

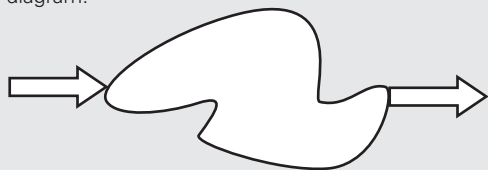
THE ANYTHING MACHINE

THINKING SKILL: creative thinking

SUBJECT LINK: design and technology

ORGANISATION: individuals, pairs

RESOURCES: copies of the Anything Machine diagram:



WHAT TO DO

- The Anything Machine is very special. You can put anything in, it can do anything, but you never quite know what will come out.
- Here's an example:
 - You could set the machine to make things longer
 - You could put in a dog, a shoe that doesn't fit anymore, a clock, yourself and your holiday
 - What comes out? (a long dog, a shoe that fits, a long clock, a taller you and a longer holiday).
- Invent your own Anything Machine.
- Decide what it will do. For example, it could make things hairy, make a copy, cut things in half, make things blue.
- Here are the things to put in – a pencil, a watch, a pizza, a mouse, your best friend, your bedroom, a football, a CD-ROM, a book, the school. What can your machine do with them?
- Try some ideas of your own.

ICT WEB

THINKING SKILL: reasoning

SUBJECT LINK: ICT

ORGANISATION: individuals, pairs

RESOURCES: paper and pencil for each child; a list of words linked to ICT, written on the board (adapt the words to suit the children's experience): computer; DVD; camcorder, mobile phone, database, animation, MP3, JPEG, robot, printer, internet access, software

WHAT TO DO

- Look at the words on the board. They are all linked to ICT.
- Copy them on to paper, spreading them out evenly.
- Make at least five connections between

pairs of words in three minutes. To make a connection you must use the word *because*.

For example:

- DVD is linked to software because a DVD player needs software to run properly
- MP3 is linked to internet because you can get MP3 files from the internet.
- In pairs, explain the connections you have made.

NOW TRY THIS

Your teacher will give out ready-made connections between some words. Why have they been made?

LITTLE BY LITTLE

THINKING SKILL: reasoning

SUBJECT LINK: RE

ORGANISATION: whole class

RESOURCES: words related to RE, written on strips of card (large enough for class to see): Christian, Allah, church, mosque (or words linked to current work); blank card to cover the letters; a whiteboard and pen (or paper and pencil) for each child

WHAT TO DO

- Tell the children that you are going to reveal a word linked to work on RE – one letter at a time.
- They have to guess and write down what they think the word is each time a letter is revealed.
- With the word covered completely, they make a guess at what the word could be. If support is needed, say how many letters are in the word, but otherwise give them the challenge of guessing the word.
- Reveal the first letter. The children write down what they think the word is.
- Reveal the next letter. They write down another word if they've changed their mind.
- Keep going until the word is obvious. Ask the children to share their guesses.

NOW TRY THIS

1. Uncover letters in a random order instead of uncovering them in sequence, or uncover them backwards.
2. Uncover pictures instead of words. The children have to guess what the picture shows.

