

Creative Tasks for Lesson 7: Technology



Task 1. My Dream Gadget

Individual or pair work · 10–15 minutes

Situation: A technology company is holding a competition for the best new gadget.

Your task:

Invent a gadget that would make students' lives easier. Draw it and give it a name. Describe what it looks like and what it can do. Explain why students need it.

Present your invention to the class in

one minute.

Use these sentence starters:

- My gadget is called ...
- It is a kind of ...
- It can help students ...
- It is easy to use because ...
- Unlike a smartphone, it ...
- I think students will love it because ...

Vocabulary challenge: Use at least five words or expressions from the lesson, such as **gadget, user-friendly, smart device, download, update, and wearable technology**.

Creative twist: The class votes for the most useful, funniest and most unusual invention.



Task 2. Help! My Technology Isn't Working!

Pair role-play · 10–15 minutes

Situation: Student A has a technology problem. Student B works at a computer help desk.

Choose one problem:

- You cannot sign in to your account.
- Your computer has crashed.
- You cannot connect to Wi-Fi.
- You have forgotten to back up your files.
- Your tablet needs an update.
- You have downloaded a suspicious file.

Your task: Act out a conversation. Student A explains the problem, and Student B gives advice.

Useful expressions:

- What's the problem?
- I can't ...
- Have you tried ...?
- You should ...
- Why don't you ...?

You need to ...
Thanks! I'll try that.

Creative twist: Swap roles and pick a new problem. Try to solve it in a different way.

Task 3. A Day Without Technology

Creative storytelling · 15 minutes

Situation: You wake up one morning, and all digital technology has stopped working. There is no Internet, no smartphone, no computer and no smart devices.

Your task:

Describe what happens in the morning. Explain how you contact your friends and study. Think of three activities you can do without technology. Decide which gadget you miss most and why.



Present your story to a partner or write a short paragraph.

Use these sentence starters:

Yesterday, I used my smartphone to ...

This morning, I couldn't ...

Without the Internet, I had to ...

Instead of playing VR games, I ...

I missed my ... because ...

I realized that technology ...

Vocabulary challenge: Use at least six words from the lesson, including chat, browse, download, online, gadget, social networks, or computer.

Creative twist: Finish your story with one unexpected event or a funny solution to the problem.