

READING FUTURE



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TABLE OF CONTENTS

Scope and Sequence 4				
How to Use This Book 6				
Unit 1	Cleaning Up Space Garbage 10			
Unit 2	Robot Firefighters 14			
Unit 3	Cars That Drive Themselves 18			
Unit 4	Intelligent Machines 22			
Unit 5	Hieroglyphics 28			
Unit 6	Baseball Signs 32			
Unit 7	How Animals Communicate 36			
Unit 8	Barcodes and QR Codes 40			
Unit 9	The Theremin 46			
Unit 10	Beat Machines 50			
Unit 11	Auto-Tune 54			
Unit 12	The Changing Shape of Music 58			
Unit 13	The First Scales 64			
Unit 14	Weighing a Planet 68			
Unit 15	Catching Rain 72			
Unit 16	Weather Models 76			
Reading	Speed Chart 80			

SCOPE & SEQUENCE

Subject	Unit	Title	Word Count	Reading Skill	Project
(0	1	Cleaning Up Space Garbage	84	Main Idea & Details	Invent a New Solution
SCIENCE	2	Robot Firefighters	86	Summarizing	Future Predictions
	3	Cars That Drive Themselves	90	Main Idea & Details	Program Your Trip
	4	Intelligent Machines	88	Sequencing	A New Kind of Friend
5	5	Hieroglyphics	93	Main Idea & Details	Writing in Hieroglyphics
AR	6	Baseball Signs	89	Summarizing	Hand Signs
ANGUAGE ARTS	7	How Animals Communicate	87	Classifying	Animal Communication
	8	Barcodes and QR Codes	91	Compare & Contrast	A Secret Code
	9	The Theremin	89	Main Idea & Details	Your Special Instrument
MU	10	Beat Machines	91	Compare & Contrast	Let's Write Stories!
MUSIC	11	Auto-Tune	90	Sequencing	You're the Engineer!
	12	The Changing Shape of Music	91	Sequencing	Follow the Music
K IR	13	The First Scales	91	Main Idea & Details	Your Own Weighing System
MA	14	Weighing a Planet	86	Main Idea & Details	Research a Planet
MATH	15	Catching Rain	92	Main Idea & Details	Your Own Rain Tool
1	16	Weather Models	84	Activating Prior Knowledge	Weather Forecasting

Vocabulary					21 st Cent	ury Skills	
waste	spaceship	solution	invent	net	powerful	denivity	Communitation
fire	brave	battle	fit	joystick	meter	Citical Whiling	Collaboration
type	vehicle	prevent	crash	trust	driver	Cilical Thirting	Communication
enemy	solve	intelligent	chess	beat	champion	Gently	Communitation
ancient	discover	text	expert	dictionary	translate	Genitrity	Communitation
notice	sign	pitcher	communicate	secret	glove	Genitrity	Collaboration
unique	chemical	path	distance	smack	produce	Gentivity	Communication
airline	luggage	ticket	stripe	scan	item	Gentivity	Communication
wooden	antenna	touch	wave	current	spooky	Chilal Thirking	Greativity
recording	cymbal	drummer	mistake	perfect	variety	Gentivity	Communication
engineer	tune	software	natural	nearly	tone	Child Thinking	
disk	cassette	pocket	convenient	file	stream	विविद्या चितितिक्ष	
trade	value	worth	merchant	weigh	equal	Chilcal Thinking	Greativity
scientist	weight	planet	moon	orbit	gravity	Chilcal Thinking	Communication
flood	measure	speed	drop	times	defend	Chilcal Thinking	Greativity
predict	information	moisture	complicated	model	forecast	Greativity	Communication

HOW TO USE THIS BOOK

Student Book

ACADEMIC OBJECTIVES

Academic Objectives introduce what students will learn in the four thematically integrated units.



→ READ AND THINK

This section previews questions to help draw students' focus.

WARM-UP ←

A level-appropriate introduction and questions with a captivating image help students activate their background knowledge and think about the topic.

NEW WORDS ◆

Students learn the meanings of new vocabulary words through images.



VOCABULARY SKILLS

This section helps students enhance their understanding of vocabulary from the reading.

