BACK TO SCHOOL



MultiEnglish Year 5 - Book 5

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MİLLÎ EĞİTİM BAKANLIĞI YAYINLARI.....: 10394
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T.C. Millî Eğitim Bakanlığı
Temel Eğitim Genel Müdürlüğü
Programlar ve Öğretim Materyalleri Daire Başkanlığı

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Her hakkı saklıdır ve Millî Eğitim Bakanlığına aittir. Kitabın metni, soruları ve görselleri kısmen de olsa hiçbir surette alınıp yayımlanamaz.

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CHARACTERS

Mr Clark



Emma



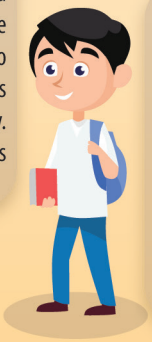
Emma is a friendly and positive student. She enjoys working in a team and always tries to help her friends. Emma is creative and cares about the environment. She suggested using recycled materials for their invention. She sometimes needs help with technology, but she learns quickly. Emma is very excited and proud of their work.

Liam



Liam is clever and good with computers. He is a member of the Coding Club and knows how to solve technical problems. Liam is helpful and supports his team, especially with the coding and digital model. He listens to others and shares useful tips. He likes working in a calm and focused way. Liam feels happy when the team works well together.

Yusuf



Yusuf is careful and focused. He likes testing things and checking small details in the project. He wants their invention to be strong and useful. Yusuf works well in a team and listens to everyone's ideas. He helps with the presentation and answers questions clearly. Yusuf is happy when the team succeeds.

Mia



Mia is smart, kind, and full of ideas. She likes science and wants to use smart sensors in their invention. Mia is confident when she speaks and helps her friends practise their presentations. She gives feedback and always encourages her team. She is organised and makes sure everything looks nice. Mia is excited to share their work with others.

BACK TO SCHOOL: SECOND SEMESTER

The students return from their half-term holiday. The school courtyard is full of cheerful voices. Everyone shares stories about their break.

Mr Clark smiles and says, “Rise and shine, time to enjoy school! Techno Kids Week has arrived. Your dream inventions will be displayed at the school exhibition. What a great start to the second term!”

The students laugh and talk as they walk into the school. Some of them carry small projects or books in their hands. Emma sees her friends and waves happily.

“I missed everyone,” she says.

“Me too!” replies Mia. “Let’s make something amazing this week!”

Mr Clark claps his hands to get their attention.

“You will all work in small groups,” he explains.

“Start thinking about what kind of invention you want to create.”

The children feel excited and curious. They can’t wait to begin.



IN THE LAB

After lunch, the students enter the technology lab and switch on their computers to start drawing their future inventions. Emma has a problem while she is working on her drawing.

“Liam, you have been in the Coding Club and you are good at technology. Can you help me?” Emma asks politely.

“Of course!” replies Liam.

“Click the icon on the top right and select the program.” Then Mr Clark comes to Liam’s group and helps them.

The students are busy working on their projects. Some are typing quickly, while others are writing their ideas on paper. Emma watches carefully as Liam explains the steps she needs to follow and points out small details. The atmosphere is encouraging, and everyone is ready to help each other.

Mr Clark praises their teamwork and reminds them that creativity is as important as technical skills. Emma feels grateful for the support and looks forward to showing her invention to the whole school.



