

## Gadgets Galore

*An activity of "Doraemon, the robot cat".*

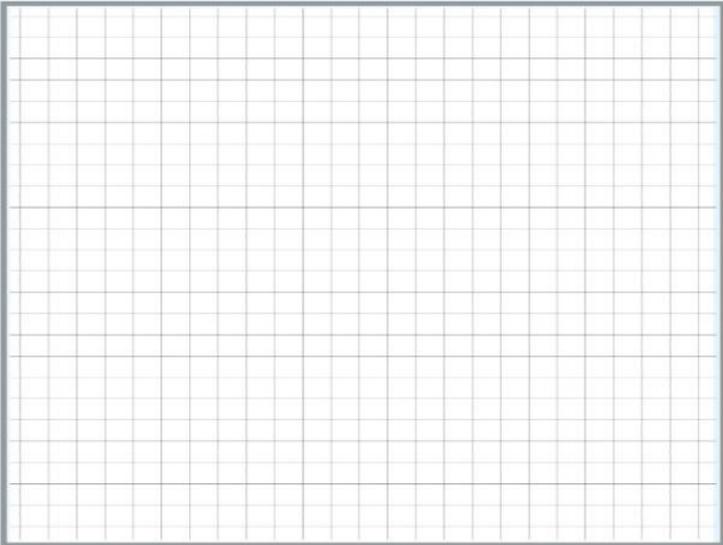
Read the article, "Doraemon, the robot cat" (page17-18, *What's Up* June 2025). Numerous interesting gadgets are featured in Doraemon comics. Have fun imagining your own!

- 1a) Watch the video "**Doraemon Gadgets | You can do everything with Doraemon Gadgets**"  
▶ <https://youtu.be/xE8N-iSshtA?si=DFdhOb6myeXyF-DL> (Brankas Data, 9 April 2023)
- 1b) Of the gadgets in the video, describe the one you liked the most.

Favourite gadget	Problem it solves	Why I like it
1.		

- 2a) In small groups, design a gadget that would make something easier for you to do.

### GADGET BLUEPRINT



\_\_\_\_\_

\_\_\_\_\_

(Gadget Name)

What it does:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Who it is for:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Description

(Physical features, how to use, any caution or side-effects to take note of etc)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

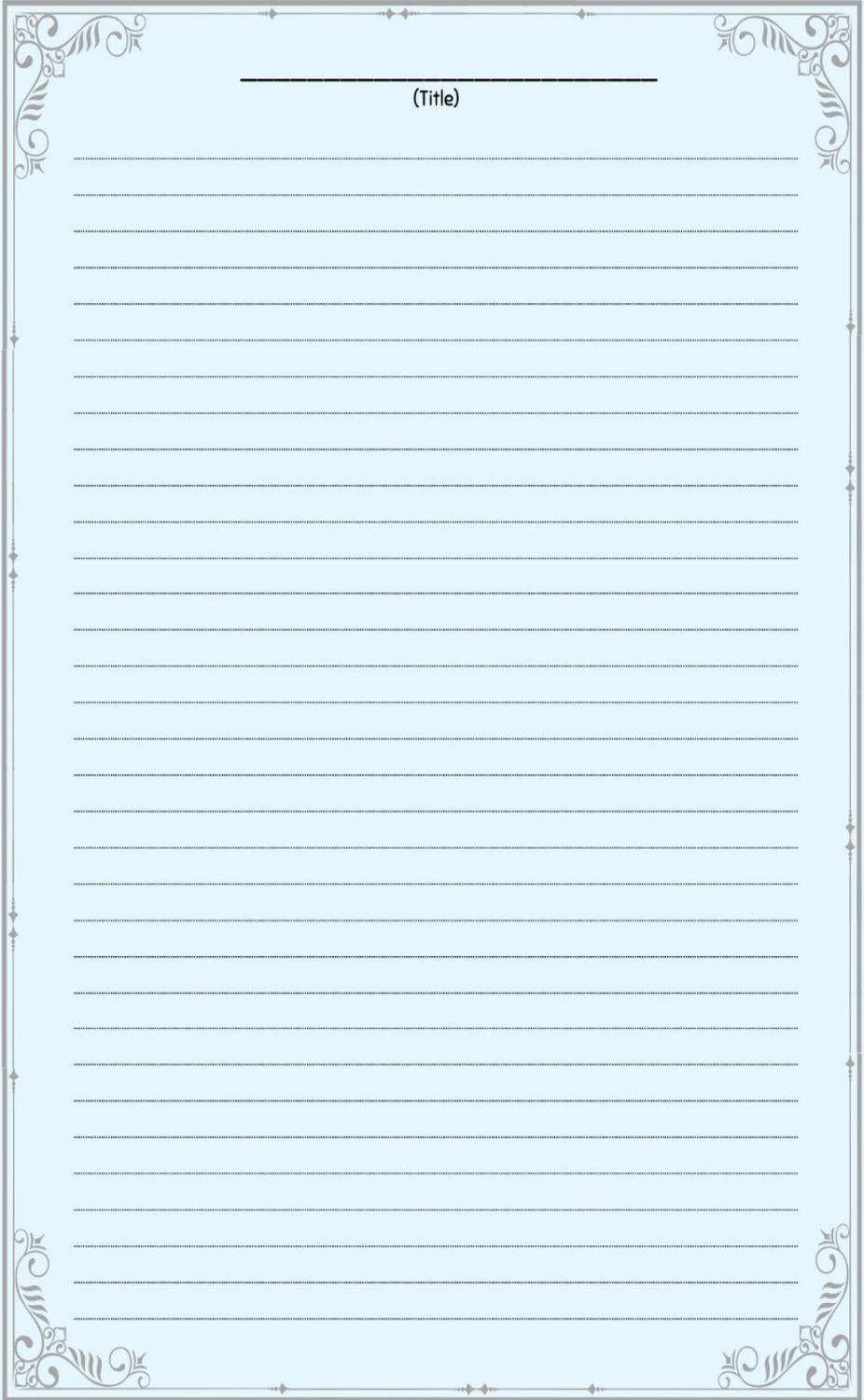
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2b) Write and present a short humorous science fiction story featuring your gadget. Include a funny problem and a meaningful lesson at the end.

Consider using a few humour techniques from Doraemon comics:

- **Slapstick / Physical comedy:** Silly or clumsy actions.
- **Unexpected twists:** A normal scene that turns into a surprise.
- **Repetition & escalation:** Repeat something silly and each time, make it wilder.

<p>A suggested structure for your story ↓ .</p> <p><i>Introduction:</i> Meet the main characters and introduce their problem.</p> <p><i>Rising Action:</i> They use the gadget to solve the problem.</p> <p><i>Climax:</i> Something goes hilariously wrong.</p> <p><i>Ending:</i> They learn a life lesson.</p>	
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2c) Share your gadget design and your science fiction story with the class.