

LESSON 1

Bossy Words

30 minutes

Exploring Patterns

WHAT THIS LESSON DOES

This lesson guides teachers through activities to help students understand the concept of sequencing everyday activities using 'first/then' statements. Activities include discussing 'Bossy Words', playing 'Simon Says', discussing instructions, and completing a 'First/Then' worksheet. This lesson lays the foundation for understanding the logical order of coding instructions.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Students will understand the concept of sequencing and the importance of following instructions in order.
- Students will be able to identify 'Bossy Words' and understand their role as instructions or commands.
- Students will develop their listening skills and ability to follow instructions through the game 'Simon Says'.
- Students will apply their understanding of the 'first/then' concept in a practical worksheet activity.
- Students will enhance their creativity by creating their own 'first/then' sequences.
- Students will develop an understanding of the foundational concepts of coding through the concept of sequencing.

BEFORE THE LESSON

- This lesson is mostly unplugged. You need space for pupils to move safely during Simon Says, either in a circle or standing at their desks.
- Open and test the Bossy Words slideshow and the sorting interactive on your board before the bell, with sound not required but the screen visible to all.
- Print one Bossy Words worksheet per pupil and have colouring materials to hand.

Bossy Words

HOW THE LESSON RUNS

Introduction

What is a Bossy Word?

Playing Simon Says

Bossy Words Slideshow

Understanding Instructions

Bossy or Not?

Bossy Words Printable Activity

TEACHING MOVES

- 2. What is a Bossy Word? Anchor it in their own lives first. Ask who tells them to do things at home, then land the definition: a Bossy Word tells us to do something. Take two or three examples, no more.
- 3. Playing Simon Says. Model one round slowly yourself before starting. The learning is in the commands without 'Simon says', so plant a few deliberately and pause so pupils notice the missing instruction word.
- 4. Bossy Words Slideshow. For each slide, ask what the bossy word might be before you read it, then draw out one real example of using it. Keep the pace brisk, one child per slide.
- 5. Understanding Instructions. Steer the discussion toward who gives instructions and why they help us. Gather two or three classroom examples aloud so pupils hear that instructions are everywhere.
- 6. Bossy or Not? Run this interactive together on the board. Read each word, take a show of hands for bossy or not bossy, then drag it to the box the class chooses and confirm with the feedback.
- 7. Bossy Words Printable Activity. Talk through the first word and image together so everyone knows what a tick means, then let pupils tick the bossy words and colour. Point out the final box for their own bossy word.

WHAT TO WATCH FOR

- Pupils treat every word or every command as bossy, including naming words like 'apple' or 'chair'. Test each word aloud together: can you do that word? If you can jump, it is bossy. If it is just a thing, it is not.
- In Simon Says, pupils perform the action for the meaning of the command rather than listening for whether the instruction word 'Simon says' is present. Slow right down after a caught-out round and repeat the same action once with 'Simon says' and once without, so they hear that the trigger word is what matters.

DIFFERENTIATION

- Emerging: Stand beside the pupil during Simon Says and do the actions with them a beat behind, so they can copy rather than decode. On the worksheet, read each word aloud and ask them just to tick or not tick, leaving colouring as a reward after.
- Developing: Ask them to say aloud why a word is bossy before ticking it, so they justify rather than guess. Let them lead a short turn as Simon so they practise giving the instruction word themselves.
- Proficient: Invite them to invent and draw their own bossy word in the final box, then read it to a partner. Ask them to spot a bossy word you say during ordinary class routines for the rest of the day.