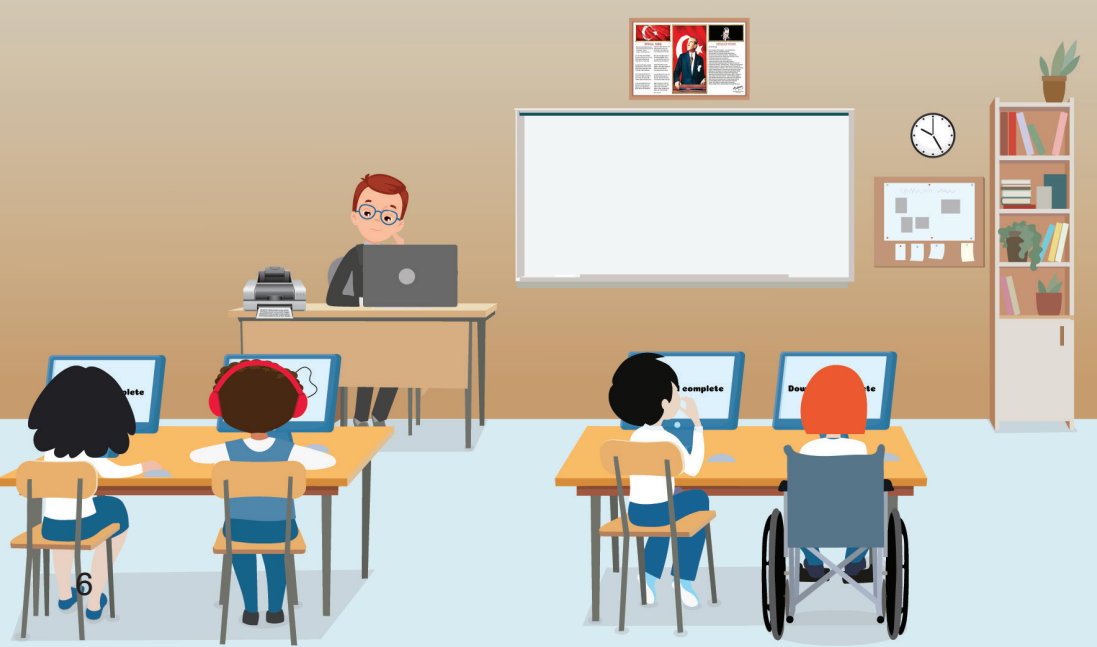
BRAINSTORMING SESSION

Mr Clark begins the pair work in the lab. Emma, Yusuf, Mia, and Liam plan their projects. They share ideas, ask questions, and take notes. They discuss which materials and tools they will need for the project.

Emma suggests using recycled items to make the design more eco-friendly. Yusuf suggests testing different materials to find the strongest option. Mia is keen on including smart sensors in their design, and Liam offers to code the control system.

After finalising their plan, they divide the tasks so everyone knows what to do. The students listen to each other's suggestions and respect every opinion. They agree to meet after school and at weekends.

Mr Clark encourages them to think about how their invention can help the environment and improve everyday life. The group feels motivated and excited. They tidy up their workspace and prepare to start working on their parts.



EXPERIMENT AND DRAFTING

A rough drawing is printed from the computer. Yusuf makes some changes and asks, “Should we summarise our invention now?”

“Yes,” Emma replies. “Let’s save it and prepare the presentation.” The file is saved and shared with the group.

Yusuf carefully checks the printed draft, taking small notes with a pencil. Emma reviews the presentation slides on her laptop, making sure all the points are clear. Liam double-checks the technical details while Mia searches online for some information. They discuss the order of their presentation and who will speak first. A question-answer session is planned for tomorrow in the conference room.

Mr Clark reminds them to practise their speech confidently. The group feels happy with their progress and prepares to rest for the next day’s rehearsal.



CODING CLUB TIME

After finishing their draft, the friends go to the Coding Club to continue working. The Coding Club is a special place where students bring their ideas to life. The room is filled with quiet concentration. Screens glow, and keyboards click.

Everyone is focused. Step by step, their project is coming together.

Soft music plays in the background as everyone concentrates. Emma and Yusuf discuss the coding problems, sharing tips and tricks. Mia tests the software while Liam checks the hardware parts. Sometimes, they laugh together at funny mistakes, but soon get back to work. They take short breaks to have a rest, drink water, and chat. The teamwork is great, and each small success makes them happier.



