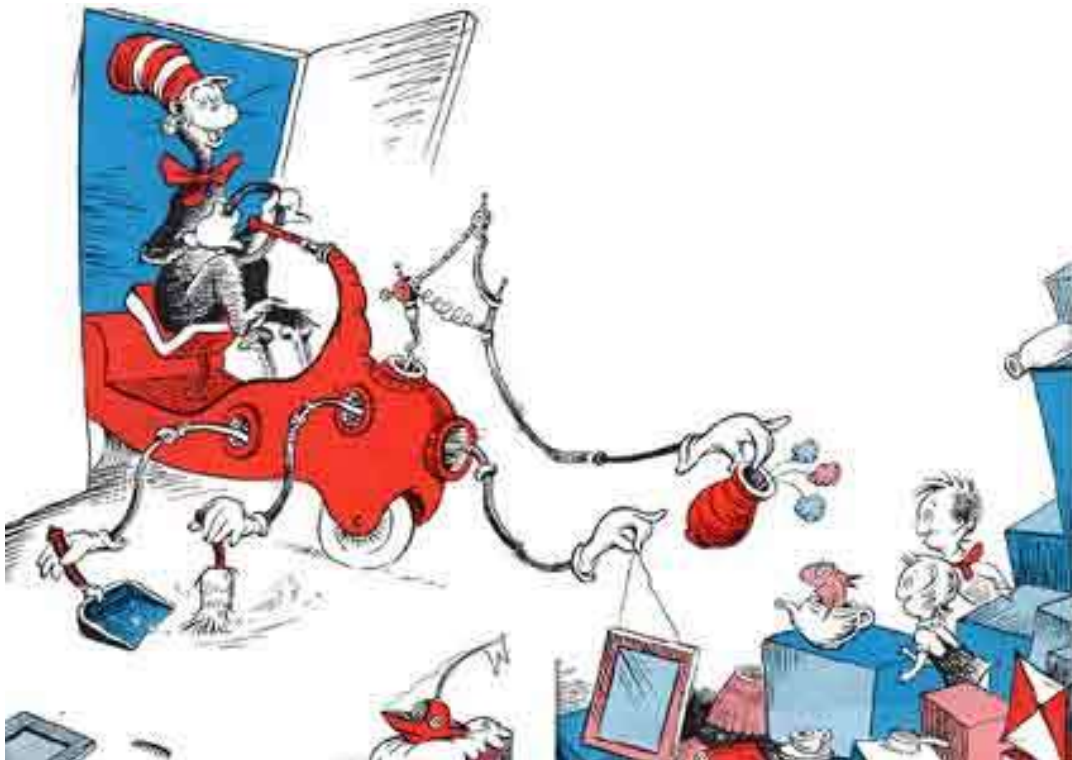


NAME:

DATE:

THE PICKING MACHINE INVENTION

Look at the picking machine of the story and invent a machine for your house.



1. Invent a machine (**máquina o aparato**) for your house

(Teacher's example, **ejemplo**)

- Name: PICKING CUMBA 3.0. machine.
- Use: clean up all the mess (**desorden**) in your house.
- Properties: It works with electricity or mechanic pedals
- Materials It made of 100% recycled plastic, metal and rubber.
- Design: The machine has a motorbike with three wheels and a cabin for sitting down and for arms to pick up things.

Now is your turn, think on your invention: ****Ahora es tu turno, explica los siguientes aspectos de tu invento.**

- Name:

- Use:
- Properties:
- Materials:
- Materials properties:
- Design: