

- 1 Remember the story. Who hides in or on these vehicles? Write names. There is one extra picture.

1



2



3



4



- 2 Read the summary and write the missing letters. Tick ☒ each letter in the grid below when you use it.

The children are in a museum full of amazing cars and motorbikes. They see a door with a sign that says, 'Don't enter', but Patrick decides to go in. The others follow. Inside the room they hear a robot talking about taking over the world. They leave the room. Suddenly they hear someone calling for help. They find a man trapped inside a suumarine. Patrick gets a box of tools from the room with the models and they free the man.

His name is Don and his job is to program the robots. He tells them that his best robot is dangerous. He also tells the children about the only way to stop them. At exactly 6.55, while the robots are recharging their batteries, Don and the children enter the computer room. Don works quickly on a program to shut down the robots. It works and the world is safed.



a	b	c	d	e	f	g	h	i	j	k	l	m
n	o	p	q	r	s	t	u <input checked="" type="checkbox"/>	v	w	x	y	z

- 3 Write questions for these answers.

- What do the children see in the museum ?
They see sports cars and motorbikes.
- What does the sign say ?
It says, 'Don't enter'.
- Where does Patrick find the box of tools ?
He finds it in the room with the models in it.
- What is Don's job ?
His job is to program the robots.
- What time do they go to the museum ?
They go there at exactly 6.55 a.m.

4



What message can we learn from the story in the Student's Book?

Underline the best summary.

- a You shouldn't believe a robot. b You should try to help people. c Robots are never helpful.

5



Match the exhibits of the future with the rooms in the museum. Then write four more items.



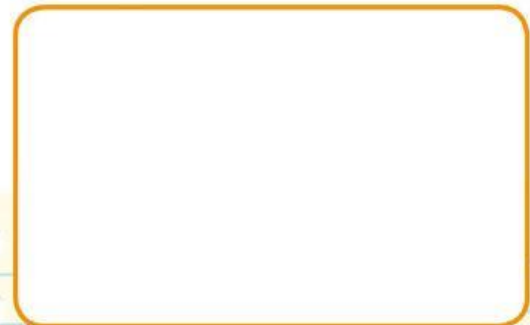
MUSIC	TRANSPORT	SCHOOL	FURNITURE	GADGETS
electric guitar				

6

Choose one of the items from Activity 5. Imagine what it will look like in the year 2531. Draw a picture and write about it.



This is a bed from 2531. It has a computer in it. If you can't get to sleep, it will play your favourite music to help you. In the morning, it wakes you up with breakfast. It then puts your clothes on for you. They are nice and warm. You never have to get out of bed feeling cold or hungry!



Story practice; value: helping people 99