

LESSON 2

First Things First: What Comes Next?

30 minutes

Solving Problems

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

- Understand the concept of sequencing using 'first/then' statements.
- Recognise the importance of logical order in everyday activities.
- Apply sequencing skills through interactive games and worksheets.
- Develop the ability to follow and give clear instructions.
- Build foundational skills for logical thinking and coding concepts.

BEFORE THE LESSON

- This lesson is unplugged for the pupils. You need only a board or large screen to show the 'First Then Story' and the 'What Comes Next' interactive to the class.
- Print one 'First/Then' worksheet per pupil, or prepare pictures for pupils to cut and stick.
- Clear a little space for a short round of Simon Says.
- Have crayons or colouring pencils ready for early finishers.

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HOW THE LESSON RUNS

Introduction

Bossy Word Recap

Playing Simon Says

Explaining First and Then

First Then Story

'What Comes Next' Game

First/Then Worksheet Activity

TEACHING MOVES

- 2. Bossy Word Recap. Draw out a few command words from the pupils themselves. Ask them to call out and act one word each: sit, jump, clap. Link it to giving a computer an instruction.
- 3. Playing Simon Says. Play three or four quick rounds. Slip in commands without 'Simon says' so pupils practise ignoring instructions that are not given correctly, just as a computer only follows precise commands.
- 4. Explaining First and Then. Anchor 'first' and 'then' in the class's own morning routine. Ask what they do coming into the classroom first, and what they do then. Collect two or three spoken examples.
- 5. First Then Story. Show the story on the large screen and read it together, pausing at each page to ask what comes first and what comes then before moving on.
- 6. 'What Comes Next' Game. Run this as a whole-class activity on the board. Invite different pupils to choose which 'then' picture belongs beside the 'first' picture, and ask them to say why.
- 7. First/Then Worksheet Activity. Talk through one example before handing out the sheet. Then have pupils match, and draw their own first/then pair. Ask a few to say their sequence aloud.

WHAT TO WATCH FOR

- Pupils pick the picture they simply like most for the 'then' box rather than the one that logically follows. Ask them to say the sequence aloud as a sentence: 'First I wash my hands, then I...' The wrong choice usually sounds odd when spoken.
- Pupils treat 'first' and 'then' as separate unconnected pictures rather than one action leading to the next. Model with a real routine at the desk, such as putting a lid on a pen then putting it away, so the link between the two actions is visible.

DIFFERENTIATION

- Emerging: Give this pupil just two clearly linked pictures and ask only which comes first. Say the sequence aloud with them before they draw.
- Developing: Have the pupil say their finished sequence back to you as a 'first, then' sentence to confirm the order is deliberate.
- Proficient: Ask them to extend their sequence to three steps: first, then, and last. Early finishers can colour their pictures and make up a short spoken story about them.