

Leisure and Entertainment: Technology

<p>Aim: Construct informed responses that involve thoughtful selection and organisation of relevant historical information by learning about the impact of 20th century technologies on leisure and entertainment in the 21st century.</p> <p>I can see how changes in 20th century technology affect our lives today.</p>	<p>Success Criteria:</p> <p>I can write three sentences about changes in gaming over the 20th century.</p> <p>I can put 20th century technology in chronological order.</p> <p>I can invent an app for use at school in the 21st century.</p> <p>I can explain how the features in my app will make life easier.</p>	<p>Resources: Lesson Pack</p> <p>Whiteboards</p> <p>Scissors</p>
<p>Key/New Words: Gaming, technology, century, decade, communicating, entertainment, coronation, popularity, armed forces, defence, leisure, software, engineers, Silicon Valley, app, messaging, online, email, video conference, download.</p>	<p>Preparation: 20th Century Technology Activity Sheet - 1 per pair.</p> <p>Differentiated School App Activity Sheet - 1 per child.</p> <p>Read the Adult Guidance Video Conference.</p> <p><i>(It is useful to open and check all video links prior to the lesson so you can scroll down and hide any adverts for unsuitable videos if necessary).</i></p>	

Prior Learning: It will be helpful if children already understand the terms 'leisure' and 'entertainment' and if the children have used the [Planit KS1 History Toys Unit](#).

Learning Sequence

	The History of Gaming Since 1958: Watch the 4 minute clip and complete the sentences on whiteboards.	
	Technology in the 20th Century: The children use the 20th Century Technology Activity Sheet to order the technologies according to when they were first being used by most people. Look at the answers on the following slide.	
	Imagine... Read through the scenario as a class, discussing any questions that the children have. They will need to design the content of an app for school use . The children independently complete the differentiated School App Planning Sheet .	
	You've Got Mail! Discuss the ideas that the children have come up with. Identify the strongest ones. Write an email to the Silicon Valley Team to briefly explain these. Then read the following slide to see the Team's response.	
	Video Conference: Use the Adult Guidance Video Conference to stage the drama activity. Can they explain how their ideas for the app make life easier for parents and children?	
	You've Got Mail Again! As a class, read the dilemma. Split the children into groups so they can decide how they are going to deal with this information. <i>(If you want to extend this activity, you may want to allocate some time to responding to this e.g. writing information leaflets for parents, creating an advert for the app, email Troy again to suggest ways of cutting costs...)</i>	
	20th Century Leisure and Entertainment: Ask the children to decide in their groups which leisure time activity they think is the most significant .	
	Canine Computers: On whiteboards the children write or draw their answers to this question. Compare ideas as a class.	

Taskit

Experimentit: Can you keep a 'Screen Diary' for a week to track how much time you spend looking at a screen: television, mobile, tablet...?

Researchit: Can you find out who Steve Jobs was?

Pretendit: Use the **App Designers Role Play Pack** to help you imagine that you are a real app designer!

Designit: Can you design a mobile phone for the 22nd century?

Watchit: Can you watch *Back To The Future: Part II* to find out how people in the 1980s thought we might be living in October 2015?