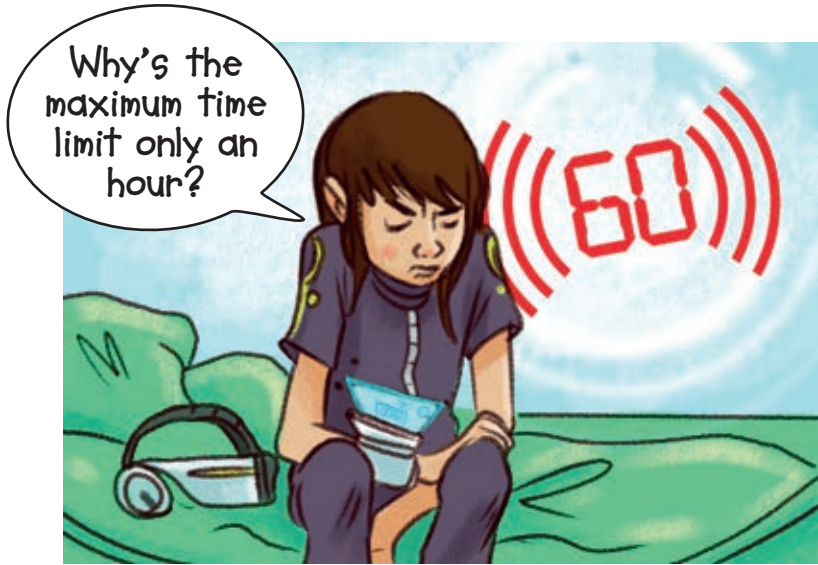


Jen took off her headset and opened the pod. She was cross. I want to play some more, she thought. She looked at the timer on her smartwatch.




Jen walked over to the screen on the wall and touched it. Hassan was there. 'It's not fair! We need more time,' said Jen. 'I know,' said Hassan. He looked at Jen. 'Maybe I can reprogram the game.' Hassan was the computer wizard of their school.



'And then we can have endless time for playing!' he explained.

## Activities

- 5 Underline words for these definitions: *to stop something from working* and *it never ends*.
- 6  List Hassan's machines. Classify them simple or complex. Which could he use to open the smartwatch?

Hassan worked on the program all day. The next morning, there was a message from Hassan on Jen's screen. Jen immediately replied and Hassan's face appeared.



'Did you do it?' asked Jen. 'Yes! Now the timer in my smartwatch doesn't work,' Hassan replied.

'What do I do?' asked Jen. Hassan explained how to deactivate the timer. 'First, go to settings and click on the timer,' he said. 'Then set the time limit to zero and turn off the alarm.'



A few minutes later they were ready to play. This time they chose an adventure park for the virtual outing. 'See you there!' called Jen as she got into her pod.

## Activities

- 7** Write the words in the text that show someone is talking.

.....

- 8** Work with a classmate. Make a list of other possible outings.

.....

.....

# Story focus

*Out of time is science fiction.*

## 1 Tick the science-fiction features in the story.

a) tools and machines	<input type="checkbox"/>	e) technology	<input type="checkbox"/>
b) time travel	<input type="checkbox"/>	f) world disasters	<input type="checkbox"/>
c) aliens	<input type="checkbox"/>	g) things that are impossible at the moment	<input type="checkbox"/>
d) imaginary worlds	<input type="checkbox"/>	h) space travel	<input type="checkbox"/>

## 2 Discuss the questions with a classmate.

- Do Hassan and Jen really go to a beach?
- What does Hassan do to make the game last longer?
- Where do they want to go for the next game and where do they go?
- How do they know that they were outside time?
- What does Hassan do to solve the problem and how does Jen help?
- How does Jen record the outing and what happens?

## 3 Discuss with a classmate if the technology and ideas are possible now.



transporter pods



holograms



a place with no time



smartwatches



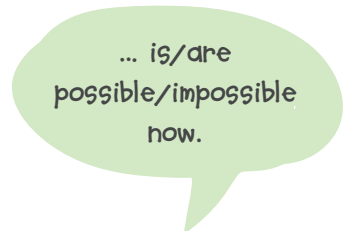
swimming underwater with no equipment




virtual outings



headsets



## Creative writing

- a) 
- b) You need a computer, a screen and an Internet connection. Each player needs a smartwatch, a headset and a virtual transporter pod.
- c) This game is for one to six players.
- d) In this game you have a play date in a virtual place.
- e) Don't deactivate the timer!
- f) The game master connects to the game online and chooses a place and a time in the game settings. Each player puts on a smartwatch and a headset and gets into a virtual transporter pod. Now you're ready to play!

### 1 Number the instructions for the virtual outing game.

- |                             |                        |             |
|-----------------------------|------------------------|-------------|
| 1 name and logo of the game | 3 number of players    | 5 equipment |
| 2 aim of the game           | 4 how to play the game | 6 warning   |

### 2 Tick the features of the virtual outing game.

a) It has a winner.	<input type="checkbox"/>	e) It has a maximum time limit of 60 minutes.	<input type="checkbox"/>
b) It has challenges.	<input type="checkbox"/>	f) It creates fun places.	<input type="checkbox"/>
c) It has holograms.	<input type="checkbox"/>	g) It has characters.	<input type="checkbox"/>
d) It's competitive.	<input type="checkbox"/>	h) It uses virtual reality.	<input type="checkbox"/>

### 3 Underline the features in activity 2 that your favourite computer games have. Discuss with a classmate.

It's important that a computer game has...

I agree/disagree because...