Inventors and inventions

The Inventor’s shed (www.literacyshed.com/the-inventors-shed) is one of the most popular of the themed sheds. Probably because it is easy to introduce both narrative and non-narrative text types using the same stimulus.

This was recognised too by the government when they introduced 'The Shirt Machine' animation into the National Literacy Framework for year 4.

Girl and robot is a great animation to kick off an 'inventors' unit of work. Watch the first 35 seconds and then stop. Ask the children to describe the robot. Ask questions about why the girl is building the robot, what she will use it for? Following this the children could then design their own robots and write a descriptions. Children could write persuasive arguments why their robot is best and even create adverts for customers in the future to buy their robots.

A narrative can be written from the inventor’s point of view. Perhaps show the film up to where the machine starts to malfunction and then ask the children to write alternative endings.

Challenge more able children to produce a narrative from the robot’s point of view in the form of an internal monologue.
The Shirt Machine

This film was part of the Year 4 scheme of work in the old Literacy Framework. It is still worth a look. I have used this animation on numerous occasions in years 4-6.

- Draw plans of the shirt machine. Label the parts that the children use and where they find them.

- How to use commas in lists - Make a list of all the components of the shirt machine.

- Write instructions for the Shirt Machine using temporal connectives. Next, then and imperative verbs, stamp, push, pull etc.

Children can write letters to the inventive uncle asking him to create certain shirts, persuading him why their shirt is the one that should be made.

Children should create an inventors journal for all their ideas and designs like the uncle.

A Cloudy Lesson

A cloud maker and his apprentice grandson are busy making clouds but everything doesn't happen as it should. As things don't go according to plan, the pair of them learn that good ideas come from happy accidents.

- Write instructions for 'How to make clouds.' Use imperatives.

- Invent ways in which other natural phenomena are made e.g lightning, thunder, etc.

- Write a news report detailing what people saw in the sky, perhaps interview the cloud maker for explanation.

It is an excellent resource for teaching dialogue. Use stills from the animation with speech bubbles added over the top. Discuss what the grandfather would be saying to the child. What type of words would he be using to explain? (Imperative verbs and temporal connectives.) The child in the animation would be asking questions, ask the children to come up with questions for the cloud maker and then develop his responses. Finally this could be written into a passage of dialogue that could be added to a narrative about the cloud maker.

Wallace and Gromit's cracking contraptions give endless opportunities for fun machines to write about. Just google 'cracking contraptions.'