My Robot Studio

THE ROBOT / 5 OF 5 / SUPER MINDS LEVEL 1

Choose, draw and say.



◯ I can

◯ I can’t



◯ I can

◯ I can’t



◯ I can

◯ I can’t

My robot

Lesson Ideas for “My Robot Studio”

Prepare

Use after the ability language on page 95. Give each learner a student page and drawing materials. Review the three action pictures from top to bottom: touch my toes, stand on one leg, skip. Read I can and I can’t aloud. Explain that the choices belong to an imaginary robot, not to the learner or the pictured children.

Choose and design

Learners decide whether their robot can do each action. They circle one small circle beside I can or I can’t for each picture. Encourage a mix of positive and negative choices, but accept any combination. In the large box, they draw their own robot. Invite them to show one chosen ability in the drawing, using a simple pose or a small extra sketch if helpful.

Give the robot a voice

Learners pretend to be their robot and say three sentences, following the action pictures from top to bottom. A partner listens and points to the matching picture and marked choice. Swap roles. Explain that I and my refer to the robot during this role-play. No written labels, independent reading or physical demonstration is required.

Speaking models

“I can / I can’t touch my toes.”
“I can / I can’t stand on one leg.”
“I can / I can’t skip.”

Example profile:
“I can touch my toes.”
“I can stand on one leg.”
“I can’t skip.”

The example is optional; children invent their own profiles. Model each complete sentence orally.

Check and respond

There is no fixed answer key. Check that each of the three spoken sentences matches its marked choice. Ask learners to point to the action they tried to show in their drawing. Accept simple sketches and imaginative designs; drawing skill is not the language goal. The marked choices, rather than the robot’s appearance, define its abilities.

Support and vary

Start with one action and one sentence before adding the others. An adult may record a learner’s pointed choices or help with the drawing. For another round, change one ability choice and say the three sentences again while a partner finds the changed mark. Keep the same three actions and first-person language.