



History

Leisure and Entertainment

Technology

twinkl

Aim

- I can see how changes in 20th century technology affect our lives today.

Success Criteria

- I can write three sentences about changes in gaming over the 20th century.
- I can put 20th century technology in chronological order.
- I can invent an app for use at school in the 21st century.
- I can explain how the features in my app will make life easier.

The History of Gaming Since 1958



Task

Watch this 4 minute clip.

At the end of the film, write three sentences about what you have seen.

- **Sentence 1:** needs to use the word 'bigger'.
- **Sentence 2:** needs to use the word 'smaller'.
- **Sentence 3:** needs to use the word 'control'.

What statements did you make?

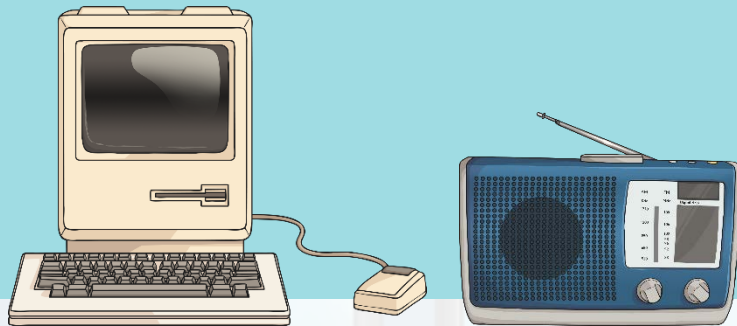
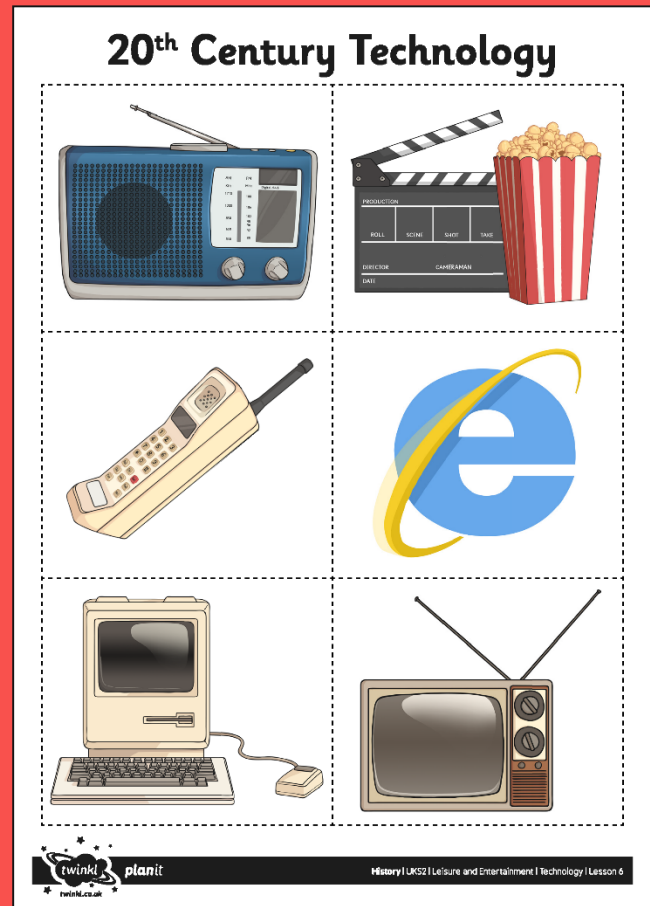


Technology in the 20th Century

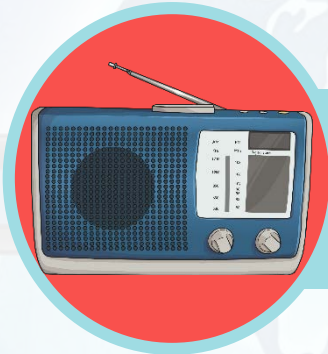
Activity

You have just seen how much gaming has changed over the last century. Huge changes have taken place in other technologies also.

1. In pairs, use the 20th Century Technology Activity Sheet.
2. Cut out the pictures.
3. Put the 20th century technologies in the order that you think they were first being used by most people.

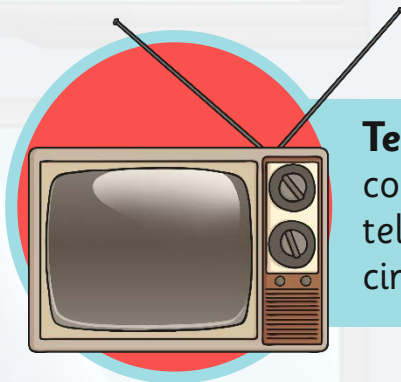


Technology in the 20th Century: Answers



Radio took off as an important way of communicating in the **1920s**. Live news and entertainment programmes began. It was essential in WWII for people to keep in touch with events.

Cinema was popular from the beginning of the **century**, but really took off in the **1930s**, when colour films began to be shown. People in Britain were, on average, going to the cinema 2 to 3 times per week during this **decade**.



Television reached popularity in the **1950s** in Britain at the coronation of Queen Elizabeth II. Many people bought their first television sets for this. It also caused a drop in popularity for the cinema, because people started to stay at home to watch **television**.

