Read the text and complete the activities



Creative teens can make a difference!

If you think young people can't have an impact on the world, think again. Over the years, teens have invented remarkable things that solve problems and have changed the ways people do things. And they're going to continue to invent things in the future.

Take fourteen-year-old Eliott Sarrey from France, for example. He invented Bot2Karot, a gardening robot that can take care of a small vegetable garden. The robot is controlled by an app on a smartphone. It helps people grow and take care of vegetables. It also saves water and energy, and makes gardening easy for people who are very busy or have difficulty getting around.

Brooke Martin is an animal lover who missed her dog when she was away. She also knew that her dog suffered from stress when its owners left. So Brooke invented iCPooch® when she was just twelve years old. The iCPooch lets pet owners check on their pets from anywhere in the world using a tablet or a smartphone. This award-winning gadget also allows owners to use their smartphone camera to video chat with their pets. It has another function, too. Owners can quickly and easily give their pet a treat by touching the *drop cookie* button on their screen. Dogs and owners must be pretty grateful to Brooke for this invention!

Fourteen-year-old inventor Robert Saunt was tired of buying or borrowing different video-game controllers for each game console. So he invented a controller called *Game Blox*. It can be used with four of the most popular game consoles. His invention will save players a lot of money and space, and it will save 330 million kg (727 million lb.) of materials every year. Players will also be able to listen to music while they play video games with Robert's gadget.

Kids all over the world find ways to solve problems every day. Who knows? Maybe the next time you have a problem, you'll come up with the next amazing idea!

1. Read the sentences and decide if they are true or false.

All you need for Bot2Karot is a smartphone app.	FALSE	TRUE
Bot2Karot helps people take care of their gardens.	FALSE	TRUE
Brooke Martin was sixteen when she invented iCPooch.	FALSE	TRUE
The only thing you can do with iCPooch is look at your dog.	FALSE	TRUE
Robert Saunt likes playing video games.	FALSE	TRUE
Robert's gadget will be good for the environment.	FALSE	TRUE

2. Read and match to form correct sentences

1. The main idea of the reading . . .	a. have invented remarkable things over the years.
2. Teens . . .	b. created a gadget that will save money and help the environment.
3. Bot2Karot . . .	c. is useful for people who like to garden.
4. Brooke Martin's dog . . .	d. is that teens can be creative and invent interesting things.
5. Robert Saunt . . .	e. didn't like to be away from its owners

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3. Read. Circle the letter the incorrect letter.

Example: 1. Bot2Karot .

a. was created by a 14-year-old

b. is difficult to use

c. uses mobile technology

d. is useful for gardeners

2. Brooke Martin invented a gadget that .

a. works with different game consoles

b. lets pets communicate with owners

c. uses a smartphone

d. lets pet owners give their pets a treat

3. Inventors in the reading were .

a. between 12 and 14 years old

b. creative

d. successful

c. all from France

4. Robert Saunt will help people

a. win video games

b. save money

c. buy fewer controllers

d. care for their gardens

5. The teens' inventions are .

a. useful

b. creative

c. mobile

d. impossible

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