**Design a Robot**

*Teacher's Guide*

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**Item / Resource Description**

This digital learning object gets students to build robots for specific purposes. They produce an explanation of the features then complete an advertising catalogue highlighting the features of each robot.

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**Summary of Activity**

Students will complete the learning object to determine the types of robots involved. They will produce a screen grab of each robot then produce sounds to represent each.

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**Media Element**

Digital Sound
Still Image

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**Core Understanding**

Content: Omitting elements or perspectives from a media form can change the message.

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**Curriculum Links**

VELS – English, Writing, Levels 4 & 5
VELS – English, Reading, Levels 4 & 5
VELS – Thinking, Levels 4 & 5
Focus Questions

- What personality would be appropriate for each of the three robots?
- How do the sounds you produce for each robot help to show its personality?
- Can you change the personality of the robots just by changing the sound?

Activity Detail

Students will complete the learning object to determine the nature of the three robots and
- by way of a screen grab, produce a picture of each robot
- record a sound that helps to establish a specific personality for each robot – they can be sounds the robots make or a sound or music to accompany the robot
- write a brief description of the personality they are trying to develop for each robot.

Ask students to form small groups and
- listen to the sounds each has chosen for the robots and comment on the effect the chosen sounds have.

Extension Activities

- *Have students radically alter the personalities of the robots by changing the sounds associated with them and note what impact these changes have on audience perception.*

- *Students choose human faces, sourced from magazines or online, and follow the same procedure with sound recordings.*

- *Students apply a checklist of adjectives to the same face and try to replicate that feeling for the face by changing the sounds associated with it. For example, try to make the same face appear frightening, menacing, horrific, sympathetic, loving, gruff, angry, friendly, etc.*

- *Students experiment with other digital effects to see if perceptions can be changed by altering a single feature. On digital pictures of people students change, for example, the colour of eyes, the style of hair, the shape of nose, facial hair, etc.*