Adults move boxes and tables. One way round.

*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.*