



EXPLORER'S HELMET

If you are going on safari or to visit the Pyramids in Egypt, this hat is for you. It has a small motor and fan which cools your forehead. The motor runs on solar power, so you don't need any batteries.



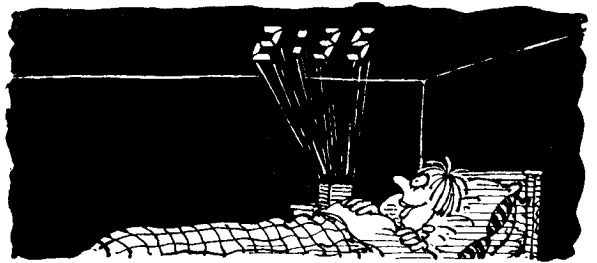
ZIP-IT-OPEN

You will never again cut your tongue or break your fingernails trying to open a plastic bag or plastic packaging. Zip-it-open can open almost any bag. It's safe and it fits in your pocket, so you can use it anywhere!



THE CEILING CLOCK

If you have to feed a baby in the middle of the night or take medicine at a particular time, then you need this clock. At night, using a light, it projects the time onto the ceiling in large numbers. You can read the time without getting out of bed, or switching on the light and waking up other people.



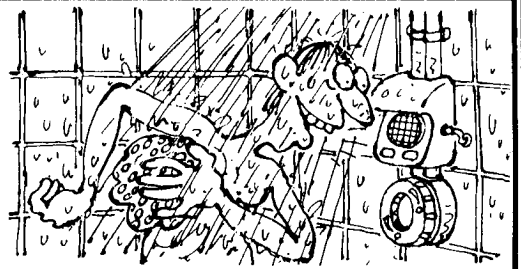
THE PLATEMATE

You are at a party. You meet someone and want to shake their hand. But you are holding a glass in one hand and a plate in the other. What do you do? Answer: you take your Platemate out of your pocket and attach it to your plate. Now just put the glass into the holder and one hand will be free.



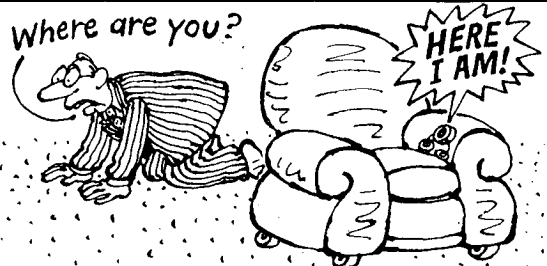
THE SHOWER PHONE

What do you do when you are in the shower and the telephone starts ringing? Easy: you press the answer button on your Shower Phone and talk. It attaches to the wall and it is completely waterproof. Your hands are free to continue washing, while you make those important business or personal calls. You'll never have to miss a call again.



THE KEY-FINDER

Do you always lose your keys? Some people spend as much as half an hour each day looking for their keys. Relax. Key-finder is a small electronic device which attaches to your key ring. If you can't find your keys, make a loud noise and key finder will 'answer' with a loud bleep.



Patent pending

Worksheet

25

ACTIVITY

Groupwork: speaking

AIM

To describe things and what they do, or what they are used for.

GRAMMAR AND FUNCTIONS

Talking about function and purpose:

*It's a thing for...-ing**You use it to...**It's a thing you use to... (without) -ing***VOCABULARY**Gadgets: *to fit, to run on, to attach, to switch on, to project, a motor, a fan, a battery, solar power, packaging, a pocket, a device, a bleep, a holder, waterproof*General: *to feed, fingernails***PREPARATION**

Make one copy of the worksheet for each group of four to six students in the class. Cut out the six sections as indicated.

TIME

25 minutes

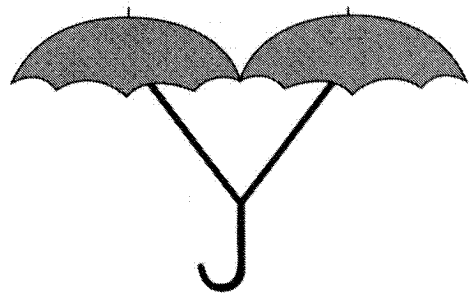
PROCEDURE

- 1 Divide the class into groups of four to six students.
- 2 Introduce the idea of new and clever gadgets by drawing a diagram of this double umbrella on the board. Ask the students what it is and what it can be used for (it can be held by one person but keep two dry).

Elicit phrases:

*I think it's a thing for ...**It's a thing you use for... -ing.**No, actually it's a thing you use to...*

Write the phrases on the board.



- 3 Tell the students that they are going to be given a description and a picture of a new gadget. The other students in the group must guess what it is and what it is used for.
- 4 Give a picture and description of one gadget to each member of the group. Ask them to read the information, but not to show the picture to anyone else in their group.
- 5 Ask students to fold their papers so that only the picture is visible and to show the picture to the other students in the group.
- 6 The others must try to deduce from the picture what the gadget is and what it is used for. Encourage the students to use the phrases on the board.
- 7 When they have finished trying to guess the purpose of the gadget, they should check with the student who has the information as to whether they are correct.
- 8 When the students have finished, discuss with the whole class which is the most useful gadget.

FOLLOW-UP

Ask the students to present gadgets/products of their own or to describe things that they have seen that have struck them as innovative and clever.