



## Introduction

**It would be useful to have a collection of boxes of different shapes and sizes, e.g. cylinders cubes and cuboids as a starting point**

"There was once an inventor. He was a very good inventor who would spend every day making marvelous machines and amazing gadgets in his inventions workshop.

Each moment of his day was loud with the chink and clink of metal gears, the whiz and whine of mad machines, and the humming buzz of electronic switches.

Our inventor was good at everything. Did I say everything? Not quite everything.

He was terrible at looking after the house. He never washed up or tidied his room or cooked the dinner. Usually, he even forgot to do any shopping. His house was a MESS.

One morning he hunted everywhere for his socks. When he finally found them in the fridge, he decided to do something about the problem.

"I know", he said. "I will make some robots to do all my housework. They can wash up, make the beds and do all the shopping. "

Feeling pleased with his idea, he rushed into his workshop to see what he could use to make his helpful robots.

The shelves in the workshop were piled high with wires and wheels, lights and levers, and things of every kind. He soon had robot controls flashing and blinking. But he still had to build robot bodies. What should he use?"

Would you begin a robot story like this?

If you were the inventor, what would you use?

Would any of these shapes work?

And what would your robot do?

There are opportunities to invite children to design and then act out being or directing robots before creating the stories. There are varied opportunities for drama and movement to music both as a starter or follow up to this programme.

# Robots



Design your own robot.  
What shapes will you use?  
What work will it be designed to carry out?

Remember, not all robots have to look like people.

Name \_\_\_\_\_



# Robots

If you were able to build a robot, what would you get it to do for you?

Ask your scribe what jobs they would like a robot to do for them.

Do you think something might go wrong?

## STORY STARTER 1

**There was once an inventor.....**

What was his name?

What was he like?

Wasn't his lab a mess?

**.....who was always trying to build robots.**

**Then suddenly one morning .....**

## STORY STARTER 2

**The parcel was huge. It was wrapped in thick brown paper.**

Where had it come from?

How big was the box?

**Inside were lots of pieces of metal, cylinders and cubes and some flashy electronics.....**

Were there instructions?

Could you build the robot?

What could you teach it to do?

What happened?

What went wrong

## STORYSTARTER 3

**One morning the teacher was away from school?**

**Maybe there would be no work. Then the door opened and a huge metal figure trundled into the room....**

A robot teacher?

What did it look like?

How did it speak and move?

What did it want you to do?

How did you react?

What happened?

**Authors,**

**Choose your story idea and think about what you would like to happen. Robots can be really unusual.**

**Scribes,**

**Ask as many questions as you can about what the robot looked like, sounded like, and how it moved and spoke. Did it have its own language?**

# Robots



Author \_\_\_\_\_

Scribe \_\_\_\_\_