



Project template: Inventing Tomorrow's World (Mixed ages)

Summary	Students share find out what technology is used everyday in their partner school's country and make comparisons with technology used in their and their partner school's country. They create a future invention and present this and finally evaluate another future invention from their partner school.
First activity	Students prepare questions to ask their partner school about technology that is part of their lives.
Exchange	Students exchange information with their partner school and find similarities and differences.
Share	Students design a presentation about a future invention. They then evaluate a presentation from their partner school.
Extension activities	They could discuss what they have learned from the project and decide which they think was the best future invention or which ones they think may be used in the future.
Useful resources	http://www.telegraph.co.uk/science/4981964/Top-10-inventions-that-changed-the-world.html Information about the top ten inventions http://www.teach-nology.com/worksheets/science/invent/ Information, worksheets and teachers' resources on inventions and inventors http://library.thinkquest.org/25042/data/teacher.html Activities and worksheets about different kinds of inventions



Connecting Classrooms

Joint Curriculum Project Notes

Project: Inventing Tomorrow's World! - good for mixed ages

Aims and Outcomes: In this project students find out what technology is used everyday in their partner school's country and make comparisons with technology used in their and their partner school's country. They create a future invention and present this and finally evaluate another future invention from their partner school.

UK Curriculum links:

Design and Technology at key stage 3

The *'Inventing Tomorrow's World'* project fits in well with concepts of Design and Technology at Key Stage 3.

1.1 Designing and Making

Understanding that products and systems have an impact on quality of life. Exploring how products have been designed and made in the past, how they are currently designed and made, and how they may develop in the future.

1.2 Cultural Understanding

Understanding how products evolve according to users' and designers' needs, beliefs, ethics and values and how they are influenced by local customs and traditions and available materials.

Art and Design at key stage 3

This project also fits in with the key concepts of Art and Design at Key Stage 3

1.1 Creativity

Exploring and experimenting with ideas, materials, tools and techniques.

ICT at key stage 3

This project also ties in with the key concept of ICT at Key Stage 3.

1.4 Impact of Technology

Exploring how ICT changes the way we live our lives and has significant social, ethical and cultural implications.



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Cross-curriculum dimensions:

The 'Inventing Tomorrow's World' project engages students in the following cross-curricular dimensions:

Enterprise

Students are given the opportunity to work with partners, for example other schools and colleges, education-business partnership organisations, voluntary bodies, business, social and community enterprises, governors and parents.

Technology and the Media

Students use technology confidently and productively to find things out, try things out, develop and present ideas, and communicate with local and global audiences.

Global dimension and sustainable Development

Students think imaginatively about what individuals can do to develop a more informed society and sustainable future.

Personal, Learning and Thinking Skills:

The 'Inventing Tomorrow's World' project helps learners develop the following PLTS areas:

Creative thinkers: generate ideas and explore possibilities.

Team workers: collaborate with others to work towards common goals reach.

Reflective Thinkers: communicate their learning in relevant ways for different audiences.



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Key language:

Vocabulary to talk about inventions/gadgets

The English language used in the 'Inventing Tomorrow's World' project can be supported and extended through the following links from British Council's Learning English website:

A game about the Invention of Computers

<http://learnenglishkids.britishcouncil.org/en/languagegames/matching/computers>

A game about different types of gadgets

<http://learnenglishkids.britishcouncil.org/en/language-games/matching/gadgets>

A matching activity about different types of gadgets

<http://learnenglishkids.britishcouncil.org/en/practise-your-english/gadgets>