READING SKILLS ←

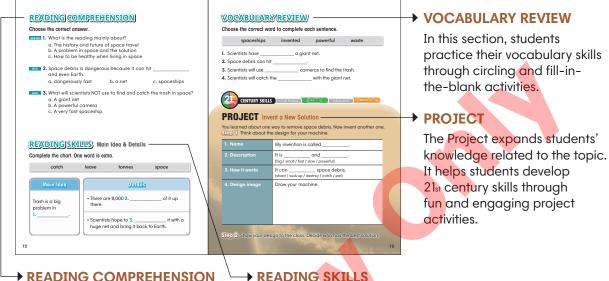
This section provides a quick comprehension check and guides what reading skills to use for each passage.

→ READING

A variety of interesting non-fiction reading passages are presented. Target words are bolded and colored in the passage.

→ VIDEO LINK

Video links related to the main passage are available to boost students' understanding. To access them, click the icons in the eBook.



This section checks students'

understanding of the passage

with multiple-choice questions.

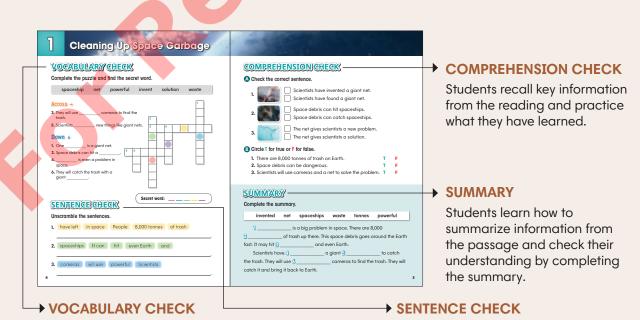
→ READING SKILLS

A wide variety of graphic organizers give students practice with reading and vocabulary skills.

Workbook

This section provides an opportunity to review the New

Words and practice spelling them through a puzzle.



7

Students practice writing sentences by

doing an unscrambling activity.

Intelligent Machines





Computers and robots have changed a lot. Now we use them for many things, from sending emails to building cars. But how will we use computers and robots in the future?

Answer the question.

• Look at the picture. What is it? How old is it? What was it used for?



NEW WORDS Write the correct word and listen.

intelligent champion enemy solve chess beat





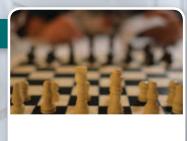








6



READING Listen and read.



Do you have a robot friend? In the future, you might.

Computers and robots have developed a lot. The first computers were <u>created</u> in the Second World



War. They could understand enemy messages. By the 1950s, computers could solve difficult math problems. The first intelligent robot was built in the 1970s. Now computers play games like chess and Go. They can even beat human champions.

Many people think computers and robots will soon be more like us. They may soon think and talk. What will they talk about?

Reading Time: _____ m ____s / 88 words

VOCABULARY SKILLS

- 1. Which word is similar to <u>developed</u>?
 - a. advanced
 - b. increased
 - c. decreased
- **2.** What does <u>created</u> mean in the passage?
 - a. ended
 - b. invented
 - c. bought

READING SKILLS

Sequencing

- What could the first computers do? <u>Underline</u> the sentence(s) in the passage.
- 2. What do people think computers will soon be able to do?

 Circle the word(s) in the passage.

READING COMPREHENSION

Choose the correct answer.

- MAINIDEA 1. What is the reading mainly about?
 - a. How to make a useful computer
 - b. How computers and robots have developed
 - c. Why computers and robots can be dangerous
- **2.** Computers could solve difficult math problems by
 - a. the 1950s
- b. World War II
- c. the 1970s
- **3.** Which is true about modern computers?
 - a. They can't solve math problems.
 - b. They can play the game Go.
 - c. They can think like us.

READING SKILLS Sequencing

Complete the chart. One word is extra.

chess	champions	solve	intelligent
could	1950s, computers 1 It math problems.		Now, computers can play 3 and Go very well.
Computers were first created to rea enemy messages.	d The first robot w	t 2. vas built.	

VOCABULARY REVIEW

Circle the correct word.

- 1. During the war, people used computers to read (intelligent / enemy) messages.
- 2. Computers could (solve / beat) difficult math problems by the 1950s.
- 3. The first (enemy / intelligent) robot was built in the 1970s.
- 4. Now computers can (beat / solve) champion chess and Go players.



PROJECT A New Kind of Friend

You read about how in the future a robot could be your friend. What would you like your perfect robot friend to be like?

Step 1 Think about these questions about your robot friend.

Siep 2 Draw a picture of your robot friend.

What is its name?	•••••
What do you do together for fun?	
What special skills / superpowers does it have?	
What does it help you with?	

Step 3 Get into a group and show your picture to your group. Decide who has the best robot friend. Why is it the best one?