



1 Make the link.

Read these instructions and play the game on page 21 of your Classbook.

1. Play the game in pairs.
2. Use one Classbook to play the game on and one Classbook to look through.
3. You need dice and counters.
4. Put your counters on link number 1.
5. Throw the dice. The person with the highest number starts.
6. Throw the dice and move the number of spaces on the dice.
7. If you land on a coloured chain link, you must find the cog with the same number and colour as the link.
8. Look at the cog and find the words or picture in the Classbook.
9. If you cannot find the answer in the Classbook, you must miss a turn.
10. If you get the answer right, you should stay where you are.
11. Check each other's answers.
12. The winner is the first player to reach the last chain link.



2

Find the word.

Intissar is deciding which word to use in the following passages. Read the passages and fill in the blanks with the correct word.

design (v)**design** (n)**invention** (n)**invent** (v)**process** (n)**materials** (n)**inventor** (n)**1**

Wood, card, bottles, screws and nuts are examples of _____ you will need to make something.

2

Light bulbs, radios, cars and aeroplanes are different types of _____.

3

An _____ is a person who has good ideas and makes new things.

4

The sequence of steps we follow when we make something like a balloon rocket or paper is called a _____.

5

To _____ is the process of planning and making detailed drawings.

6

To _____ something means to make something new that has not been made before.

7

A _____ is a detailed drawing.

3

Read and sort.



Read the descriptions of the inventions on pages 22 and 23 of your Classbook. Find five nouns, five verbs and five adjectives and write them in the space provided.

Nouns

Verbs

Adjectives



1

Read, match and complete the table.



Read the descriptions on pages 22 and 23 of your Classbook and match them with the designs. Write the matching numbers on the table below and then complete the rest of the table using the information from the Classbook.

Match design and descriptions	Name of invention	Purpose	Materials	Weight	Colour
A 3	Hot head cooler	to cool head	metal springs thin cardboard strong fabric	200g	yellow blue
B					
C					
D					
E					

