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!

LIVEWORKSHEETS