Technology in the 20th Century: Answers



Computers had been invented many decades before, but by the **1970s**, computers were becoming small enough to have in a home and cheap enough for some people to afford.

Mobile phones had been invented in 1973, but they were not available to buy until **1983**, when their popularity took off. They were much bigger and heavier than the phones we use today.



The Internet had been invented in 1969 for use by the armed forces for defence. The most popular aspect of the Internet that we use today, the World Wide Web, was invented in 1989 and has changed the way that the world communicates, entertains and spends its leisure time.

Imagine...

...that you are part of the developing technology world.

A team of software engineers from Silicon Valley want to create an app designed to give parents and children information about their school.

The tablet/smart phone app must include:



Homework Helper

- Information about how parents can help children with their homework.



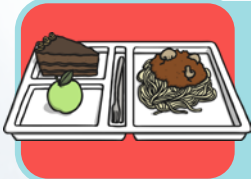
Photo Gallery

- Images of school trips and activities in school.



Communication

- parent-teacher messaging service.
- Information about after school clubs and lunchtime clubs



School dinners

- School dinners menu.
- Online booking system for school dinners.

Can you think of anything that the team might have missed?

Silicon Valley

Make plans for your app using the **School App Planning Activity Sheet**.

School App

Use this sheet to jot down your ideas for the new app. Use the next pages to give your own ideas and to record how your app might look.

What you need to include in this app: <small>Add detail about what each title means.</small>		Why do you think this could be important?
Homework Helper		

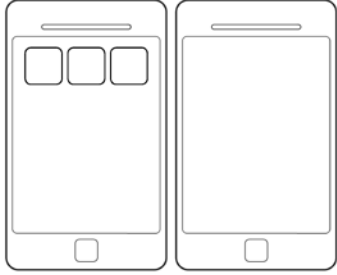
School App

Use this sheet to jot down your ideas for the new app. Use the next page to design how your app might look.

Your own ideas...	
Idea 1:	Why it is needed:
Idea 2:	Why it is needed:

School App

What will your app on your smart phone look like?



plan!

History: 2017 | Culture and Environment | Technology | Lesson 8

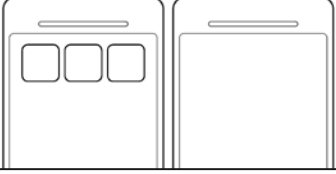
School App

Use this sheet to jot down your ideas for the new app. Use the next page to design how your app might look.

Homework Helper		Photo Gallery	
What it is for:	Why you need it:	What it is for:	Why you need it:

School App

What will your app on your smart phone look like?



School App

Use this sheet to jot down your ideas for the new app.

Photo Gallery		
What it is for:	Why you need it:	What the button for this might look like:
<p>School Dinners <small>(School dinner menu and online booking system for school dinners)</small></p>		
What it is for:	Why you need it:	What the button for this might look like:

plan!

History: 2017 | Culture and Environment | Technology | Lesson 8



You've Got Mail

As a class, email Silicon Valley to tell them about your most important ideas.

Agree on what you need to say, then write it in the box below.



The illustration shows a web browser window with a grey header bar. On the left, there's a tab labeled "Email Inbox" with a plus sign. The address bar contains the URL "www.mail.com/history.museum/inbox". To the right of the address bar is a search bar with the word "SEARCH" and several icons (envelope, home, lock, etc.). Below the address bar, there are "Reply" and "Forward" buttons. The main content area is a large, empty white box for writing an email. The browser window is set against a background of three computer monitors displaying a world map.



Reply

Forward

Hey Guys!

Great to hear from you. We think your ideas are awesome and we'd like to talk some more about what might be possible for this school app.

Are you free for a video conference now? There's a time difference, but here at Silicon Valley we work 24/7.

Speak later!

Silicon Valley Team

Video Conference

Use drama to have a video conference with the team at Silicon Valley.



Hey Guys!

It was great to hear your ideas. You are a creative bunch.

We have worked out the costs involved in your plans and have decided that we need to charge parents £5.00 for each download of the app.

Troy

Questions

1. Do you think this is a fair price?
2. How will you persuade parents to part with their money?
3. Do you think parents should have to pay for this service?

Get into groups to discuss how you are going to deal with this information.

20th Century Leisure and Entertainment

In your groups, look at the list below and decide which is the most important influence on people's leisure time in the 20th century.



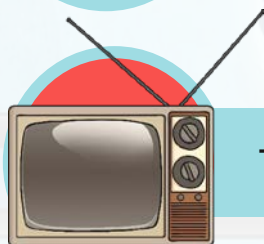
Cinema



The Internet



Computers/
gaming



Television



Sports



Radio



The 1960s



Going on
Holiday

Canine Computers!

What if a dog designed a computer?

What do you think it would look like?

Write or draw your answer on a whiteboard.



Aim



- I can see how changes in 20th century technology affect our lives today.

Success Criteria

- I can write three sentences about changes in gaming over the 20th century.
- I can put 20th century technology in chronological order.
- I can invent an app for use at school in the 21st century.
- I can explain how the features in my app will make life easier.

