Unit 15 Technology

Getting started
- What technology do you use every day?
- What is the most important gadget or device in your home?

Skills
- Tell us about your digital skills. What apps can you use?
- What technology can you use in the kitchen?

The local area
- What local websites or Facebook groups do you know or use?
- Where can you go to use a computer?
- What other useful facilities are there in the local area?
- How has technology changed the local area in recent years?

Around the UK
- Is the UK a technologically advanced country in your opinion?
- What technology have you used for the first time since you arrived in the UK?

Around the world
- Which countries produce the most technology and why?
- How does household technology compare in different parts of the world you know?

Staying safe
- What technology in the home is potentially dangerous?
- What are the possible dangers with using smartphones?

Useful apps and websites
- www.sciencemuseum.org.uk/objects-and-stories/computer-your-pocket-rise-smartphones
- Assistive technology https://abilitynet.org.uk

Taking the topic further
- Set up a WhatsApp group.
- Where can you find out more about technology?
- What are the advantages/disadvantages of different mobile phones?

Social / Community
- What technology helps you make friends?
- Is there any technology that has made us less sociable?

Our rights and responsibilities
- Does everyone have a right to use the internet?
- How has technology changed women's rights?

Personal view
- What's the best invention over the last hundred years?
- What technology do you most want to learn to use?

Technology

Introduction to the topic

This topic is about technology, a broad topic which can lead in many directions. The main focus in this unit is on digital technology but it can be adapted to group interests. Another area for exploration could be the advantages and disadvantages of technological advances, including behaviour on social media, fake news, surveillance technology, assistive technology etc.

Session ideas at a glance

Welcome	If required, participants sign in or you record attendance on a register.
Opening chat / circle time	Introductions for anyone new. General chatting. Anything to follow up or report back on from the previous session? Any news from anyone?
Getting started	Remind/tell new participants what the topic of the session is: **Technology**. Choose one or more warm up activities linked to the topic. See next page for an activity and ideas on discussing **Old and new technology**. Ask some questions to get the conversation started and find out which aspects of the topic participants are most interested in talking about.
Conversations	Plan to have 2 or 3 main conversations linked to this topic, possibly with supporting activities. See next page for ideas for: • **Personal view: Desert island apps** If you have a large group, and participants divide into small groups or pairs for each activity/conversation, finish each of these with the whole group reporting back and maybe discussing their ideas further together.
Closing chat/ circle time	Feedback about today's topic and conversations. Discuss any ideas for any follow up action or research for taking the topic further, e.g. discussing the topic more, visiting a Science museum, inviting a speaker in. Share ideas and agree the main topic for the next session. Any reminders or important dates/events coming up?

Level of English: The picture activities in this unit can be used by all levels. Some of the discussion activities are most suitable for higher levels.

Things to consider:
- Not everyone will be familiar with/recognise an abacus (counting frame/tool)
- Check that everyone in the group has a smartphone before doing the **Desert island apps** activity. If necessary, you can adapt this activity to talking about technology and appliances at home.
- Even if they have a smartphone, some participants may not be able to afford data and may like to discuss places to go for free access to the internet.
- Some participants may be interested in discussing assistive technology either for themselves or friends/ family members.

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Getting started: Old and new

Resources and preparation: Prepare, print and cut up a set of image cards for each pair/group.

- Give a set of pictures to each pair/group. Alternatively show on tablets or a projector. Explain they need to put the 18 pictures into nine pairs – old and new – and discuss each pair, e.g.
  - *When did these technologies develop?*
  - *Are there any you don't recognise?*
  - *Which do you think are the most important/useful inventions?*
- Encourage groups to check with each other to see if they have the same pairs – and discuss any differences.
- Ask a few follow-on questions to extend the discussion, e.g.
  - *Where are good places to get any of these locally?*
  - *What's the best invention over the last hundred years?*
  - *What technology do you most want to learn to use?*
  - *What inventions will be next?*
  - *What technology do you use every day?*
  - *What is the most important gadget or device in your home?*
  - *What are digital skills?*
  - *How important are digital skills for living and working in the UK?*

Personal view: Desert island apps

Resources and preparation: The aim of this activity is to get participants talking about the technology they use. They will need to use smartphones for the **Desert island apps** activity. (If necessary, you can adapt this activity to talking about technology and appliances at home – and which three people would save, e.g. if they had a flood).

- Project or print the image of a desert island and explain the activity:
  - Participants should imagine they are stranded alone on a desert island for a month.
  - They have food, water, a smartphone, wi-fi - and a solar charger!
  - They can only have **three apps** – in addition to voice calls.

- Depending on the size of the group, divide participants into small groups to tell each other:
  - *Which three apps will you choose?*
  - *What do these apps do?*
  - *Why did you choose them?*
- When everyone has had their turn, participants should agree the top three apps for their group.
- Come back together as a whole group to discuss which apps each group chose and why. You could challenge the whole group to agree on just three from all the apps suggested. This is good practice for persuasive language and skills.
- Encourage participants to show each other these apps on their phones and how to use them – as well as any other apps they use a lot and find useful or fun!
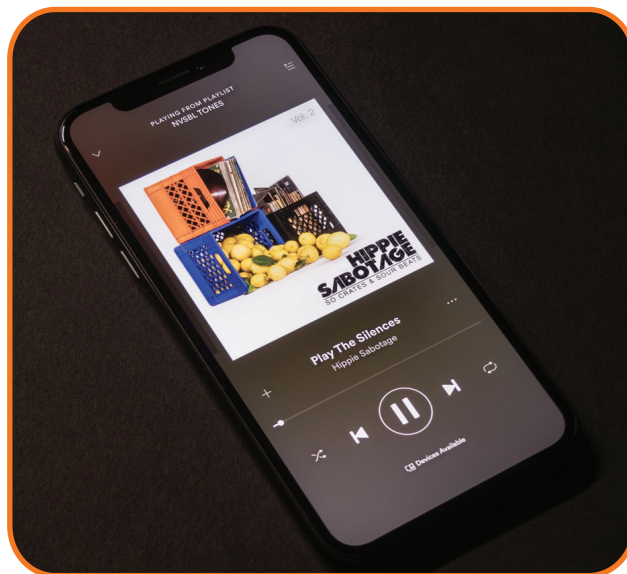
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Getting started: Old and new

Image 1-6: Unsplash.com

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Getting started: Old and new

Image 7-12: Unsplash.com

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Getting started: Old and new

Images 13-18: Unsplash.com.

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Personal view: Desert island apps

Image: Unsplash.com.