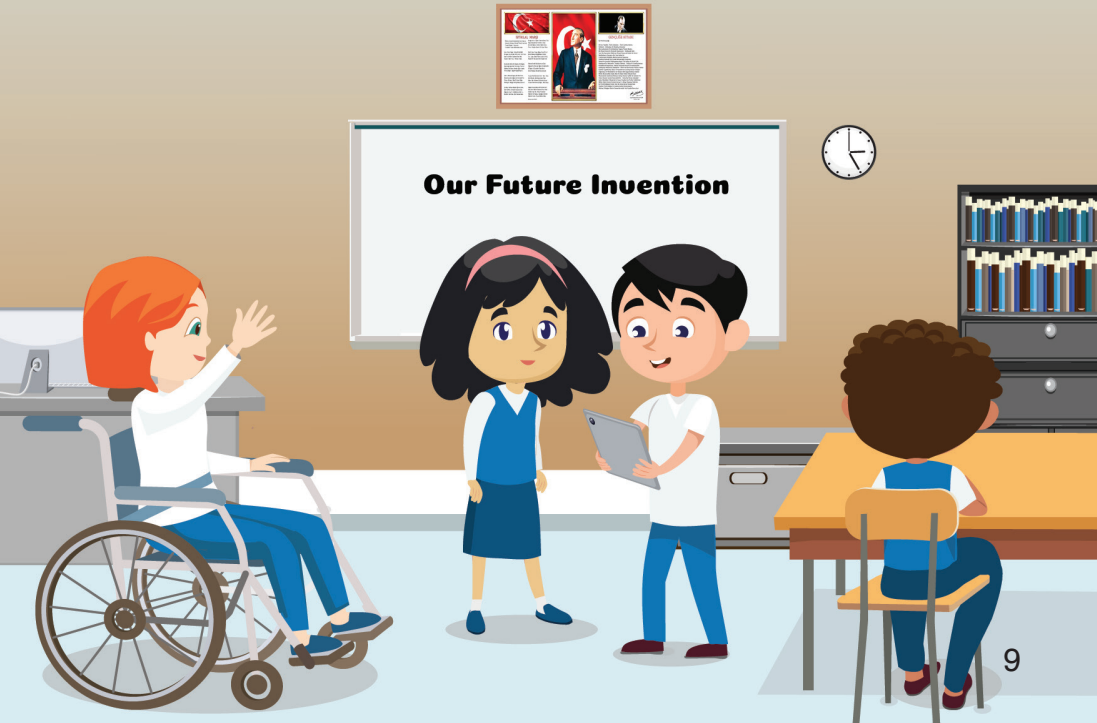
PRACTISING THE PRESENTATION

Emma connects to the server, and the slides appear on the big screen.

“Let’s practise in pairs,” says Mia.

Emma and Yusuf try their parts first. Liam sits nearby and takes notes on a tablet.

The more they practise, the more confident they feel. After each practice round, Mia gives helpful feedback. Liam highlights important points for the real presentation. Emma is very excited, so Yusuf encourages her, and Mia practices answering possible questions. They all learn to support each other and work as a team. Mr Clark watches them proudly.



A SMALL PROBLEM

Just as they want to print their handouts, the printer stops.

“Oh no!” says Yusuf. “Nothing came out!”

“Don’t worry,” says Emma. “Let’s download the file again.”

They fix the problem quickly. The pages come out fine, and they all cheer and give high-fives.

The printer runs out of paper, causing a small delay. Liam quickly takes more sheets while Mia checks the printer settings. Emma double-checks the file for errors. They stay calm and solve the problem together, showing great teamwork. Even though the printer stops unexpectedly, they learn how important patience and problem-solving skills are during a project. Everyone feels relieved when the pages are printed perfectly, ready for the big day.



GETTING READY

They finish their slides and drawings. The handouts are printed. The photos and the text are uploaded to the school's exhibition website. They practise for their presentation.

Their eyes sparkle with excitement. Next week, their inventions will be in the art gallery!

The group organises all their materials on the table. Mia arranges the colourful handouts while Yusuf checks the website upload. Liam reviews the digital model on his tablet. Emma practises her speech once more, confidently and clearly. They share ideas on how to make their presentation more interesting and fun. The team feels proud of their hard work and excited about sharing their invention with the whole school.



FINAL CHECK

The next morning, they visit the gallery space. Their designs are placed on the tables and the walls.

They practise by explaining their project to imaginary visitors. The team answers every question confidently.

“Questions will be answered by us,” says Mia proudly.

The room looks fantastic with all the colourful posters and models. Emma practises her explanation while Yusuf waits near the display stand. Liam practises demonstrating the digital prototype, and Mia answers possible questions aloud. The group encourages each other, making sure everyone feels ready. Their confidence grows as they share their knowledge, making the exhibition a great success.



FINAL TOUCHES

In the school courtyard, they sit together and check the final details. They add colourful labels and fix the last mistakes.

Inside, the exhibition space is now clean and ready. Posters and flyers are neatly arranged.

The team smiles at each other. Tomorrow is the big day.

The team enjoys a quiet moment outside. They discuss the last-minute ideas and help each other with small tasks. Emma takes photos of their preparation to share with her friends later. Everyone feels a little excited about the presentation. They agree to get a good night's sleep to be ready for tomorrow's big event.



EXHIBITION DAY!

The seminar room is now full of people. Inventions are everywhere!

Our invention, the Eco-Robot, will be the best. Visitors walk around, smile, and take handouts. The room is full of excitement.

The atmosphere is lively, with visitors asking questions to the students. Emma speaks clearly, and everyone understands the importance of their invention. Liam shows the model on his laptop while Mia shares interesting facts about the materials used. Yusuf politely answers the questions with detailed explanations. The team feels proud as their hard work is acknowledged by the teachers, the parents, and the classmates.



CELEBRATION

At the end of the day, Mr Clark claps his hands.

“Well done, everyone! Let’s give out the awards!”

Emma, Yusuf, Liam, and Mia receive silver medals for “Most Creative Future Invention.”

“Your teamwork was amazing! Congratulations! Your invention, the Eco-Robot made from recycled materials, is a very important step for the future. It will make the Earth cleaner and the children happier,” says Mr Clark.

They hug each other with joy and celebrate this unforgettable day together. The students are happy as they receive their medals. Mr Clark thanks the students. Their friends and families take photos. The group thanks their teachers and classmates for their support. They talk about future projects and ways to improve their invention for a clean world.



GLOSSARY

n: noun v: verb adj: adjective

brainstorming (n): Sharing many ideas quickly to solve a problem

click (v): To press a button on a mouse or screen

coding club (n): A group where people learn to write computer programs

conference room (n): A room where people meet to talk or work

courtyard (n): An open space surrounded by buildings

download (v): To copy something from the internet to your device

exhibition (n): A place where things are shown to people

experiment (n): A test to learn something or check an idea

file (n): A document or folder saved on a computer

group work (n): A task done together with other people

presentation (n): A talk to show or explain something

print (v): To make a paper copy from a computer

printer (n): A machine that prints documents or pictures

project (n): A planned piece of work or study

question-answer session (n): A time to ask and answer questions

save (v): To keep a file on your computer or device

screen (n): The part of a computer or phone you look at

seminar room (n): A room for small teaching or learning meetings

server (n): A computer that provides data to other computers

share (v): To let others use or see something you have

summarise (v): To tell the main ideas in a short way

switch on (v): To turn something (like a machine) on

take notes (v): To write down important information

technology lab (n): A place with tools for working with technology

upload (v): To send something from your device to the internet

website (n): A place on the internet with information or services

QUESTIONS

Read the questions below and answer them.

1. What is Techno Kids Week?

_____

2. Where do the students start planning their inventions?

_____

3. Who asks Liam for help with the computer?

_____

4. Why does Emma suggest using recycled materials?

_____

5. What happens during the Coding Club session?

_____

6. How do the students fix the printer problem?

_____

7. When do they practise their presentation?

_____

8. Where is the exhibition held?

_____

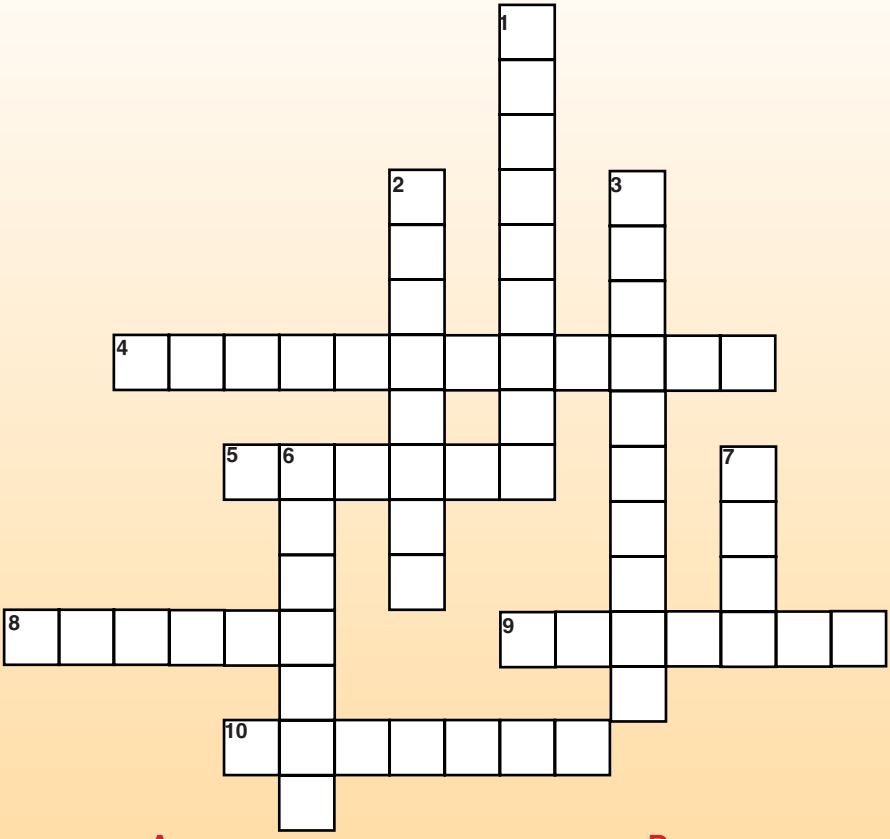
9. Who gives the students silver medals?

_____

10. What is the name of their invention?

_____

CROSSWORD



Across

4. A talk or display where you explain something to an audience, often using slides
5. To move a file from your computer or phone to a website or the internet
8. The part of a computer or phone you look at
9. A task or work you do for school or work
10. A place on the internet with information

Down

1. An open area surrounded by buildings, usually in a school or house
2. To take a file or information from the internet or a computer and save it to your device
3. An event where students show their projects, artworks, or work to others
6. A machine that makes paper copies of documents or pictures from a computer
7. A digital document, picture, or video that is saved on a computer or device

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The references in this section have been prepared following the principles and formatting rules of the APA Style 6th Edition.

VISUAL REFERENCES

The photos with code numbers were taken from "www.123rf.com". Web References and Visual Sources can be accessed by scanning the QR code below.

References

ANSWER KEY

Answer Key



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